

Title: I see a lot of concerns for the gme NFT market as an unnecessary alternative to the steam market
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I think the "game" in GameStop is a bit misleading for many investors currently. I believe GameStop is trying to transition into a technology company with more than just games/accessories selling.

For example: if concert tickets or club membership were sold as nfts, a limited supply and a strong resale market would be able to generate hype. Imagine you are browsing on the market place/wallet app for in-game skins and you see trending nft collections that are selling music concert tickets as nfts. You click on the collection and there's links to the artist's Spotify/sound cloud. The tickets themselves could also have wonderful cover arts for added collection value on top of the proof of ownership.



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