

Title: "Blockchain gaming also introduces the notion of a 'play-to-earn' model that 'compensates [players] for the time that they spend grinding in those games,'"

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I've been reading and getting excited about web 3.0 gaming.

Web 3.0 gaming is the future in which GameStop is positioning themselves to be a key player.

Here are some of the reasons I'm excited about what GameStop stands to accomplish in this space:

"Blockchain gaming also introduces the notion of a 'play-to-earn' model that 'compensates \[players\] for the time that they spend grinding in those games,'"

<https://www.forbes.com/sites/justinbirnbaum/2022/01/06/why-video-game-makers-see-huge-potential-in-blockchain-and-why-problems-loom-for-their-new-nfts/?sh=56ef2e9f43d7>

"More than 2.5 billion gamers worldwide have been lied to that they own their in-game assets. They don't own it. In Web 3.0, however, users can create content while owning, controlling and monetizing them through the implementation of blockchain and cryptocurrencies."

<https://medium.datadriveninvestor.com/the-insane-future-of-web-3-0-and-the-metaverse-4cec3f13895a>

What's necessary to make web 3.0 gaming a reality for users? Well first you need an exchange and a wallet to hold your assets and minimal fees for making transactions (Loopring L2 wallet). Second, you need a forward-facing, user-friendly marketplace where the digital assets NFTs are minted and integrated with games (IMX).

Ladies and gentlemen, GameStop is assembling the Andromeda rocket and we're early as fuck.