

Economics of NFTs:

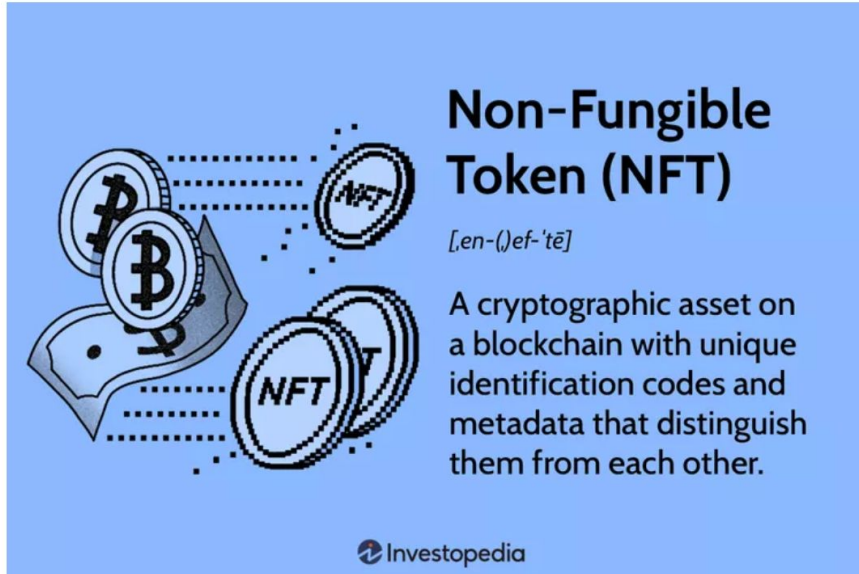
The Value of Creator Royalties

Brett Hemenway Falk
Bin Gu
Gerry Tsoukalas
Niuniu Zhang

Outline

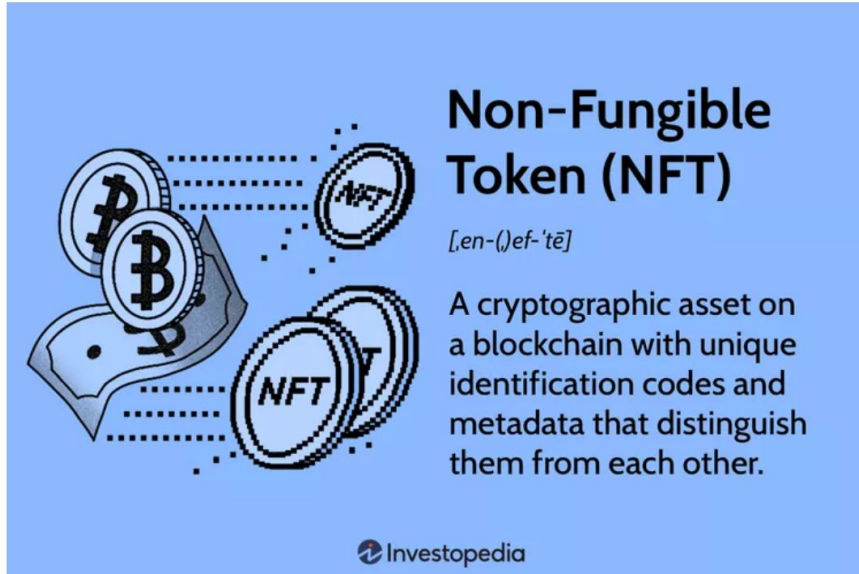
1. Definition
2. Motivation and Background
3. Research Question
4. Model

What is Non-Fungible Token (NFT)?



Investopedia / Julie Bang

What is Non-Fungible Token (NFT)?

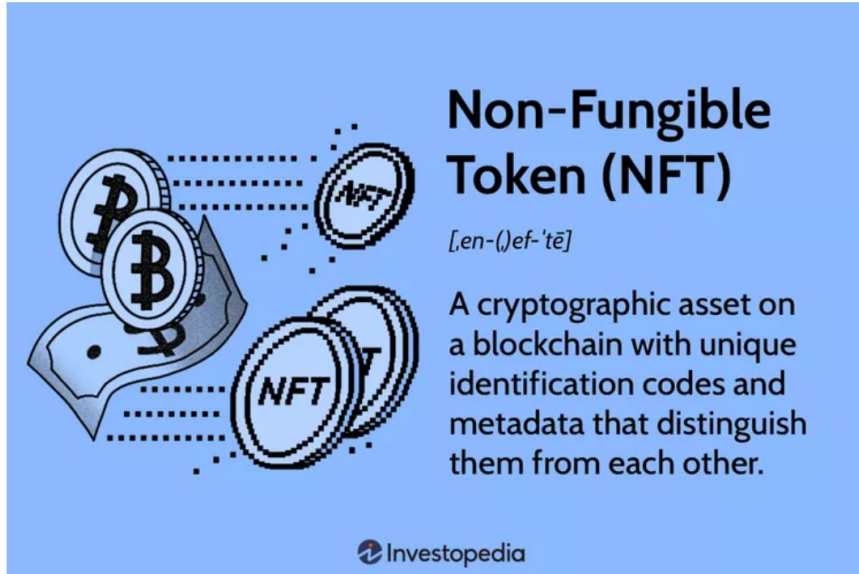


Investopedia / Julie Bang



Bitcoin, a fungible asset

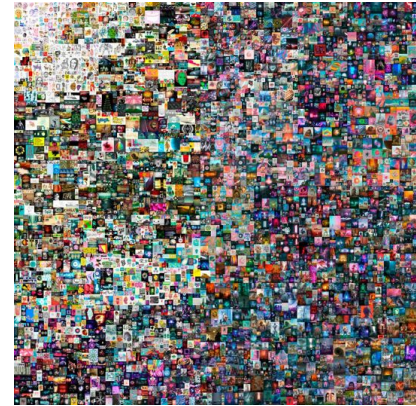
What is Non-Fungible Token (NFT)?



Investopedia / Julie Bang

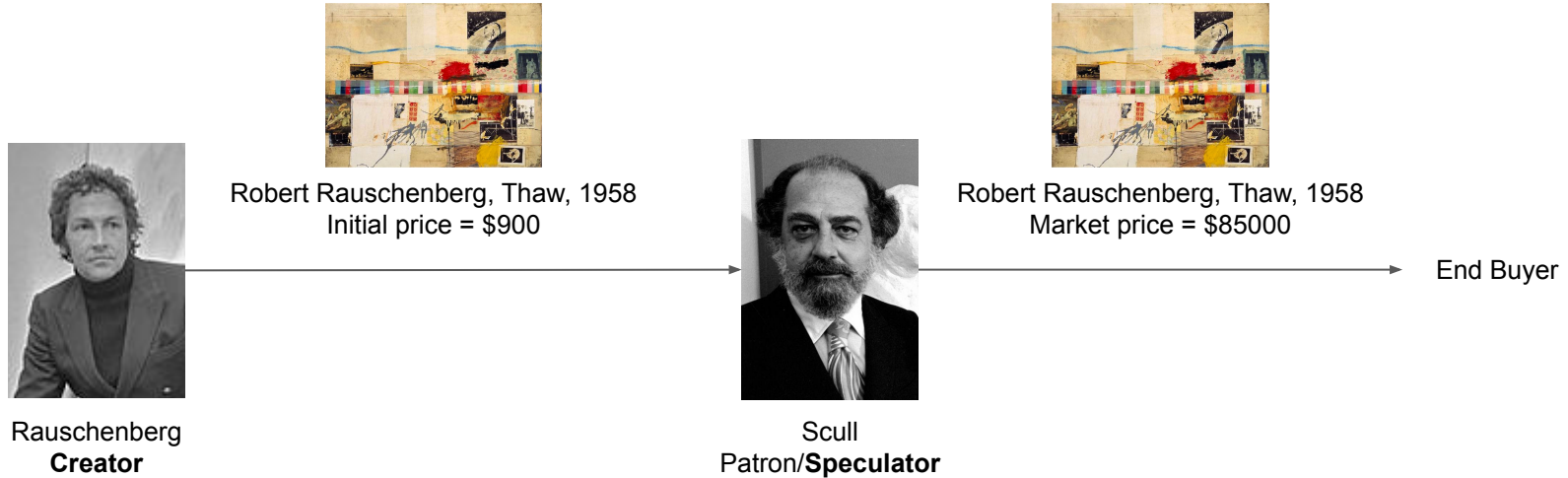


Bitcoin, a fungible asset

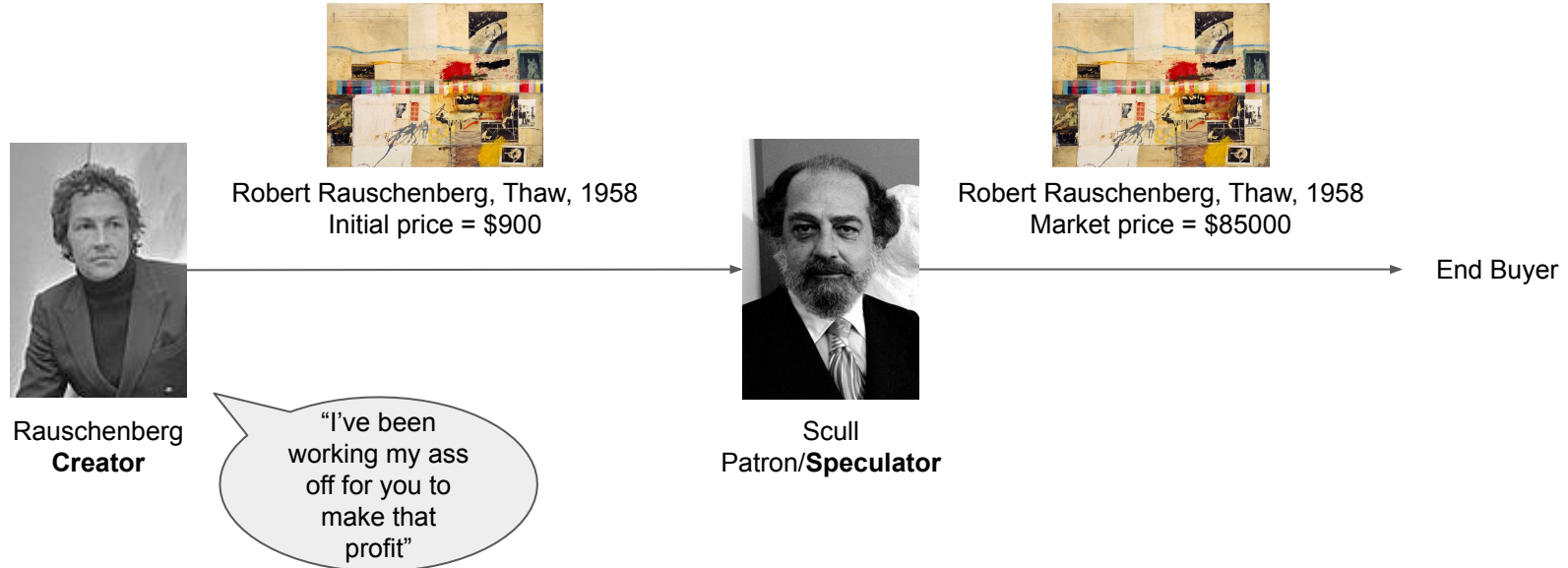


“Everydays: The First 5000 days”, Beeple, sold for \$69.3 million at Christie’s in 2021

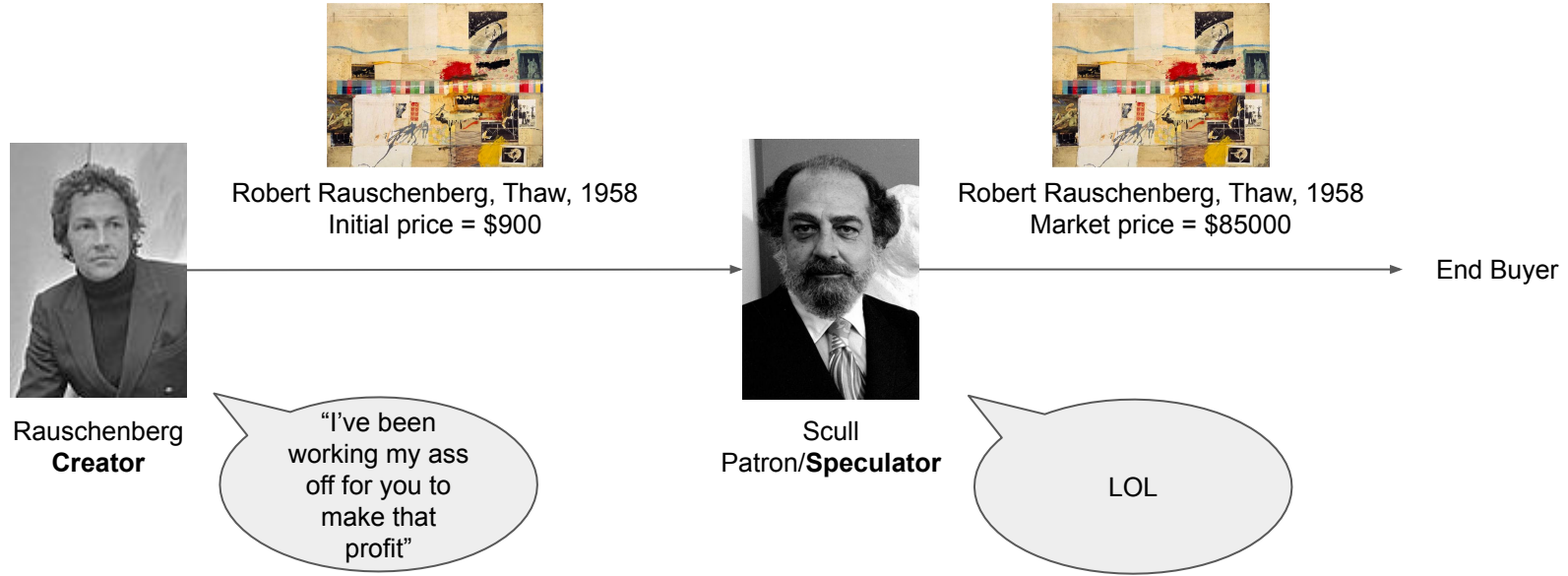
Why do we care about royalties? Scull Auction, 1973



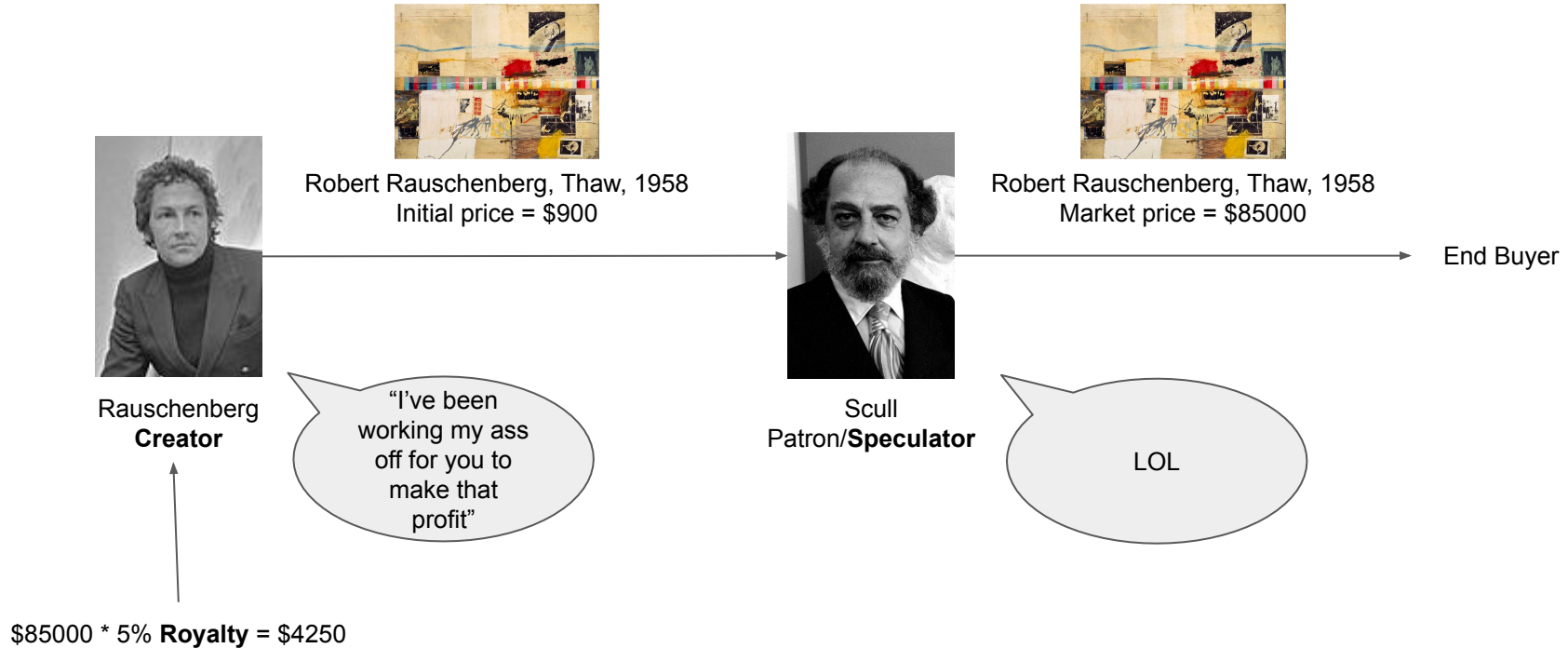
Why do we care about royalties? Scull Auction, 1973



Why do we care about royalties? Scull Auction, 1973



Why do we care about royalties? Scull Auction, 1973



Op-Ed

Artists Have Been Attempting to Secure Royalties on Their Work for More Than a Century. Blockchain Finally Offers Them a Breakthrough

There's a throughline from attempts to reform the art market in the '60s to artists like Simon de la Rouviere's work today.

Charlotte Kent, April 7, 2021

 • News • NFTs

Artist Royalties Are Among ‘Most Compelling Features of Crypto’: Zora Co-Founder

Jacob Horne expressed concern about the NFT market heading toward zero-royalties on the latest episode of the gm podcast.



By [Jason Nelson](#)

📅 Dec 22, 2022

🕒 4 min read

The NFT Market

- \$25B in annual sales (both 2021 and 2022)

The NFT Market

- [\\$25B in annual sales](#) (both 2021 and 2022)
- [\\$1.8B paid in NFT royalties on Ethereum](#) (2022)

The NFT Market

- [\\$25B in annual sales](#) (both 2021 and 2022)
- [\\$1.8B paid in NFT royalties on Ethereum](#) (2022)
- Some projects make majority of revenues off of royalties
 - [BAYC](#)
 - [Doodles](#)
 - [Goblin Town](#)



What role do royalties serve?

“I don't think it (royalty) makes a difference” -
Haseeb Qureshi, managing partner at
Dragonfly, a crypto fund



Our paper shows his claim is true to a certain extent, but incomplete. Let's look at why it's true.

Baseline model

- Time 0: Creator has a single unit
 - Sets price, p

Baseline model

- Time 0: Creator has a single unit
 - Sets price, p
- Time 1: Demand is realized
 - Buyer arrives with valuation V , a random variable
 - Creator can sell at p (if $p < v$)

Baseline model

- Time 0: Creator has a single unit
 - Sets price, p
- Time 1: Demand is realized
 - Buyer arrives with valuation V , a random variable
 - Creator can sell at p (if $p < v$)

Creator sets $p = \operatorname{argmax} p \cdot \Pr[V > p]$

Baseline model

- Time 0: Creator has a single unit
 - Sets price, p
- Time 1: Demand is realized
 - Buyer arrives with valuation V , a random variable
 - Creator can sell at p (if $p < v$)

Creator sets $p = \operatorname{argmax} p \cdot \Pr[V > p]$

Markov's inequality states $p \cdot \Pr[V > p] \leq E[V]$

Baseline model

- Time 0: Creator has a single unit
 - Sets price, p
- Time 1: Demand is realized
 - Buyer arrives with valuation V , a random variable
 - Creator can sell at p (if $p < v$)

Creator sets $p = \operatorname{argmax} p \cdot \Pr[V > p]$

Markov's inequality states $p \cdot \Pr[V > p] \leq E[V]$

Creator can only earn $E[V]$ when V is constant

Baseline model (with Speculator)

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r

Baseline model (with Speculator)

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r
- **Time 1: Speculator arrives**
 - No intrinsic value for item
 - Decides whether to purchase at price p

Baseline model (with Speculator)

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r
- **Time 1: Speculator arrives**
 - No intrinsic value for item
 - Decides whether to purchase at price p
- Time 2: Demand is realized
 - Buyer with stochastic valuation, V , arrives
 - **If Speculator purchased at time 1, will sell for price v**
 - If Speculator did not purchase, creator can sell at p (if $p < v$)

Baseline model (with Speculator)

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r
- **Time 1: Speculator arrives**
 - No intrinsic value for item
 - Decides whether to purchase at price p
- Time 2: Demand is realized
 - Buyer with stochastic valuation, V , arrives
 - **If Speculator purchased at time 1, will sell for price v**
 - If Speculator did not purchase, creator can sell at p (if $p < v$)

Creator sets $p = E[V](1-r)$

Baseline model (with Speculator)

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r
- **Time 1: Speculator arrives**
 - No intrinsic value for item
 - Decides whether to purchase at price p
- Time 2: Demand is realized
 - Buyer with stochastic valuation, V , arrives
 - If Speculator purchased at time 1, will sell for price v
 - If Speculator did not purchase, creator can sell at p (if $p < v$)

Creator sets $p = E[V](1-r)$
Creator earns $E[V]$ in expectation

Baseline model (with Speculator)

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r
- **Time 1: Speculator arrives**
 - No intrinsic value for item
 - Decides whether to purchase at price p
- Time 2: Demand is realized
 - Buyer with stochastic valuation, V , arrives
 - If Speculator purchased at time 1, will sell for price v
 - If Speculator did not purchase, creator can sell at p (if $p < v$)

Creator sets $p = E[V](1-r)$
Creator earns $E[V]$ in expectation
Speculator earns nothing

Royalties are useless in this model

Haseeb was right:

- Speculator increases creator revenue

Royalties are useless in this model

Haseeb was right:

- Speculator increases creator revenue
- Royalties get “priced in”
 - Creator has same profit with and without royalties

When do royalties help?

Risk-Aversion

Review: Baseline model (with Speculator)

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r
- Time 1: Speculator arrives
 - No intrinsic value for item
 - Decides whether to purchase at price p
- Time 2: Demand is realized
 - Buyer with stochastic valuation, V , arrives
 - If Speculator purchased at time 1, will sell for price v
 - If Speculator did not purchase, creator can sell at p (if $p < v$)

Risk Aversion

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r
- Time 1: Speculator arrives
 - No intrinsic value for item
 - Decides whether to purchase at price p
- Time 2: Demand is realized
 - Buyer with stochastic valuation, V , arrives
 - If Speculator purchased at time 1, will sell for price v
 - If Speculator did not purchase, creator can sell at p (if $p < v$)
- Creator and speculator are risk averse with parameters η_c and η_s

Risk Aversion

- Time 0: Creator has a single unit

- Sets price, p , and royalty rate, r

- Time 1: Speculator arrives

- No intrinsic value for item
- Decides whether to purchase at price p

- Time 2: Demand is realized

- Buyer with stochastic valuation, V , arrives
- If Speculator purchased at time 1, will sell for price v
- If Speculator did not purchase, creator can sell at p (if $p < v$)

- Creator and speculator are risk averse with parameters η_c and η_s

Mean-Variance Utility

$$u_s(p, r) = \mathbb{E}[v_s(p, r)] - \eta_s \cdot \text{Var}[v_s(p, r)]$$

$$u_c(p, r) = \mathbb{E}[v_c(p, r)] - \eta_c \cdot \text{Var}[v_c(p, r)]$$

Risk Aversion

- Time 0: Creator has a single unit
 - Sets price, p , and royalty rate, r
- Time 1: Speculator arrives
 - No intrinsic value for item
 - Decides whether to purchase at price p
- Time 2: Demand is realized
 - Buyer with stochastic valuation, V , arrives
 - If Speculator purchased at time 1, will sell for price v
 - If Speculator did not purchase, creator can sell at p (if $p < v$)
- Creator and speculator are risk averse with parameters η_c and η_s
- Creator's success ties to one (undiversified) NFT ($\eta_c \geq \eta_s$)

Mean-Variance Utility

$$u_s(p, r) = \mathbb{E}[v_s(p, r)] - \eta_s \cdot \text{Var}[v_s(p, r)]$$

$$u_c(p, r) = \mathbb{E}[v_c(p, r)] - \eta_c \cdot \text{Var}[v_c(p, r)]$$

Optimal royalty under risk aversion

$$r^* = \frac{\eta_s}{\eta_s + \eta_c}$$

Optimal royalty under risk aversion

$$r^* = \frac{\eta_s}{\eta_s + \eta_c}$$

Optimal royalty is positive (+) whenever speculator is risk averse

Increase

Under risk aversion, royalties can increase creator utilities by:

$$\Delta = \sigma^2 \frac{\eta_s^2}{\eta_s + \eta_c}$$

Increase

Under risk aversion, royalties can increase creator utilities by:

$$\Delta = \sigma^2 \frac{\eta_s^2}{\eta_s + \eta_c}$$

Extra Utility increases as:
1) future market
uncertainty increases,

Increase

Under risk aversion, royalties can increase creator utilities by:

$$\Delta = \sigma^2 \frac{\eta_s^2}{\eta_s + \eta_c}$$

Extra Utility increases as:
1) future market uncertainty increases,
2) speculator becomes more risk averse, and

Increase

Under risk aversion, royalties can increase creator utilities by:

$$\Delta = \sigma^2 \frac{\eta_s^2}{\eta_s + \eta_c}$$

Extra Utility increases as:

- 1) future market uncertainty increases,
- 2) speculator becomes more risk averse, and
- 3) creator becomes less risk averse

Three situations where royalties help

- Risk-Aversion:
 - When the speculator is risk-averse, royalties increase creator revenue

Three situations where royalties help

- Risk-Aversion:
 - When the speculator is risk-averse, royalties increase creator revenue
- Information asymmetry:
 - When the speculator has better information about V than the creator, royalties allow the creator to capture the profits of this information advantage

Three situations where royalties help

- Risk-Aversion:
 - When the speculator is risk-averse, royalties increase creator revenue
- Information asymmetry:
 - When the speculator has better information about V than the creator, royalties allow the creator to capture the profits of this information advantage
- Multiple units:
 - When the creator has multiple units but must sell all units at the same price

Thank you!

Economics of NFTs: The Value of Creator Royalties, Falk, B., Gu, B., Tsoukalas, G., and Zhang, N. (2022).
Information Systems Research, Major Revision.

niuniu.zhang.phd@anderson.ucla.edu

