



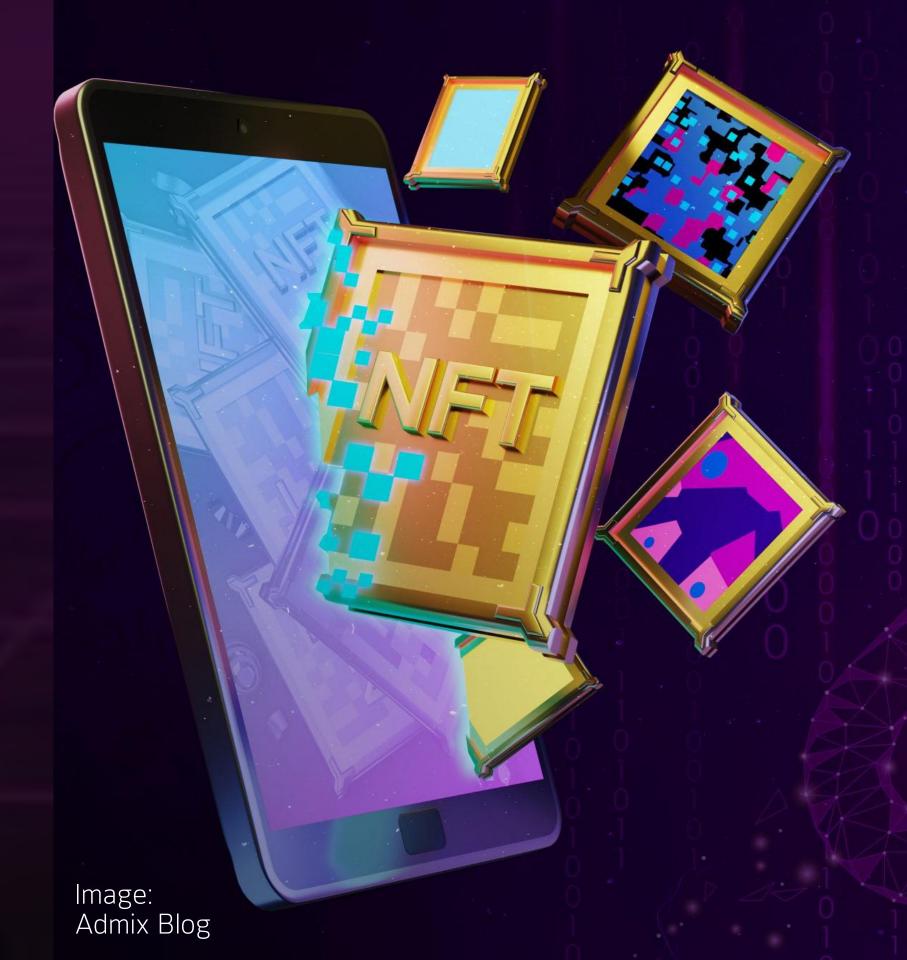
JvM NERD presents a NERDFusion about the most notable NFT uses cases. Hamburg, 10th June, 2022.

Image: BeInCrypto

YOUNG BUT PROMISING:

NFT ecosystem produces more use cases for both creators & consumers.

The world was fed with various headlines of big NFT collectable sales from the likes of the Bored Ape Yacht Club or more recently Moonbirds. While the attention is often directed to the design of PFP projects, the use behind those is often left out. Many projects are entering different fields, like gaming, fashion or art.



GAMING:

Though at the beginning, NFT gaming keeps evolving with new approaches.

While developers can receive more money to second-market sales, players are able to decorate their gaming experiences with unique skins. We can currently see a shift towards the development of play-andearn games in the space, focussing rather on the playing than earning aspect, contrary to existing play-toearn experiences.



FASHION:

Many big brands explore the possibilities for fashion in NFTs.

While More fashion brands seem to place collaborations inside closed systems like Balenciaga and Fortnite, others were fascinated by the idea of having a virtual closet across different gaming platforms/worlds. More (web3) brands are eager to connect fashion with NFTs, including digital items redeemable for physical fashion pieces.



ART:

NFTs offer big potential for creators and artists of (digital) art.

Non-fungible tokens help creators to publish their art easier and give them also more control. Besides giving creators the possibility to open various revenue streams, artists have more ways to find new audiences. Galleries start to adapt to the demand of NFTs and look at different ways than presenting NFTs merely on a screen.



THE MOST NOTABLE

NFT USE CASES

AXIE INFINITY:

Buy, battle, breed - Take care of cute little monsters while earning crypto.

The blockchain based game lets players purchase NFTs in the form of cute monsters. Those monsters can be pitted against each other in turnbased battles versus computers or other players. The game embedded a "play-to-earn" system in the gameplay, as players can receive SLP tokens that are tradable for money at an exchange.



BATTLE PETS:

Breaking through as the first game making use of the BSC network.

As the play-to-earn title runs on the Binance Smart Chain network, users are provided with faster transactions and low gas fees. The game is about hatching and collecting pets, making them stronger with weapons and leveling those pets for battles. Winning will earn PET tokens, helping to strong-arm your pets or cash out for money.

#PetChallenge



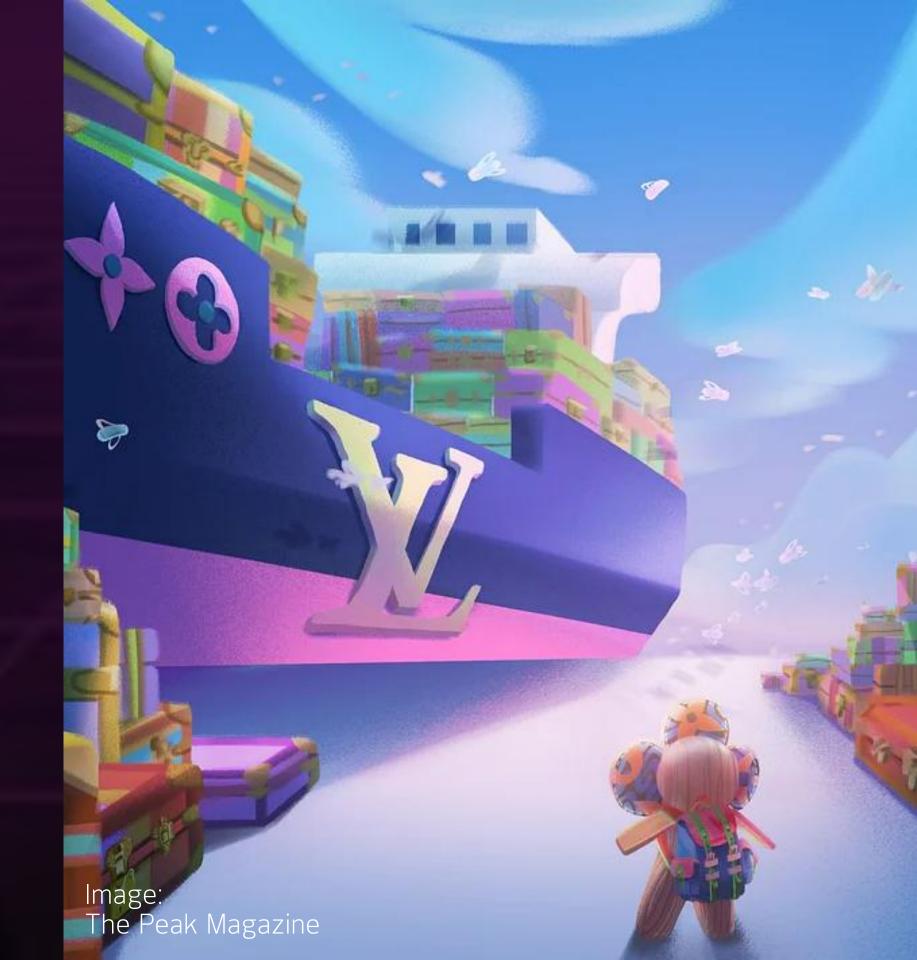


Image: Twitter (@battle pets)

LOUIS THE GAME:

Join the journey of the 14-year-old young man Louis Vuitton in-game.

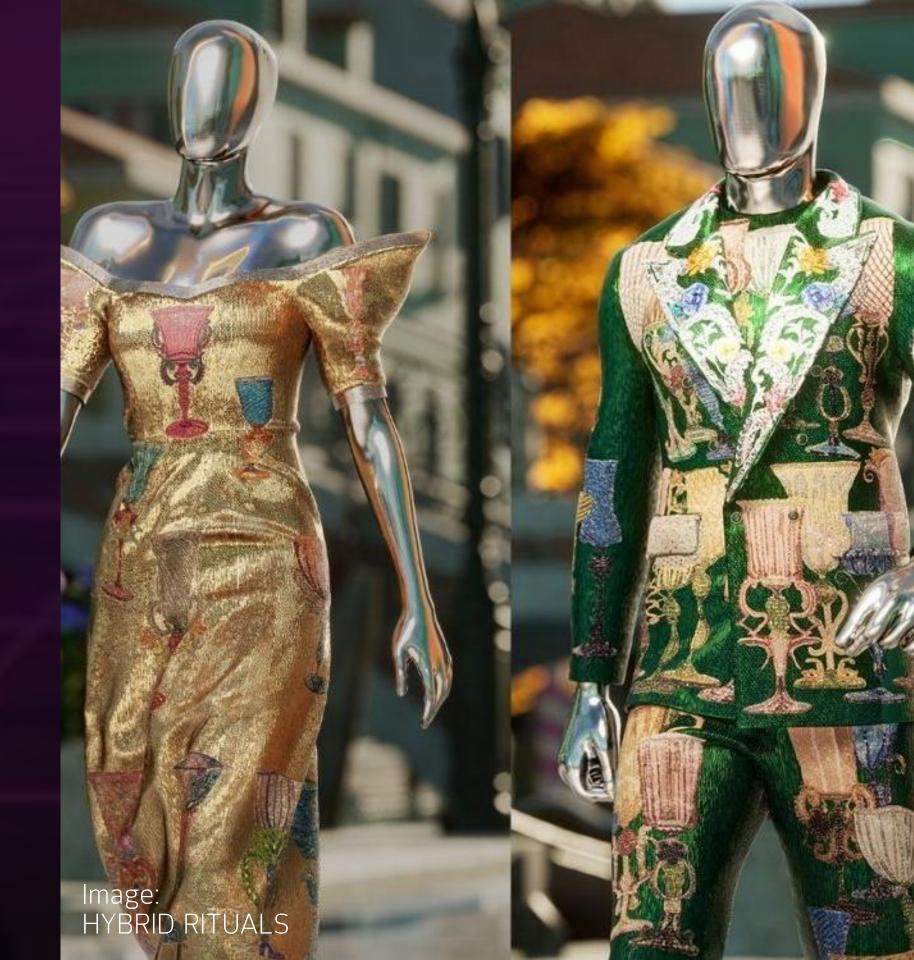
Taking you through six imaginary worlds, we follow the owner on his journey to Paris, where he launched his namesake business. Playing as his mascot Vivienne, players travel to seek the birthday celebrations, collecting as many monogram candles on the way, as possible. Digital artist also included 10 NFTs that are embedded in the game.



DOLCE & GABBANA:

The Italian luxury fashion brand pioneers the field of digital fashion.

Dolce & Gabbana's "Collezione Genesi" collection was originally revealed in its Venice contours event. The collection was designed by the founders personally and exclusively crafted for UNXD. Three crowns, three jackets, two dresses and one suit set a NFT fashion record with over US\$6 million. Five pieces were physically executed.



ADIDAS:

Exclusive streetwear drops for "Into the Metaverse" holders.

The big streetwear giant launched their token "Into the Metaverse" purchasable for 0.02 ETH (about US\$800 at the time), promising digital and physical Adidas products. Three products were already redeemable for holders: An orange beanie, a tracksuit worn by Indigo and a black hoodie with a blockchain address on it.



AZUKI:

Handsewn and embroided - Azuki's first phsyical drop is of high fashion.

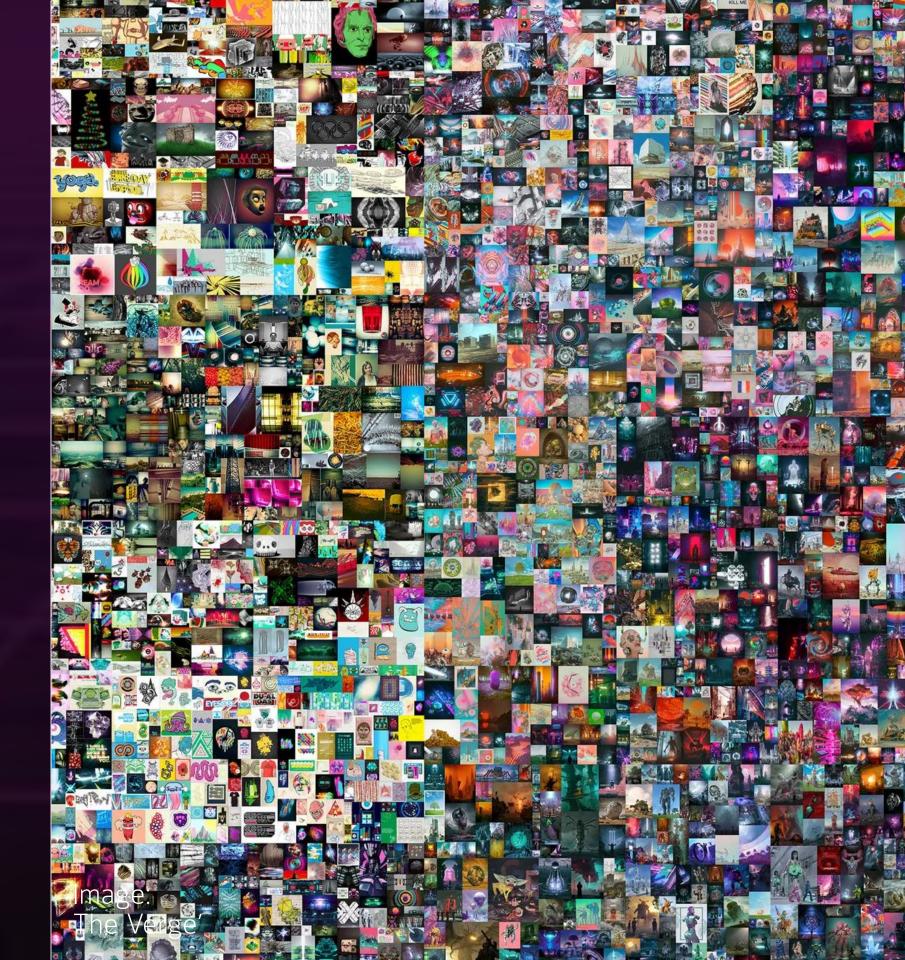
After revealing a prototype at NFT LA, Azuki dropped token to all holders, redeemable for their first physical drop. The Azuki-branded Twin Tiger Jacket is inspired by "Sukajan" Jackets, a fashion classic combining both the American and Japanese culture. Though being worth US\$2000 holders can claim them for free.



BEEPLE:

"The catalyst for a generation" makes a record-high sale by a single Owner.

The digital artist Beeple, sold his "Everydays: The First 5000 Days" for US\$69 million. More than 180 bidders were looking to buy the collection of Beeple's daily published digital art since 2007. As the record-braking auction went through Christie's, the mainstream art world became fixed on the possibilities of digital art.



PAK'S "THE MERGE":

With US\$91.8 million, the artwork is a record sale by aliving artist.

Digital Artist Pak's "Merge" is a collection of 312,686 "mass" NFTs purchased by nearly 29,000 collectors. When trading mass, buyers with already existing NFTs would see corresponding NFTs destroyed and "amassed", resulting in a larger work. The biggest NFT will be considered the alpha, conceivably growing in value.

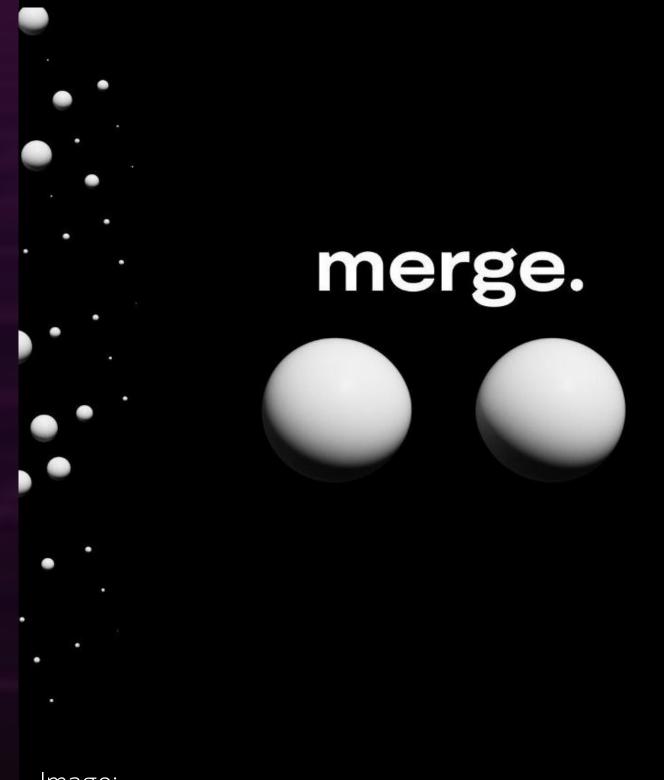


Image: Better Programming



MORE DATA: www.nerd-insights.com



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