

# Minecraft Says It Wants Nothing To Do With NFTs, Blockchain

While NFTs are still controversial in some industries, the videogame industry is making it crystal clear: NFTs stands for "No F'n Thanks" within their industry.

The latest company to take a stand against non-fungible tokens: Mojang Studios, the developer of the massively popular video game, Minecraft.

In a statement put out today on the official Minecraft website, titled simply "Minecraft and NFTs," the company made it crystal clear that it would not permit any sort of blockchain or NFT integration with its game.

Mojang Studios, Minecraft and others outlined a few reasons why NFTs are not acceptable. They made it clear that fake shortage plays a significant part in it. NFTs, which are non-fungible tokens, are digital assets stored on blockchains. A unique token is created and attached to a media folder to claim ownership. This makes NFTs speculative assets.

This statement makes it clear that Minecraft isn't against monetizing and uses the Minecraft server access fee as an example. The developer is opposed because NFTs could alter the gameplay and give players who have monetary resources an advantage in-game.

"To ensure that Minecraft players have an inclusive and safe experience, blockchain technologies cannot be integrated into our Minecraft client and servers applications nor can they be used for creating NFTs associated any in-game material, including worlds or skins, personas items, or other mods," reads the statement.

The developer raised concerns about the trustworthiness and fraud of third-parties that mint Minecraft-related NFTs.

Molly White, the Web3 is Going Great website, succinctly stated that "No blockchain for a block game" The website monitors the scams, frauds and drama in the Web3 world. This includes NFT projects and cryptocurrencies.

White points out that Minecraft NFT projects, both unauthorized and existing, suffered a significant drop in value after Mojang Studios' announcement. NFT Worlds, which also has a token associated with it, saw the value of both the token and its NFT floor prices crater by more than 70 percent.

Mojang Studios' Minecraft is far from being the first videogame company to abstain from NFTs. Gamers have expressed their disgust at the idea that NFTs could be added to the games they already own. And their anti-NFT opinions have forced the industry to follow. Sony unveiled Playstation Stars, a loyalty program which rewards players with digital collectibles earlier this month. The company stressed that these digital collectibles weren't NFTs.

"It is definitely not NFTs. No. They can't be sold or traded. It isn't leveraging any blockchain technology and definitely not NFTs," Grace Chen (Sony VP of network marketing, loyalty and licensed merchandise), said in an interview to The Washington Post.

Mojang Studios did conclude its statement by saying they would monitor how blockchain technology develops for any future use cases. This leaves the door open for potential future uses, but it is not clear if this is possible based on the current non-existent possibilities. welcome to my blog For the foreseeable future, however, this is a win for gamers who absolutely hate NFTs.