

'Minecraft' Studio Wants nothing to have to do With NFTs

Don't expect to buy the creeper skin as an NFT (non-fungible token) and plug it into your Minecraft server in the near future. Mojang has taken a strong position against the game's use of NFTs and blockchain technology. "[To] ensure that Minecraft players enjoy a secure and a fair experience, blockchain technologies are not permitted to be used into our Minecraft client and server apps and they cannot be utilized to create NFTs associated with any in-game content, including skins, worlds, personal items, or any other mods," the developer said in a statement. It will soon update the game's guidelines accordingly.

Minecraft has an online marketplace where players can sell their creations for others to use. Minecraft servers Mojang states that some companies have recently begun offering NFTs that can be used in connection to the game. There are some NFTs associated with Minecraft skin packs and world files that users can purchase. According to the studio, it was possible for players in Minecraft to earn Minecraft NFTs by doing activities in the game or in other places. Mojang isn't on board with any of it.

"Each of these applications of NFTs and other blockchain technologies result in digital ownership based on exclusion and scarcity which is not in line with Minecraft values of creative inclusion and playing with each other," it said. "NFTs are not inclusive of our community and create a situation of the haves and have-nots."

While Minecraft server owners are permitted to charge users for access, Mojang rules state that everyone should have access the same features and content. "NFTs, however, can create models of scarcity and exclusion that do not conform to our guidelines and the spirit of Minecraft," the studio said.

Mojang also expressed concern about the uncertain nature of NFTs and said that some were sold at "artificially or fraudulently high prices." It's not a good idea for Minecraft to support NFTs due to the millions of users who are young. Mojang has stated that NFTs have a speculative pricing model and investment mentality distracts from the game and promotes profiteering. This is not in line with the long-term joy of our players.

The studio and its parent company Microsoft have a valid reason to be wary of blockchain tech and NFTs. There has been a massive opposition from the gaming community against these technologies. In addition, the prices of cryptocurrency have dropped and the NFT market has been drained. Axie Infinity was once a leading blockchain gaming company. This led to victims were unable to play and daily player numbers dropped by more than two-thirds over the past few months.

Other major players in the gaming sector have also shunned NFTs or blockchain. Steam recently stopped NFT trading and games that use cryptocurrency in October. Sony recently

announced the launch of a PlayStation rewards program that will include digital collectibles. It stated that they cannot be traded and that the program does not include NFTs or blockchain.

Mojang does not necessarily have to be against blockchain. The studio has said that it will keep track of the development of the technology to "determine whether it can enable more secure gaming or other practical and inclusive applications in gaming."