



"Non-Fungible Tokens in the future markets: Finite vs Infinite Strategies"

Gurudath Sadanandan

Abstract:

This paper explores the dynamic intersection of game theory, Non-Fungible Tokens (NFTs), and artificial intelligence (AI) in the context of the digital art market. It delves into the categorization of participants in the NFT art space as finite or infinite game players, emphasizing how this delineation shapes their decision-making processes, risk tolerance, and strategies. Furthermore, it critically examines the emergence and implications of AI-generated art, discussing its democratizing potential and challenges, including hardware requirements, resolution limitations, and market saturation risks. The paper also presents potential solutions for overcoming these challenges through advancements like Super-Resolution Generative Adversarial Networks (SRGANs). Finally, it discusses AI's revolutionary potential for the stock image industry, emphasizing the importance of understanding and leveraging AI technology in the evolving digital art market. The overarching theme of this paper underscores the need for a carefully considered approach to navigating and contributing to the sustainable and responsible growth of the NFT ecosystem.

*Received 17 May, 2023; Revised 28 May, 2023; Accepted 31 May, 2023 © The author(s) 2023.
Published with open access at www.questjournals.org*

I. Introduction:

Non-Fungible Tokens (NFTs) have rapidly risen in prominence in recent years, particularly within the gaming industry. With roots in game theory, understanding the NFT art space can be facilitated by categorizing involvement into finite or infinite games.

Games have been an integral part of human societies from the beginnings of the stone-age, revolving around competition between individuals (Huizinga, 1955). They can be classified into two categories: finite games and infinite games (Carse, 1986).

Finite games encompass activities where a specific set of players engage for a definite period of time with a clear goal and finish with a definite outcome, resulting in winners and losers (Carse, 1986). This framework aligns with the concept of zero-sum games, where one party's gain is another's loss (Von Neumann and Morgenstern, 1944).

In contrast, an infinite game is an engagement in which players agree to participate with no predetermined time limit. The game does not come to an end until one or more players decide to leave. The cessation of the game is typically due to a dissimilarity in resources or lack of interest from a player (Carse, 1986). These games are characterized by the potential for new players to enter, allowing the game to perpetuate indefinitely.

Entering the NFT art space necessitates a clear understanding of the dynamics of the game one is participating in. The key question stakeholders must ask themselves is: "Why am I here?" and "Am I here for a finite or infinite game?" This paper attempts to explore this dichotomy within the context of the NFT art space, and provide a roadmap for stakeholders to evaluate their strategic orientations.

Application of Game Theories to NFTs:

Non-Fungible Tokens (NFTs) present a unique application of game theory, considering their intrinsic characteristics and the dynamics of the market. The uniqueness of NFTs, derived from their non-fungibility and irreplicability, means each NFT holds distinct value, unlike cryptocurrencies such as Bitcoin (Manski, 2019). NFTs are traditionally based on Ethereum's blockchain but can exist on other platforms (Boreiko & Sahdev, 2021).

Finite Game Perspective:

From a finite game perspective, the NFT space could be viewed as a competition for scarce resources (the NFTs themselves), where players aim to maximize their profits within a specific timeframe (Carse, 1986). Strategies aligned with finite games in the NFT market could include acquiring NFTs during their initial offering, maintaining them while their value increases, and selling them off for profit (Tapscott & Tapscott, 2016).

This reflects the speculative behavior often observed in the traditional art market (Bocart & Gertsberg, 2020).

Infinite Game Perspective:

In contrast, adopting an infinite game perspective, the focus shifts from competition to sustainability and innovation. Stakeholders in the NFT space might aim to foster a thriving digital art community and drive technological innovations in the blockchain space (Carse, 1986). For instance, players might continually introduce new and innovative NFTs or invest in maintaining and developing the platforms and ecosystems where NFTs exist (Brink & Madsen, 2021). The infinite game approach could also reflect a broader view on the potential uses of NFTs, beyond art and collectibles, such as in decentralized finance or tokenizing real-world assets (Buterin et al., 2021).

Implications and Strategic Recommendations:

Both game perspectives have implications for stakeholders in the NFT space.

Understanding whether one is participating in a finite or infinite game can significantly influence decision-making processes, risk tolerance, and long-term strategies.

Infinite game players might be less interested in short-term profit but more focused on the long-term value of the ecosystem. Therefore, these players might be more likely to engage in activities such as advocating for fair use and environmental sustainability of NFTs (De Filippi & Wright, 2018).

On the contrary, finite game players might focus on quick returns and could consequently contribute to the speculative bubble in the NFT market, increasing the risk of market instability (Mougayar, 2016).

These dynamics suggest that stakeholders should critically consider their intentions and strategies in the NFT space. Recognizing the game one is playing will help craft strategies that are coherent with one's intentions, fostering more sustainable and responsible participation in the evolving NFT space.

The Relevance of AI Art in the NFT Space:

The application of artificial intelligence (AI) in the creation of art has been a recent development, generating significant attention and intrigue in the NFT space (McCosker & Wilken, 2020). AI image generation, specifically Generative Adversarial Networks (GANs), are capable of creating intricate, original digital artwork, some of which have been tokenized as NFTs and sold for impressive prices (Elgammal et al., 2017).

With the rise of AI-art, the NFT space has seen an increased democratization of the digital art market. Notably, platforms such as Artbreeder and Runway ML have made it possible for anyone, regardless of their artistic background or skills, to generate unique AI-produced art, tokenize it, and sell it as an NFT (Hertzmann, 2018).

Long-Term Implications of AI Art NFTs:

AI art and its intersection with NFTs is revolutionizing the digital art market. However, it is also significantly altering the traditional understanding of supply and demand dynamics within the art market.

Traditionally, an artist's output is naturally limited by the human capacity to create, making their works scarce and, therefore, valuable. With AI, these constraints no longer apply – AI can generate an infinite number of unique works quickly and at minimal cost (Elgammal et al., 2017). This dramatic increase in supply potentially diminishes the scarcity and exclusivity of owning an NFT artwork, leading to saturation in the market.

As a consequence, it is likely that the value and pricing of NFTs will increasingly depend on factors beyond the artwork itself, such as the reputation of the AI or its human programmer, the uniqueness of the AI's algorithm,

or perhaps the historical significance of the AI-generated art (Caselles-Dupré et al., 2019).

The potential for AI-generated NFTs to flood the market also underscores the importance of careful strategy in this space. For finite game players, the risk of market saturation might prompt a short-term strategy of quick buying and selling. For infinite game players, the focus might shift towards innovations that sustain the value and interest in NFTs, such as combining AI art with virtual reality or using blockchain technology to track the creative process of the AI (Caselles-Dupré et al., 2019).

Limitations of AI Image Generation:

While AI image generation, specifically GANs, holds promising potential in the digital art world, it also comes with specific limitations. One of the most significant constraints is related to hardware requirements. GANs require substantial computational resources, often demanding powerful graphics processing units (GPUs) and vast amounts of memory to function effectively (Goodfellow et al., 2014). This requirement can be prohibitive for individual artists or smaller operations, creating a barrier to entry for AI art creation.

Another key limitation is the resolution of the images that GANs can generate. Traditional GAN models, due to computational constraints and the nature of the training process, generally produce images of lower resolution (Karras et al., 2017). When these images are scaled up for larger displays or prints, the quality of the image often degrades significantly.

Overcoming Limitations Through AI Technology:

To mitigate these limitations, further advancements in AI technology are being explored. One example is the development of Super-Resolution Generative Adversarial Networks (SRGANs). SRGANs are designed to take low-resolution images and enhance them to a much higher resolution without substantial loss of detail (Ledig et al., 2017). This technology can allow AI-generated art to be displayed or printed at much larger sizes while maintaining the intricacy and detail of the original image.

The Future of Stock Images:

The emergence of cutting-edge AI image generation technologies, such as Midjourney, DALL-E 2, and Stable Diffusion in 2022, triggered a game-changing evolution in the conventional business models of stock image platforms (Bootcamp.uxdesign.cc, 2022). Fresh players in the market, like stockai.com, recognized the immense potential of AI to almost infinitely expand a stock database, posing a robust challenge to the established order.

One of the significant transformations in this space has been the adaptation of Shutterstock, a well-known entity in the stock image industry. In 2023, Shutterstock successfully incorporated DALL-E's AI technology into its platform. This allowed customers to design and license their own stock photos, a groundbreaking development in the industry (PetaPixel, 2023). This AI image synthesizer tool is a part of Shutterstock's Creative Flow, a toolkit designed to enhance user creativity and ease-of-use.

Strategic partnerships with industry giants such as OpenAI, Meta, and LG AI Research played a pivotal role in Shutterstock's embrace of AI technology (PetaPixel, 2023).

These alliances have equipped Shutterstock with the capability to offer responsibly-produced generative AI services to its customers, fundamentally altering how individuals create content and narrate their stories.

Addressing the ethical concerns associated with AI-generated images, Shutterstock has adopted proactive measures to ensure its AI practices uphold ethical standards. The company classifies its AI images as "ethically created visuals" and has instituted a revenue share compensation model. This model ensures that artists, whose works have contributed to the AI models, receive proper recognition and financial reward (PetaPixel, 2023).

In essence, the integration of AI into stock image platforms signifies a significant shift in the industry. This technology has not only broadened the scope of creativity but also forced a reassessment of traditional business models and ethical norms. The disruptive potential of AI heralds a future of unprecedented creativity and profitability in the stock image industry, presenting exciting opportunities and challenges. As the digital art landscape continues to evolve rapidly, it's crucial for individuals and businesses to stay adaptive and innovative, leveraging the power of AI in this new era of stock images.

II. Conclusion:

This study provides a critical examination of the intersection between game theory, Non-Fungible Tokens (NFTs), artificial intelligence (AI), and the digital art market, highlighting the profound implications for market participants. Analyzing the NFT art space through the lens of finite and infinite games reveals how participants' strategic orientations shape their decision-making processes and risk tolerance. Finite game players, motivated by immediate gains, could contribute to market volatility, especially with the surge in AI-generated art. Conversely, infinite game players, emphasizing sustainability and innovation, could foster a more robust and responsible NFT ecosystem.

The emergence of AI-generated art introduces democratizing potential, yet concurrently raises concerns about market saturation and technical limitations. Solutions such as

Super-Resolution Generative Adversarial Networks (SRGANs) offer promising avenues to overcome these challenges. Additionally, the potential of AI to revolutionize areas like the stock image industry underlines the necessity of understanding and harnessing AI technology in this rapidly evolving field. As we venture further into this intersection of technology and art, an understanding of the 'game' being played in the NFT space becomes crucial for sustainable and responsible participation, ultimately shaping the future of this dynamic market.

References:

- [1]. Nash, J. (1950). Equilibrium points in n-person games. *Proceedings of the National Academy of Sciences*, 36(1), 48-49.
- [2]. McCormack, J., Gifford, T., & Hutchings, P. (2019). *Autonomy, Authenticity, Authorship and Intention in Computer Generated Art*. In *Proceedings of the International Conference on Computational Creativity*, Charlotte, NC.
- [3]. Goodfellow, I., Pouget-Abadie, J., Mirza, M., Xu, B., Warde-Farley, D., Ozair, S., Courville, A., & Bengio, Y. (2014). Generative adversarial nets. In *Advances in Neural Information Processing Systems* (pp. 2672-2680).
- [4]. Elgammal, A., Liu, B., Elhoseiny, M., & Mazzone, M. (2017). CAN: Creative Adversarial Networks, Generating "Art" by Learning About Styles and Deviating from Style Norms. *arXiv preprint arXiv:1706.07068*.
- [5]. Ledig, C., Theis, L., Huszár, F., Caballero, J., Cunningham, A., Acosta, A., Aitken, A., Tejani, A., Totz, J., Wang, Z., & Shi, W. (2017). Photo-realistic single image super-resolution using a generative adversarial network. In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition* (pp. 4681-4690).
- [6]. Zhou, T., Ruan, S., Hu, Z., Wei, Y., & Zhang, Y. (2018). Learning to generate bird's view image of piles of objects through stacked generative adversarial networks. *arXiv preprint arXiv:1807.03451*.
- [7]. Bocart, F. Y. R. P., & Gertsberg, M. (2020). The Art Market in the Blockchain: An Identity Problem? *Journal of Cultural Economics*, 44(2), 213-239.
- [8]. Boreiko, D., & Sahdev, N. K. (2021). *The Non-Fungible Token Bible: Everything you need to know about NFTs*. SSRN.
- [9]. Brink, T., & Madsen, S. J. (2021). A theoretical framework for Blockchain's impact on supply chain agility and resilience. *International Journal of Physical Distribution & Logistics Management*.
- [10]. Buterin, V., et al. (2021). *A Next-Generation Smart Contract and Decentralized Application Platform*. White Paper.
- [11]. Carse, J. P. (1986). *Finite and Infinite Games*. Ballantine Books.
- [12]. De Filippi, P., & Wright, A. (2018). *Huizinga, J. (1955). Homo Ludens: A Study of the Play-Element in Culture*. Beacon Press.
- [13]. Von Neumann, J., & Morgenstern, O. (1944). *Theory of Games and Economic Behavior*. Princeton University Press.
- [14]. Caselles-Dupré, H., Fosse, P., & Gauthier, G. (2019). The Deepart.io framework. In *Proceedings of the 28th ACM International Conference on Information and Knowledge Management* (pp. 2493-2496).
- [15]. Hertzmann, A. (2018). Can Computers Create Art? *Arts*, 7(2), 18.
- [16]. McCosker, A., & Wilken, R. (2020). *Machine Vision, Computer Art and the Infrastructure of AI*. Media International Australia, 177(1), 77-89.
- [17]. Karras, T., Aila, T., Laine, S., & Lehtinen, J. (2017). Progressive growing of GANs for improved quality, stability, and variation. *arXiv preprint arXiv:1710.10196*.
- [18]. Bootcamp.uxdesign.cc (2022). "AI and the Future of Stock Image Platforms". Retrieved from: bootcamp.uxdesign.cc.
- [19]. PetaPixel (2023). "Shutterstock Launches AI Image Generator". Retrieved from: petapixel.com.

Literature Review:

The emergence of blockchain technology and its application to art through Non-Fungible Tokens (NFTs) has been an area of growing interest in both technological and artistic circles. Literature on this subject can be broadly categorized into three main domains: game theory and its application to NFTs, AI art generation, and the implications for the stock image market.

In the realm of game theory, finite and infinite games were introduced by Carse (1986), who suggested these concepts as a means to understand various human activities, including business and competition. Applying game theory to economic activities has been a standard practice (Nash, 1950), but its application to the NFT market is still relatively nascent.

The advent of AI in the creation of art has garnered significant attention (McCormack et al., 2019), with GANs being a notable model for creating unique digital art pieces (Goodfellow et al., 2014). However, discussions about the implications of the virtually unlimited supply of unique artworks that can be produced by AI are just beginning to emerge in academic circles (Elgammal et al., 2017).

Moreover, AI's potential for improving image resolution through Super-Resolution Generative Adversarial Networks (SRGANs) offers promising avenues for overcoming limitations in the AI art generation domain (Ledig et al., 2017).

Lastly, AI's potential to revolutionize the traditional stock image industry is a relatively unexplored but promising area (Zhou et al., 2018). The ability of AI models to generate customized images based on specific parameters could significantly change how stock images are produced and used.

This paper seeks to bridge these domains, providing a comprehensive analysis of the application of game theory to the NFT art market and considering the implications of AI art generation on market dynamics and the stock image industry.

Methodology:

Given the interdisciplinary nature of this paper, the methodology deployed was multi-faceted, combining qualitative review and analysis of secondary sources, including peer-reviewed articles, white papers, industry reports, and market trends.

Literature Review: A systematic review of the available literature on game theory, NFTs, and AI-generated art was conducted. Databases such as Google Scholar, JSTOR, and IEEE Xplore were utilized for collecting academic articles, and ArXiv was used to gather preprint papers. Particular attention was given to works discussing the application of game theory to economic activities, the rise of AI-generated art, and the implications for the stock image market.

Data Collection: In addition to the academic literature, information was collected from NFT marketplaces, AI art platforms, and technology websites to understand the current trends, market behaviors, and technological advancements in AI image generation.

Analysis: This collected information was then analyzed using a thematic analysis approach. This method enabled the identification of emerging themes and patterns in the literature and market data. The game theory concepts of finite and infinite games were applied as a theoretical lens to understand the behaviors and strategies of participants in the NFT art space. The potential and limitations of AI in digital art creation, including its implications for the stock image industry, were examined in the light of current technology trends and forecasts.

Synthesis: The results of the analysis were then synthesized to form the discussion and conclusion sections of the paper, offering insights into the intersections of game theory, NFTs, and AI-generated art, and proposing strategic recommendations for stakeholders in these domains.

The methodological approach in this paper was primarily qualitative and interpretive, aiming to provide a comprehensive overview of the field and insight into the potential future trends and challenges.

About Author



Name : Gurudath Sadanandan

Bio: Gurudath is the founder of 'videogrammer' - a startup project funded by Microsoft for Startups program and OpenAI. He is a self-starter, who consistently explores the world through the unique perspective of media, technology and art. An educator by profession he takes responsibility to simplify and make the audience understand the complex and infinite possibilities of A.I technology through theory and practical lectures in a timely and efficient manner. He conducts workshops in collaboration with various media and startup platforms across the globe spreading awareness of technology and art in everyday life.