

The lifecycle of an NFT

Creating an NFT involves a series of steps designed to turn a digital work into a unique asset. This process is divided into four stages.

1 Creation

the creator selects a work or creative piece and converts it into a digital file or token through a process known as minting. This file is then recorded on a blockchain. At this stage, metadata such as the author, date and price are defined.

2 Distribution and sale

the creator chooses the most suitable marketplace to sell their work, on platforms such as OpenSea, Rarible and Mintable. Once sold, the blockchain automatically updates ownership details to reflect the new owner.

3 Ownership

the buyer uses the NFT to gain access to events, unlock features in video games, verify a digital identity and more.

4 Secondary market

if the piece is resold, the creator receives royalties on each transaction. If it is redeemed for a physical product or a new asset, it is destroyed.



Current uses:



Academic or professional certificates

Various universities and training institutions use NFTs as digital diplomas, ensuring their authenticity and allowing companies and organisations to verify them easily.



Digital tickets

A wide range of events use NFTs as personalised ticketing systems to prevent fraud or duplication.



Video games

Video games have integrated NFTs as collectible assets, skins or in-game items that players can own and trade.



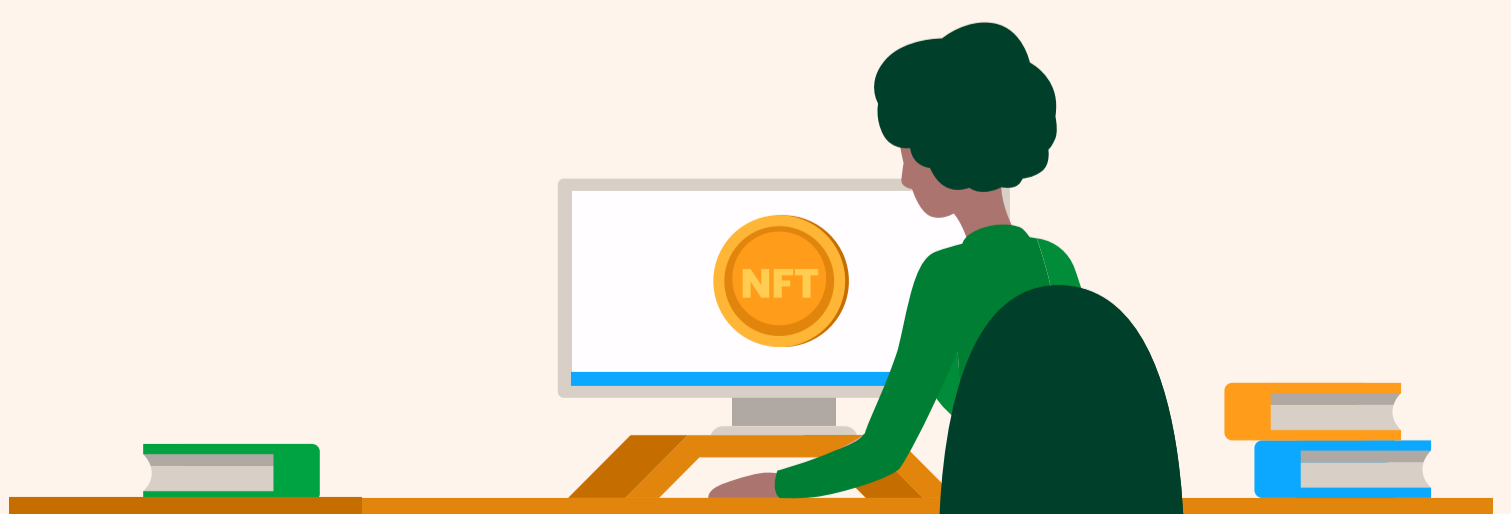
Digital ownership

Artists such as musicians, designers and writers use NFTs to protect their work and register copyright without intermediaries.



Digital identity

Also known as DIDs or Soulbound Tokens, these allow people to prove who they are, what achievements they have earned or which certificates they hold, without exposing personal data.



Sources: [Thepower.education](#), [bitpanda.com](#)