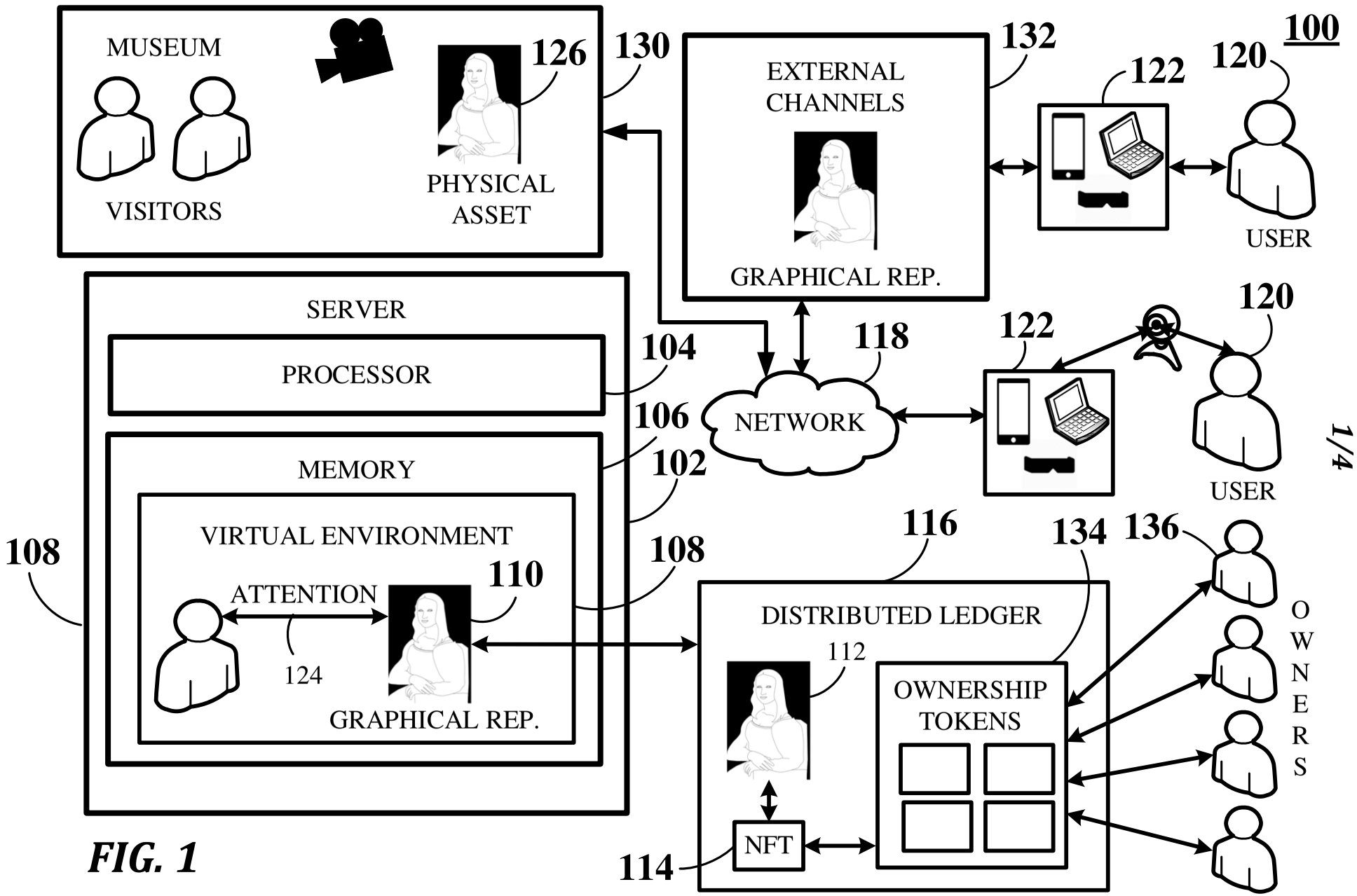

MUSEUM
VISITORS
126
PHYSICAL ASSET
130
EXTERNAL CHANNELS
GRAPHICAL REP.
132
122
120
100
USER
SERVER
PROCESSOR
104
106
MEMORY
102
VIRTUAL ENVIRONMENT
108
ATTENTION
110
124
GRAPHICAL REP.
118
NETWORK
122
120
USER
116
134
136
DISTRIBUTED LEDGER
112
OWNERSHIP TOKENS
NFT
114
OWNERS
1/4

FIG. 1

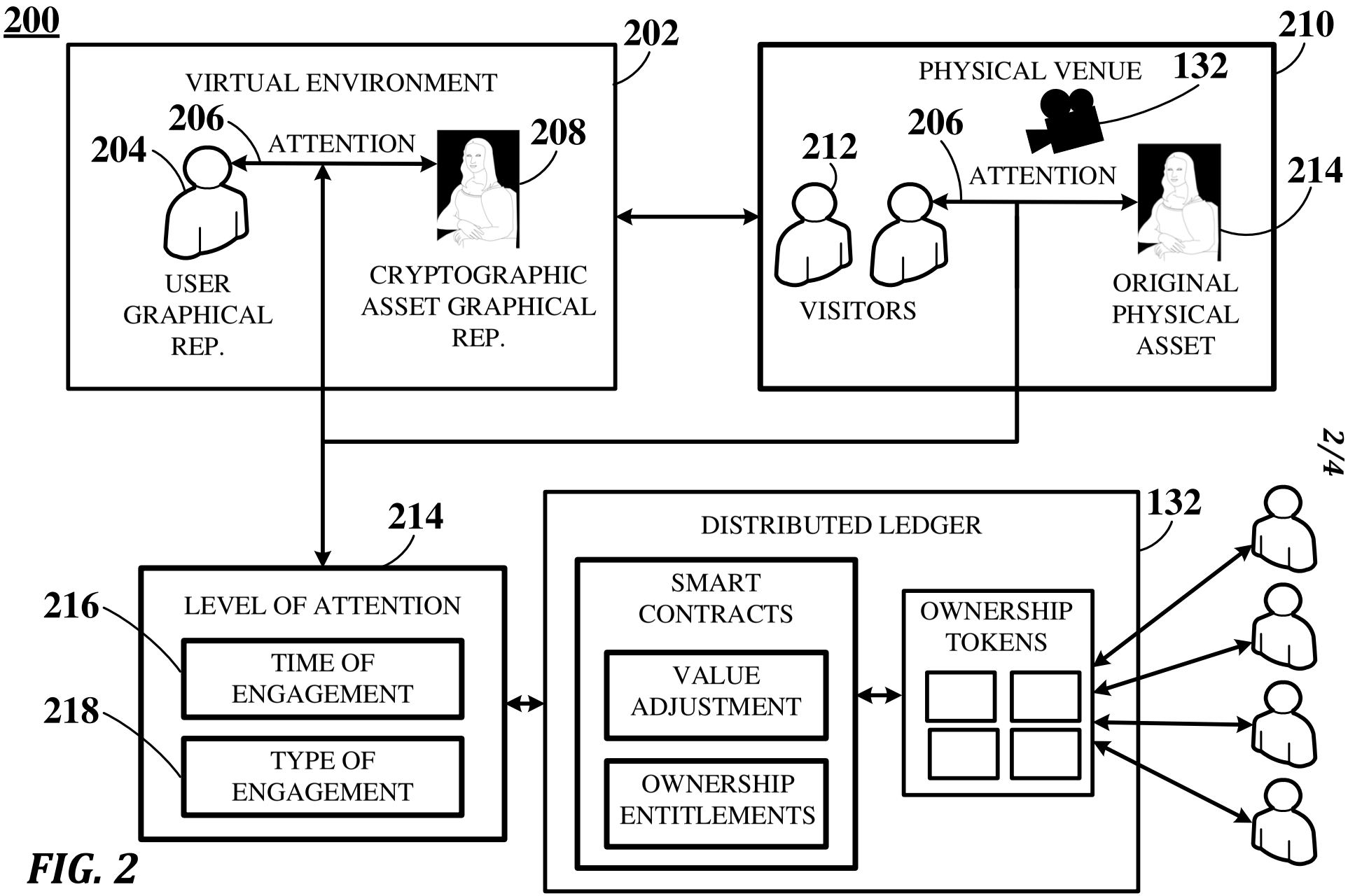

200
202
VIRTUAL ENVIRONMENT
206
204
ATTENTION
208
USER GRAPHICAL REP.
CRYPTOGRAPHIC ASSET GRAPHICAL REP.
210
PHYSICAL VENUE
132
206
212
ATTENTION
214
VISITORS
ORIGINAL PHYSICAL ASSET
214
LEVEL OF ATTENTION
216
TIME OF ENGAGEMENT
218
TYPE OF ENGAGEMENT
DISTRIBUTED LEDGER
132
SMART CONTRACTS
VALUE ADJUSTMENT
OWNERSHIP ENTITLEMENTS
OWNERSHIP TOKENS

FIG. 2

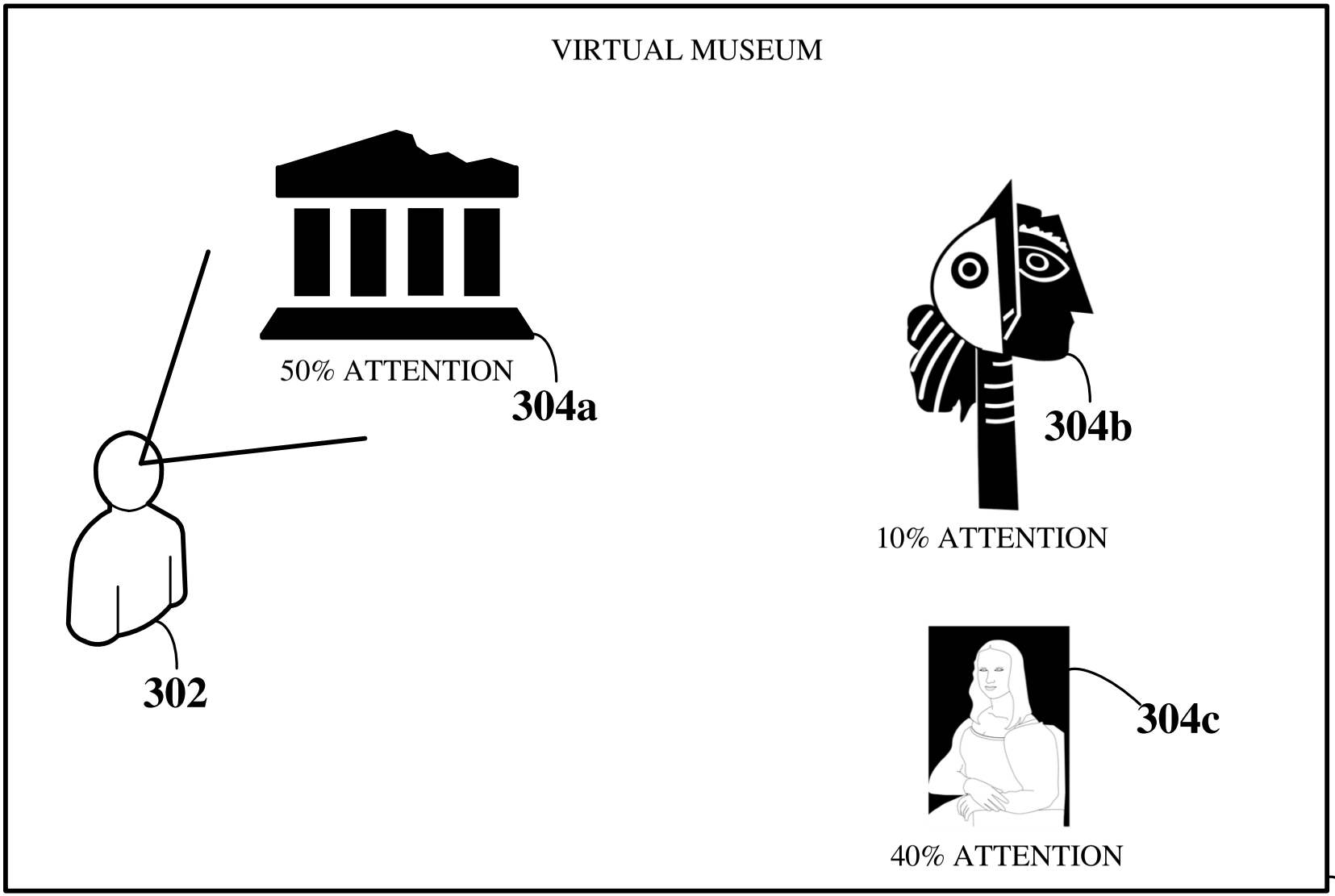

VIRTUAL MUSEUM
50% ATTENTION
304a
304b
10% ATTENTION
302
304c
40% ATTENTION
300

FIG. 3

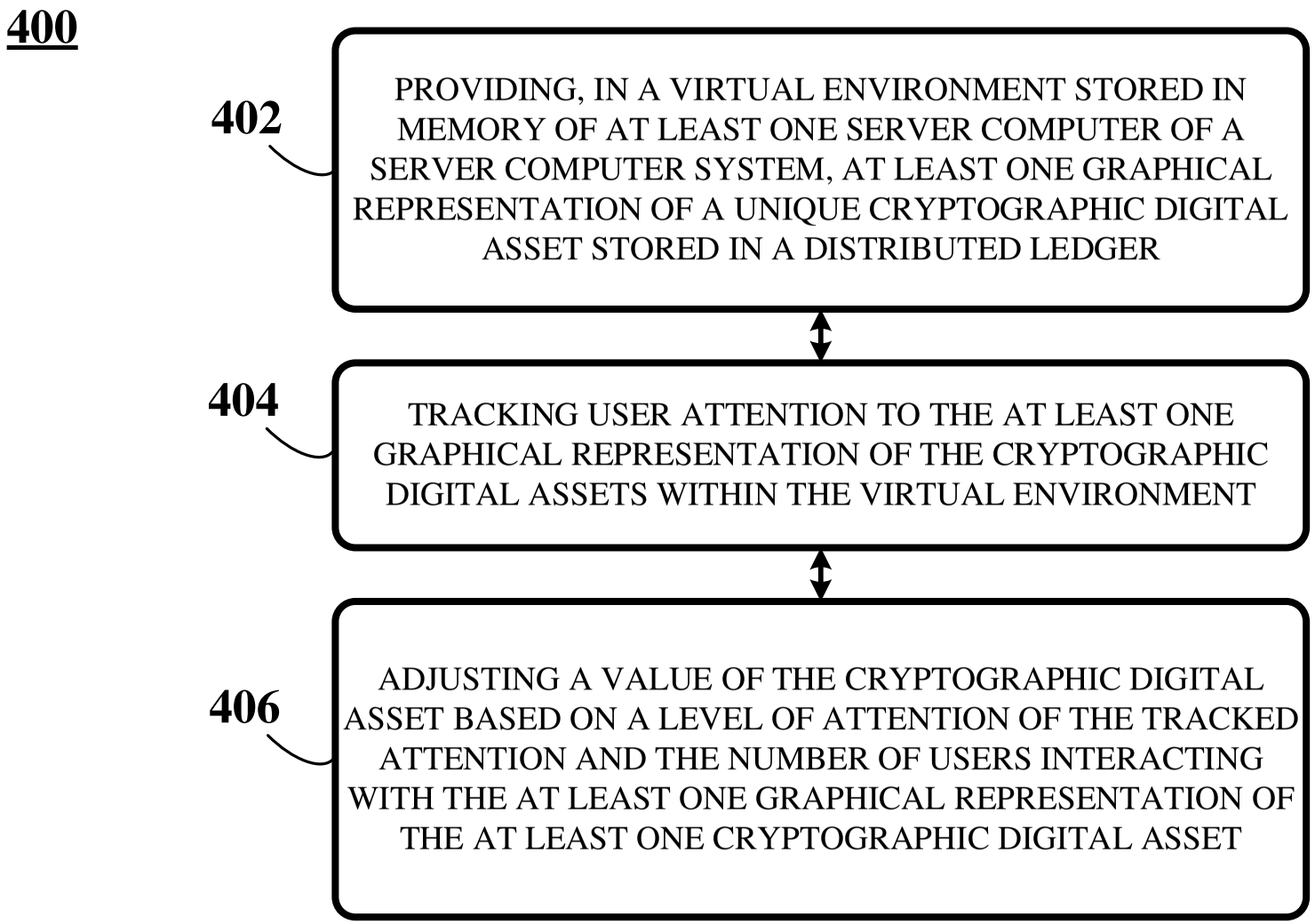

400
402
PROVIDING, IN A VIRTUAL ENVIRONMENT STORED IN MEMORY OF AT LEAST ONE SERVER COMPUTER OF A SERVER COMPUTER SYSTEM, AT LEAST ONE GRAPHICAL REPRESENTATION OF A UNIQUE CRYPTOGRAPHIC DIGITAL ASSET STORED IN A DISTRIBUTED LEDGER
404
TRACKING USER ATTENTION TO THE AT LEAST ONE GRAPHICAL REPRESENTATION OF THE CRYPTOGRAPHIC DIGITAL ASSETS WITHIN THE VIRTUAL ENVIRONMENT
406
ADJUSTING A VALUE OF THE CRYPTOGRAPHIC DIGITAL ASSET BASED ON A LEVEL OF ATTENTION OF THE TRACKED ATTENTION AND THE NUMBER OF USERS INTERACTING WITH THE AT LEAST ONE GRAPHICAL REPRESENTATION OF THE AT LEAST ONE CRYPTOGRAPHIC DIGITAL ASSET

FIG. 4