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Global Blockchain in Gaming Market Size Study & Forecast, by Game Type (Role Playing Games, Open World Games, Collectible Games), by Platform (ETH, BNB Chain, Polygon, Others), by Device (Android, Web, IOS, Others), and Regional Analysis, 2023-2030

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Abstracts

Global Blockchain in Gaming Market is valued at approximately USD 4.83 billion in 2022 and is anticipated to grow with a healthy growth rate of more than 68.3% over the forecast period 2023-2030. Blockchain in gaming refers to the use of blockchain technology in the gaming industry to improve gameplay, transactions, and in-game asset ownership. Blockchain is a decentralized and distributed ledger technology, that brings several innovative features to the gaming landscape, transforming the traditional gaming experience. The rising integration of cryptocurrencies within gaming ecosystems enables seamless, secure, and traceable in-game transactions. The growing use of Non-Fungible Tokens (NFTs) on the blockchain, coupled with increasing enhanced security and transparency are the key driving factors that are fostering the market demand globally.

Furthermore, the market is experiencing significant growth due to widespread internet and mobile adoption. The substantial increase in internet and mobile usage contributes positively to market expansion. This surge results in a larger user base, providing easy access to various online platforms. The extensive accessibility created by high internet and mobile penetration is particularly advantageous for blockchain-based games, enabling a broader audience to actively participate and engage with this technology. According to The International Telecommunication Union, the global internet user count was around 2.4 billion in 2012, and this number has consistently grown at a rate of 8.24%, reaching approximately 5.3 billion users by the year 2022. Mobile devices serve as convenient platforms for integrating blockchain wallets. Users can easily manage

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their digital assets, cryptocurrencies, and NFTs directly from their mobile devices, fostering a seamless user experience. Thus, these aforementioned factors are propelling the growth of Blockchain in Gaming Market over the estimated period. Moreover, the growing investment in technological advancements, increasing demand for virtual assets, as well as rising interest in Play-to-Earn present various lucrative opportunities over the forecast years. However, the limited awareness of blockchain and NFT technologies and the initial investments and complexity associated with playing blockchain games are challenging the market growth throughout the forecast period of 2023-2030.

The key regions considered for the Global Blockchain in Gaming Market study include Asia Pacific, North America, Europe, Latin America, and Middle East & Africa. Asia Pacific dominated the market in 2022 owing to the rising inclination for cryptocurrency, coupled with widespread internet and mobile accessibility. The Asia Pacific region is witnessing a rising interest in cryptocurrency from both consumers and investors, leading to increased engagement in the cryptocurrency market. This trend sets the stage for the growth of blockchain gaming, a sector that leverages cryptocurrency and digital assets. For instance, Asia Blockchain Gaming Alliance (ABGA), is a non-profit organization dedicated to advancing blockchain technology in the gaming industry. In January 2023, ABGA introduced a USD 45 million eco fund aimed at fostering the advancement of game developers and companies. This initiative is poised to further stimulate innovation and development in the blockchain gaming space. Whereas, North America is expected to grow at a significant CAGR over the forecast years. The supportive regulatory landscape for blockchain technology and cryptocurrencies, fosters the creation and advancement of blockchain gaming platforms, which are significantly propelling the market demand across the region.

Major market players included in this report are:

Dapper Labs, Inc.

Sky Mavis

Splinterlands

Animoca Brands Corporation Limited

Immutable

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Uplandme, Inc.

Illuvium

Mythical Inc.

ROKO GAME STUDIOS

Autonomous Worlds Ltd.

Recent Developments in the Market:

In October 2022, Cool Cats Group disclosed a strategic investment from Animoca Brands. Through this collaboration, Animoca Brands will play a key role in supporting Cool Cats to establish itself as a prominent global Non-Fungible Token (NFT) brand.

In August 2022, Splinterlands disclosed its partnership with MLSPA. The partnership aims to jointly create and advance a blockchain-based soccer game following the Play-to-Earn (P2E) model.

In August 2022, Alien Worlds, a project by Dacoco, established a collaboration with Zilliqa. This collaboration involves the integration of Alien Worlds with Zilliqa to introduce new features, bridging the realms of competitive gaming and blockchain gaming through Zilliqa's eSports partnerships.

Global Blockchain in Gaming Market Report Scope:

Historical Data – 2020 - 2021

Base Year for Estimation – 2022

Forecast period - 2023-2030

Report Coverage - Revenue forecast, Company Ranking, Competitive Landscape, Growth factors, and Trends

Segments Covered - Game Type, Platform, Device, Region

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Regional Scope - North America; Europe; Asia Pacific; Latin America; Middle East & Africa

Customization Scope - Free report customization (equivalent up to 8 analyst's working hours) with purchase. Addition or alteration to country, regional & segment scope*

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within countries involved in the study.

The report also caters detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, it also incorporates potential opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Game Type:

Role Playing Games

Open World Games

Collectible Games

By Platform:

ETH

BNB Chain

Polygon

Others

By Device:

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Android

Web

IOS

Others

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

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Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Middle East & Africa

Saudi Arabia

South Africa

Rest of Middle East & Africa

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Contents

CHAPTER 1. EXECUTIVE SUMMARY

1.1. Market Snapshot
1.2. Global & Segmental Market Estimates & Forecasts, 2020-2030 (USD Billion)
  1.2.1. Blockchain in Gaming Market, by Region, 2020-2030 (USD Billion)
  1.2.2. Blockchain in Gaming Market, by Game Type, 2020-2030 (USD Billion)
  1.2.3. Blockchain in Gaming Market, by Platform, 2020-2030 (USD Billion)
  1.2.4. Blockchain in Gaming Market, by Device, 2020-2030 (USD Billion)
1.3. Key Trends
1.4. Estimation Methodology
1.5. Research Assumption

CHAPTER 2. GLOBAL BLOCKCHAIN IN GAMING MARKET DEFINITION AND SCOPE

2.1. Objective of the Study
2.2. Market Definition & Scope
  2.2.1. Industry Evolution
  2.2.2. Scope of the Study
2.3. Years Considered for the Study
2.4. Currency Conversion Rates

CHAPTER 3. GLOBAL BLOCKCHAIN IN GAMING MARKET DYNAMICS

3.1. Blockchain in Gaming Market Impact Analysis (2020-2030)
  3.1.1. Market Drivers
    3.1.1.1. Increasing integration of cryptocurrencies within gaming ecosystems
    3.1.1.2. High internet and mobile penetration
  3.1.2. Market Challenges
    3.1.2.1. Limited awareness of blockchain and NFT technologies
    3.1.2.2. Initial investments and complexity associated with playing blockchain games
  3.1.3. Market Opportunities
    3.1.3.1. Rising interest in Play-to-Earn
    3.1.3.2. Increasing demand for virtual assets

CHAPTER 4. GLOBAL BLOCKCHAIN IN GAMING MARKET INDUSTRY ANALYSIS

+44 20 8123 2220
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4.1. Porter’s 5 Force Model
4.1.1. Bargaining Power of Suppliers
4.1.2. Bargaining Power of Buyers
4.1.3. Threat of New Entrants
4.1.4. Threat of Substitutes
4.1.5. Competitive Rivalry
4.2. Porter’s 5 Force Impact Analysis
4.3. PEST Analysis
4.3.1. Political
4.3.2. Economical
4.3.3. Social
4.3.4. Technological
4.3.5. Environmental
4.3.6. Legal
4.4. Top investment opportunity
4.5. Top winning strategies
4.6. COVID-19 Impact Analysis
4.7. Disruptive Trends
4.8. Industry Expert Perspective
4.9. Analyst Recommendation & Conclusion

CHAPTER 5. GLOBAL BLOCKCHAIN IN GAMING MARKET, BY GAME TYPE

5.1. Market Snapshot
5.2. Global Blockchain in Gaming Market by Game Type, Performance - Potential Analysis
5.3. Global Blockchain in Gaming Market Estimates & Forecasts by Game Type 2020-2030 (USD Billion)
5.4. Blockchain in Gaming Market, Sub Segment Analysis
5.4.1. Role Playing Games
5.4.2. Open World Games
5.4.3. Collectible Games

CHAPTER 6. GLOBAL BLOCKCHAIN IN GAMING MARKET, BY PLATFORM

6.1. Market Snapshot
6.2. Global Blockchain in Gaming Market by Platform, Performance - Potential Analysis
6.3. Global Blockchain in Gaming Market Estimates & Forecasts by Platform 2020-2030 (USD Billion)

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6.4. Blockchain in Gaming Market, Sub Segment Analysis
6.4.1. ETH
6.4.2. BNB Chain
6.4.3. Polygon
6.4.4. Others

CHAPTER 7. GLOBAL BLOCKCHAIN IN GAMING MARKET, BY DEVICE

7.1. Market Snapshot
7.2. Global Blockchain in Gaming Market by Device, Performance - Potential Analysis
7.3. Global Blockchain in Gaming Market Estimates & Forecasts by Device 2020-2030 (USD Billion)
7.4. Blockchain in Gaming Market, Sub Segment Analysis
7.4.1. Android
7.4.2. Web
7.4.3. IOS
7.4.4. Others

CHAPTER 8. GLOBAL BLOCKCHAIN IN GAMING MARKET, REGIONAL ANALYSIS

8.1. Top Leading Countries
8.2. Top Emerging Countries
8.3. Blockchain in Gaming Market, Regional Market Snapshot
8.4. North America Blockchain in Gaming Market
8.4.1. U.S. Blockchain in Gaming Market
8.4.1.1. Game Type breakdown estimates & forecasts, 2020-2030
8.4.1.2. Platform breakdown estimates & forecasts, 2020-2030
8.4.1.3. Device breakdown estimates & forecasts, 2020-2030
8.4.2. Canada Blockchain in Gaming Market
8.5. Europe Blockchain in Gaming Market Snapshot
8.5.1. U.K. Blockchain in Gaming Market
8.5.2. Germany Blockchain in Gaming Market
8.5.3. France Blockchain in Gaming Market
8.5.4. Spain Blockchain in Gaming Market
8.5.5. Italy Blockchain in Gaming Market
8.5.6. Rest of Europe Blockchain in Gaming Market
8.6. Asia-Pacific Blockchain in Gaming Market Snapshot
8.6.1. China Blockchain in Gaming Market
8.6.2. India Blockchain in Gaming Market

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8.6.3. Japan Blockchain in Gaming Market
8.6.4. Australia Blockchain in Gaming Market
8.6.5. South Korea Blockchain in Gaming Market
8.6.6. Rest of Asia Pacific Blockchain in Gaming Market
8.7. Latin America Blockchain in Gaming Market Snapshot
8.7.1. Brazil Blockchain in Gaming Market
8.7.2. Mexico Blockchain in Gaming Market
8.8. Middle East & Africa Blockchain in Gaming Market
8.8.1. Saudi Arabia Blockchain in Gaming Market
8.8.2. South Africa Blockchain in Gaming Market
8.8.3. Rest of Middle East & Africa Blockchain in Gaming Market

CHAPTER 9. COMPETITIVE INTELLIGENCE

9.1. Key Company SWOT Analysis
9.1.1. Company
9.1.2. Company
9.1.3. Company
9.2. Top Market Strategies
9.3. Company Profiles
9.3.1. Dapper Labs, Inc.
9.3.1.1. Key Information
9.3.1.2. Overview
9.3.1.3. Financial (Subject to Data Availability)
9.3.1.4. Product Summary
9.3.1.5. Recent Developments
9.3.2. Sky Mavis
9.3.3. Splinterlands
9.3.4. Animoca Brands Corporation Limited
9.3.5. Immutable
9.3.6. Uplandme, Inc.
9.3.7. Illuvium
9.3.8. Mythical Inc.
9.3.9. ROKO GAME STUDIOS
9.3.10. Autonomous Worlds Ltd.

CHAPTER 10. RESEARCH PROCESS

10.1. Research Process

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10.1.1. Data Mining
10.1.2. Analysis
10.1.3. Market Estimation
10.1.4. Validation
10.1.5. Publishing
10.2. Research Attributes
10.3. Research Assumption

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List Of Tables

LIST OF TABLES

TABLE 1. Global Blockchain in Gaming Market, report scope
TABLE 2. Global Blockchain in Gaming Market estimates & forecasts by Region 2020-2030 (USD Billion)
TABLE 3. Global Blockchain in Gaming Market estimates & forecasts by Game Type 2020-2030 (USD Billion)
TABLE 4. Global Blockchain in Gaming Market estimates & forecasts by Platform 2020-2030 (USD Billion)
TABLE 5. Global Blockchain in Gaming Market estimates & forecasts by Device 2020-2030 (USD Billion)
TABLE 6. Global Blockchain in Gaming Market by segment, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 7. Global Blockchain in Gaming Market by region, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 8. Global Blockchain in Gaming Market by segment, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 9. Global Blockchain in Gaming Market by region, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 10. Global Blockchain in Gaming Market by segment, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 11. Global Blockchain in Gaming Market by region, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 12. Global Blockchain in Gaming Market by segment, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 13. Global Blockchain in Gaming Market by region, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 14. Global Blockchain in Gaming Market by segment, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 15. Global Blockchain in Gaming Market by region, estimates & forecasts, 2020-2030 (USD Billion)
TABLE 16. U.S. Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 17. U.S. Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 18. U.S. Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)

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TABLE 19. Canada Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 20. Canada Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 21. Canada Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 22. UK Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 23. UK Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 24. UK Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 25. Germany Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 26. Germany Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 27. Germany Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 28. France Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 29. France Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 30. France Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 31. Italy Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 32. Italy Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 33. Italy Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 34. Spain Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 35. Spain Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 36. Spain Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 37. RoE Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 38. RoE Blockchain in Gaming Market estimates & forecasts by segment

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2020-2030 (USD Billion)
TABLE 39. RoE Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 40. China Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 41. China Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 42. China Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 43. India Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 44. India Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 45. India Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 46. Japan Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 47. Japan Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 48. Japan Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 49. South Korea Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 50. South Korea Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 51. South Korea Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 52. Australia Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 53. Australia Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 54. Australia Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 55. RoAPAC Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 56. RoAPAC Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 57. RoAPAC Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)

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TABLE 58. Brazil Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 59. Brazil Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 60. Brazil Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 61. Mexico Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 62. Mexico Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 63. Mexico Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 64. RoLA Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 65. RoLA Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 66. RoLA Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 67. Saudi Arabia Blockchain in Gaming Market estimates & forecasts, 2020-2030 (USD Billion)
TABLE 68. South Africa Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 69. RoMEA Blockchain in Gaming Market estimates & forecasts by segment 2020-2030 (USD Billion)
TABLE 70. List of secondary sources, used in the study of global Blockchain in Gaming Market
TABLE 71. List of primary sources, used in the study of global Blockchain in Gaming Market
TABLE 72. Years considered for the study
TABLE 73. Exchange rates considered
List of tables and figures and dummy in nature, final lists may vary in the final deliverable

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List Of Figures

LIST OF FIGURES

FIG 1. Global Blockchain in Gaming Market, research methodology
FIG 2. Global Blockchain in Gaming Market, Market estimation techniques
FIG 3. Global Market size estimates & forecast methods
FIG 4. Global Blockchain in Gaming Market, key trends 2022
FIG 5. Global Blockchain in Gaming Market, growth prospects 2023-2030
FIG 6. Global Blockchain in Gaming Market, porters 5 force model
FIG 7. Global Blockchain in Gaming Market, pest analysis
FIG 8. Global Blockchain in Gaming Market, value chain analysis
FIG 9. Global Blockchain in Gaming Market by segment, 2020 & 2030 (USD Billion)
FIG 10. Global Blockchain in Gaming Market by segment, 2020 & 2030 (USD Billion)
FIG 11. Global Blockchain in Gaming Market by segment, 2020 & 2030 (USD Billion)
FIG 12. Global Blockchain in Gaming Market by segment, 2020 & 2030 (USD Billion)
FIG 13. Global Blockchain in Gaming Market by segment, 2020 & 2030 (USD Billion)
FIG 14. Global Blockchain in Gaming Market, regional snapshot 2020 & 2030
FIG 15. North America Blockchain in Gaming Market 2020 & 2030 (USD Billion)
FIG 16. Europe Blockchain in Gaming Market 2020 & 2030 (USD Billion)
FIG 17. Asia pacific Blockchain in Gaming Market 2020 & 2030 (USD Billion)
FIG 18. Latin America Blockchain in Gaming Market 2020 & 2030 (USD Billion)
FIG 19. Middle East & Africa Blockchain in Gaming Market 2020 & 2030 (USD Billion)
List of tables and figures and dummy in nature, final lists may vary in the final deliverable

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