

# Global Gamefi Market Research Report 2025(Status and Outlook)

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## Abstracts

GameFi means DeFi and NFT and Game, GameFi refers to the presentation of decentralized financial products in the form of games, the gamification of DeFi rules, and the NFT of game prop derivatives. P2E is the biggest highlight of the current GameFi project.

This report offers a comprehensive and in-depth analysis of the global Gamefi market, covering all critical facets from a broad macroeconomic overview to detailed micro-level insights. It examines market size, competitive landscape, emerging development trends, niche segments, key drivers and challenges, as well as conducts SWOT and value chain analyses.

The insights provided enable readers to understand the competitive dynamics within the industry and formulate effective strategies to enhance profitability and market positioning. Additionally, the report presents a clear framework for evaluating the current status and future outlook of business organizations operating in this sector.

A significant focus of this report lies in the competitive landscape of the global Gamefi market. It offers detailed profiles of major players, including their market shares, performance metrics, product portfolios, and operational status. This enables stakeholders to identify leading competitors and gain a nuanced understanding of market rivalry and structure.

In summary, this report serves as an essential resource for industry participants, investors, researchers, consultants, and business strategists, as well as anyone planning to enter or expand their presence in the Gamefi market.

## Global Gamefi Market: Market Segmentation Analysis

This research report provides a detailed segmentation of the market by region (country), key manufacturers, product type, and application. Market segmentation divides the overall market into distinct subsets based on factors such as product categories, end-user industries, geographic locations, and other relevant criteria.

A clear understanding of these market segments enables decision-makers to tailor their product development, sales, and marketing strategies more effectively to meet the unique needs of each segment. Leveraging market segmentation insights can significantly enhance targeted approaches, optimize resource allocation, and accelerate product innovation cycles by aligning offerings with the specific demands of diverse customer groups.

### Key Company

Ubisoft  
Sky Mavis  
Decentraland  
Mythical Games  
DAPPER LABS  
Forte  
Enjin  
Voxie Tactics  
Bright Star  
Sandbox  
FoundGame  
Splinterlands  
DACOCO  
MixMarvel  
ITAM Games  
Biscuit Labs  
Double Jump  
Immutable  
Altitude Games  
NOD Games  
Blockade Games  
Loom Network

Lucid Sight  
Unity 3D  
Yeeha Games  
Egretia

### **Market Segmentation (by Type)**

Based on Polygon  
Based on Ronin

### **Market Segmentation (by Application)**

Finance  
Game  
Others

### **Geographic Segmentation**

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

### **Key Benefits of This Market Research:**

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Gamefi Market

Overview of the regional outlook of the Gamefi Market:

### **Customization of the Report**

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

### Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Gamefi Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types,

covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 shares the main producing countries of Gamefi, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 11 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment in the next five years.

Chapter 13 is the main points and conclusions of the report.

### **Key Reasons to Buy this Report:**

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint

the information you require quickly

Provision of market value data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

## **Customization of the Report**

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

- 1.1 Market Definition and Statistical Scope of Gamefi
- 1.2 Key Market Segments
  - 1.2.1 Gamefi Segment by Type
  - 1.2.2 Gamefi Segment by Application
- 1.3 Methodology & Sources of Information
  - 1.3.1 Research Methodology
  - 1.3.2 Research Process
  - 1.3.3 Market Breakdown and Data Triangulation
  - 1.3.4 Base Year
  - 1.3.5 Report Assumptions & Caveats

### **2 GAMEFI MARKET OVERVIEW**

- 2.1 Global Market Overview
  - 2.1.1 Global Gamefi Market Size (M USD) Estimates and Forecasts (2020-2033)
  - 2.1.2 Global Gamefi Sales Estimates and Forecasts (2020-2033)
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

### **3 GAMEFI MARKET COMPETITIVE LANDSCAPE**

- 3.1 Company Assessment Quadrant
- 3.2 Global Gamefi Product Life Cycle
- 3.3 Global Gamefi Sales by Manufacturers (2020-2025)
- 3.4 Global Gamefi Revenue Market Share by Manufacturers (2020-2025)
- 3.5 Gamefi Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.6 Global Gamefi Average Price by Manufacturers (2020-2025)
- 3.7 Manufacturers? Manufacturing Sites, Areas Served, and Product Types
- 3.8 Gamefi Market Competitive Situation and Trends
  - 3.8.1 Gamefi Market Concentration Rate
  - 3.8.2 Global 5 and 10 Largest Gamefi Players Market Share by Revenue
  - 3.8.3 Mergers & Acquisitions, Expansion

### **4 GAMEFI INDUSTRY CHAIN ANALYSIS**

- 4.1 Gamefi Industry Chain Analysis
- 4.2 Market Overview of Key Raw Materials
- 4.3 Midstream Market Analysis
- 4.4 Downstream Customer Analysis

## **5 THE DEVELOPMENT AND DYNAMICS OF GAMEFI MARKET**

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Industry News
  - 5.4.1 New Product Developments
  - 5.4.2 Mergers & Acquisitions
  - 5.4.3 Expansions
  - 5.4.4 Collaboration/Supply Contracts
- 5.5 PEST Analysis
  - 5.5.1 Industry Policies Analysis
  - 5.5.2 Economic Environment Analysis
  - 5.5.3 Social Environment Analysis
  - 5.5.4 Technological Environment Analysis
- 5.6 Global Gamefi Market Porter's Five Forces Analysis
  - 5.6.1 Global Trade Frictions
  - 5.6.2 U.S. Tariff Policy ? April 2025
  - 5.6.3 Global Trade Frictions and Their Impacts to Gamefi Market
- 5.7 ESG Ratings of Leading Companies

## **6 GAMEFI MARKET SEGMENTATION BY TYPE**

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global Gamefi Sales Market Share by Type (2020-2025)
- 6.3 Global Gamefi Market Size Market Share by Type (2020-2025)
- 6.4 Global Gamefi Price by Type (2020-2025)

## **7 GAMEFI MARKET SEGMENTATION BY APPLICATION**

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Gamefi Market Sales by Application (2020-2025)
- 7.3 Global Gamefi Market Size (M USD) by Application (2020-2025)
- 7.4 Global Gamefi Sales Growth Rate by Application (2020-2025)

## **8 GAMEFI MARKET SALES BY REGION**

### 8.1 Global Gamefi Sales by Region

#### 8.1.1 Global Gamefi Sales by Region

#### 8.1.2 Global Gamefi Sales Market Share by Region

### 8.2 Global Gamefi Market Size by Region

#### 8.2.1 Global Gamefi Market Size by Region

#### 8.2.2 Global Gamefi Market Size Market Share by Region

### 8.3 North America

#### 8.3.1 North America Gamefi Sales by Country

#### 8.3.2 North America Gamefi Market Size by Country

#### 8.3.3 U.S. Market Overview

#### 8.3.4 Canada Market Overview

#### 8.3.5 Mexico Market Overview

### 8.4 Europe

#### 8.4.1 Europe Gamefi Sales by Country

#### 8.4.2 Europe Gamefi Market Size by Country

#### 8.4.3 Germany Market Overview

#### 8.4.4 France Market Overview

#### 8.4.5 U.K. Market Overview

#### 8.4.6 Italy Market Overview

#### 8.4.7 Spain Market Overview

### 8.5 Asia Pacific

#### 8.5.1 Asia Pacific Gamefi Sales by Region

#### 8.5.2 Asia Pacific Gamefi Market Size by Region

#### 8.5.3 China Market Overview

#### 8.5.4 Japan Market Overview

#### 8.5.5 South Korea Market Overview

#### 8.5.6 India Market Overview

#### 8.5.7 Southeast Asia Market Overview

### 8.6 South America

#### 8.6.1 South America Gamefi Sales by Country

#### 8.6.2 South America Gamefi Market Size by Country

#### 8.6.3 Brazil Market Overview

#### 8.6.4 Argentina Market Overview

#### 8.6.5 Columbia Market Overview

### 8.7 Middle East and Africa

#### 8.7.1 Middle East and Africa Gamefi Sales by Region

- 8.7.2 Middle East and Africa Gamefi Market Size by Region
- 8.7.3 Saudi Arabia Market Overview
- 8.7.4 UAE Market Overview
- 8.7.5 Egypt Market Overview
- 8.7.6 Nigeria Market Overview
- 8.7.7 South Africa Market Overview

## **9 GAMEFI MARKET PRODUCTION BY REGION**

- 9.1 Global Production of Gamefi by Region(2020-2025)
- 9.2 Global Gamefi Revenue Market Share by Region (2020-2025)
- 9.3 Global Gamefi Production, Revenue, Price and Gross Margin (2020-2025)
- 9.4 North America Gamefi Production
  - 9.4.1 North America Gamefi Production Growth Rate (2020-2025)
  - 9.4.2 North America Gamefi Production, Revenue, Price and Gross Margin (2020-2025)
- 9.5 Europe Gamefi Production
  - 9.5.1 Europe Gamefi Production Growth Rate (2020-2025)
  - 9.5.2 Europe Gamefi Production, Revenue, Price and Gross Margin (2020-2025)
- 9.6 Japan Gamefi Production (2020-2025)
  - 9.6.1 Japan Gamefi Production Growth Rate (2020-2025)
  - 9.6.2 Japan Gamefi Production, Revenue, Price and Gross Margin (2020-2025)
- 9.7 China Gamefi Production (2020-2025)
  - 9.7.1 China Gamefi Production Growth Rate (2020-2025)
  - 9.7.2 China Gamefi Production, Revenue, Price and Gross Margin (2020-2025)

## **10 KEY COMPANIES PROFILE**

- 10.1 Ubisoft
  - 10.1.1 Ubisoft Basic Information
  - 10.1.2 Ubisoft Gamefi Product Overview
  - 10.1.3 Ubisoft Gamefi Product Market Performance
  - 10.1.4 Ubisoft Business Overview
  - 10.1.5 Ubisoft SWOT Analysis
  - 10.1.6 Ubisoft Recent Developments
- 10.2 Sky Mavis
  - 10.2.1 Sky Mavis Basic Information
  - 10.2.2 Sky Mavis Gamefi Product Overview
  - 10.2.3 Sky Mavis Gamefi Product Market Performance

- 10.2.4 Sky Mavis Business Overview
- 10.2.5 Sky Mavis SWOT Analysis
- 10.2.6 Sky Mavis Recent Developments
- 10.3 Decentraland
  - 10.3.1 Decentraland Basic Information
  - 10.3.2 Decentraland Gamefi Product Overview
  - 10.3.3 Decentraland Gamefi Product Market Performance
  - 10.3.4 Decentraland Business Overview
  - 10.3.5 Decentraland SWOT Analysis
  - 10.3.6 Decentraland Recent Developments
- 10.4 Mythical Games
  - 10.4.1 Mythical Games Basic Information
  - 10.4.2 Mythical Games Gamefi Product Overview
  - 10.4.3 Mythical Games Gamefi Product Market Performance
  - 10.4.4 Mythical Games Business Overview
  - 10.4.5 Mythical Games Recent Developments
- 10.5 DAPPER LABS
  - 10.5.1 DAPPER LABS Basic Information
  - 10.5.2 DAPPER LABS Gamefi Product Overview
  - 10.5.3 DAPPER LABS Gamefi Product Market Performance
  - 10.5.4 DAPPER LABS Business Overview
  - 10.5.5 DAPPER LABS Recent Developments
- 10.6 Forte
  - 10.6.1 Forte Basic Information
  - 10.6.2 Forte Gamefi Product Overview
  - 10.6.3 Forte Gamefi Product Market Performance
  - 10.6.4 Forte Business Overview
  - 10.6.5 Forte Recent Developments
- 10.7 Enjin
  - 10.7.1 Enjin Basic Information
  - 10.7.2 Enjin Gamefi Product Overview
  - 10.7.3 Enjin Gamefi Product Market Performance
  - 10.7.4 Enjin Business Overview
  - 10.7.5 Enjin Recent Developments
- 10.8 Voxie Tactics
  - 10.8.1 Voxie Tactics Basic Information
  - 10.8.2 Voxie Tactics Gamefi Product Overview
  - 10.8.3 Voxie Tactics Gamefi Product Market Performance
  - 10.8.4 Voxie Tactics Business Overview

- 10.8.5 Voxie Tactics Recent Developments
- 10.9 Bright Star
  - 10.9.1 Bright Star Basic Information
  - 10.9.2 Bright Star Gamefi Product Overview
  - 10.9.3 Bright Star Gamefi Product Market Performance
  - 10.9.4 Bright Star Business Overview
  - 10.9.5 Bright Star Recent Developments
- 10.10 Sandbox
  - 10.10.1 Sandbox Basic Information
  - 10.10.2 Sandbox Gamefi Product Overview
  - 10.10.3 Sandbox Gamefi Product Market Performance
  - 10.10.4 Sandbox Business Overview
  - 10.10.5 Sandbox Recent Developments
- 10.11 FoundGame
  - 10.11.1 FoundGame Basic Information
  - 10.11.2 FoundGame Gamefi Product Overview
  - 10.11.3 FoundGame Gamefi Product Market Performance
  - 10.11.4 FoundGame Business Overview
  - 10.11.5 FoundGame Recent Developments
- 10.12 Splinterlands
  - 10.12.1 Splinterlands Basic Information
  - 10.12.2 Splinterlands Gamefi Product Overview
  - 10.12.3 Splinterlands Gamefi Product Market Performance
  - 10.12.4 Splinterlands Business Overview
  - 10.12.5 Splinterlands Recent Developments
- 10.13 DACOCO
  - 10.13.1 DACOCO Basic Information
  - 10.13.2 DACOCO Gamefi Product Overview
  - 10.13.3 DACOCO Gamefi Product Market Performance
  - 10.13.4 DACOCO Business Overview
  - 10.13.5 DACOCO Recent Developments
- 10.14 MixMarvel
  - 10.14.1 MixMarvel Basic Information
  - 10.14.2 MixMarvel Gamefi Product Overview
  - 10.14.3 MixMarvel Gamefi Product Market Performance
  - 10.14.4 MixMarvel Business Overview
  - 10.14.5 MixMarvel Recent Developments
- 10.15 ITAM Games
  - 10.15.1 ITAM Games Basic Information

- 10.15.2 ITAM Games Gamefi Product Overview
- 10.15.3 ITAM Games Gamefi Product Market Performance
- 10.15.4 ITAM Games Business Overview
- 10.15.5 ITAM Games Recent Developments
- 10.16 Biscuit Labs
  - 10.16.1 Biscuit Labs Basic Information
  - 10.16.2 Biscuit Labs Gamefi Product Overview
  - 10.16.3 Biscuit Labs Gamefi Product Market Performance
  - 10.16.4 Biscuit Labs Business Overview
  - 10.16.5 Biscuit Labs Recent Developments
- 10.17 Double Jump
  - 10.17.1 Double Jump Basic Information
  - 10.17.2 Double Jump Gamefi Product Overview
  - 10.17.3 Double Jump Gamefi Product Market Performance
  - 10.17.4 Double Jump Business Overview
  - 10.17.5 Double Jump Recent Developments
- 10.18 Immutable
  - 10.18.1 Immutable Basic Information
  - 10.18.2 Immutable Gamefi Product Overview
  - 10.18.3 Immutable Gamefi Product Market Performance
  - 10.18.4 Immutable Business Overview
  - 10.18.5 Immutable Recent Developments
- 10.19 Altitude Games
  - 10.19.1 Altitude Games Basic Information
  - 10.19.2 Altitude Games Gamefi Product Overview
  - 10.19.3 Altitude Games Gamefi Product Market Performance
  - 10.19.4 Altitude Games Business Overview
  - 10.19.5 Altitude Games Recent Developments
- 10.20 NOD Games
  - 10.20.1 NOD Games Basic Information
  - 10.20.2 NOD Games Gamefi Product Overview
  - 10.20.3 NOD Games Gamefi Product Market Performance
  - 10.20.4 NOD Games Business Overview
  - 10.20.5 NOD Games Recent Developments
- 10.21 Blockade Games
  - 10.21.1 Blockade Games Basic Information
  - 10.21.2 Blockade Games Gamefi Product Overview
  - 10.21.3 Blockade Games Gamefi Product Market Performance
  - 10.21.4 Blockade Games Business Overview

- 10.21.5 Blockade Games Recent Developments
- 10.22 Loom Network
  - 10.22.1 Loom Network Basic Information
  - 10.22.2 Loom Network Gamefi Product Overview
  - 10.22.3 Loom Network Gamefi Product Market Performance
  - 10.22.4 Loom Network Business Overview
  - 10.22.5 Loom Network Recent Developments
- 10.23 Lucid Sight
  - 10.23.1 Lucid Sight Basic Information
  - 10.23.2 Lucid Sight Gamefi Product Overview
  - 10.23.3 Lucid Sight Gamefi Product Market Performance
  - 10.23.4 Lucid Sight Business Overview
  - 10.23.5 Lucid Sight Recent Developments
- 10.24 Unity 3D
  - 10.24.1 Unity 3D Basic Information
  - 10.24.2 Unity 3D Gamefi Product Overview
  - 10.24.3 Unity 3D Gamefi Product Market Performance
  - 10.24.4 Unity 3D Business Overview
  - 10.24.5 Unity 3D Recent Developments
- 10.25 Yeeha Games
  - 10.25.1 Yeeha Games Basic Information
  - 10.25.2 Yeeha Games Gamefi Product Overview
  - 10.25.3 Yeeha Games Gamefi Product Market Performance
  - 10.25.4 Yeeha Games Business Overview
  - 10.25.5 Yeeha Games Recent Developments
- 10.26 Egretia
  - 10.26.1 Egretia Basic Information
  - 10.26.2 Egretia Gamefi Product Overview
  - 10.26.3 Egretia Gamefi Product Market Performance
  - 10.26.4 Egretia Business Overview
  - 10.26.5 Egretia Recent Developments

## **11 GAMEFI MARKET FORECAST BY REGION**

- 11.1 Global Gamefi Market Size Forecast
- 11.2 Global Gamefi Market Forecast by Region
  - 11.2.1 North America Market Size Forecast by Country
  - 11.2.2 Europe Gamefi Market Size Forecast by Country
  - 11.2.3 Asia Pacific Gamefi Market Size Forecast by Region

11.2.4 South America Gamefi Market Size Forecast by Country

11.2.5 Middle East and Africa Forecasted Sales of Gamefi by Country

## **12 FORECAST MARKET BY TYPE AND BY APPLICATION (2026-2033)**

12.1 Global Gamefi Market Forecast by Type (2026-2033)

12.1.1 Global Forecasted Sales of Gamefi by Type (2026-2033)

12.1.2 Global Gamefi Market Size Forecast by Type (2026-2033)

12.1.3 Global Forecasted Price of Gamefi by Type (2026-2033)

12.2 Global Gamefi Market Forecast by Application (2026-2033)

12.2.1 Global Gamefi Sales (K Units) Forecast by Application

12.2.2 Global Gamefi Market Size (M USD) Forecast by Application (2026-2033)

## **13 CONCLUSION AND KEY FINDINGS**

## List Of Tables

### LIST OF TABLES

- Table 1. Introduction of the Type
- Table 2. Introduction of the Application
- Table 3. Market Size (M USD) Segment Executive Summary
- Table 4. Gamefi Market Size Comparison by Region (M USD)
- Table 5. Global Gamefi Sales (K Units) by Manufacturers (2020-2025)
- Table 6. Global Gamefi Sales Market Share by Manufacturers (2020-2025)
- Table 7. Global Gamefi Revenue (M USD) by Manufacturers (2020-2025)
- Table 8. Global Gamefi Revenue Share by Manufacturers (2020-2025)
- Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Gamefi as of 2024)
- Table 10. Global Market Gamefi Average Price (USD/Unit) of Key Manufacturers (2020-2025)
- Table 11. Manufacturers? Manufacturing Sites, Areas Served
- Table 12. Manufacturers? Product Type
- Table 13. Global Gamefi Manufacturers Market Concentration Ratio (CR5 and HHI)
- Table 14. Mergers & Acquisitions, Expansion Plans
- Table 15. Market Overview of Key Raw Materials
- Table 16. Midstream Market Analysis
- Table 17. Downstream Customer Analysis
- Table 18. Key Development Trends
- Table 19. Driving Factors
- Table 20. Gamefi Market Challenges
- Table 21. Goldman Sachs' forecast real GDP growth rate for 2024-2026
- Table 22. S&P Global ' Forecast Real GDP Growth Rate For 2024-2027
- Table 23. World Bank ' Forecast Real GDP Growth Rate For 2024-2026
- Table 24. The Tariff Rates Imposed by the United States on Major Commodity Trading Countries
- Table 25. Global Gamefi Sales by Type (K Units)
- Table 26. Global Gamefi Market Size by Type (M USD)
- Table 27. Global Gamefi Sales (K Units) by Type (2020-2025)
- Table 28. Global Gamefi Sales Market Share by Type (2020-2025)
- Table 29. Global Gamefi Market Size (M USD) by Type (2020-2025)
- Table 30. Global Gamefi Market Size Share by Type (2020-2025)
- Table 31. Global Gamefi Price (USD/Unit) by Type (2020-2025)
- Table 32. Global Gamefi Sales (K Units) by Application

- Table 33. Global Gamefi Market Size by Application
- Table 34. Global Gamefi Sales by Application (2020-2025) & (K Units)
- Table 35. Global Gamefi Sales Market Share by Application (2020-2025)
- Table 36. Global Gamefi Market Size by Application (2020-2025) & (M USD)
- Table 37. Global Gamefi Market Share by Application (2020-2025)
- Table 38. Global Gamefi Sales Growth Rate by Application (2020-2025)
- Table 39. Global Gamefi Sales by Region (2020-2025) & (K Units)
- Table 40. Global Gamefi Sales Market Share by Region (2020-2025)
- Table 41. Global Gamefi Market Size by Region (2020-2025) & (M USD)
- Table 42. Global Gamefi Market Size Market Share by Region (2020-2025)
- Table 43. North America Gamefi Sales by Country (2020-2025) & (K Units)
- Table 44. North America Gamefi Market Size by Country (2020-2025) & (M USD)
- Table 45. Europe Gamefi Sales by Country (2020-2025) & (K Units)
- Table 46. Europe Gamefi Market Size by Country (2020-2025) & (M USD)
- Table 47. Asia Pacific Gamefi Sales by Region (2020-2025) & (K Units)
- Table 48. Asia Pacific Gamefi Market Size by Region (2020-2025) & (M USD)
- Table 49. South America Gamefi Sales by Country (2020-2025) & (K Units)
- Table 50. South America Gamefi Market Size by Country (2020-2025) & (M USD)
- Table 51. Middle East and Africa Gamefi Sales by Region (2020-2025) & (K Units)
- Table 52. Middle East and Africa Gamefi Market Size by Region (2020-2025) & (M USD)
- Table 53. Global Gamefi Production (K Units) by Region(2020-2025)
- Table 54. Global Gamefi Revenue (US\$ Million) by Region (2020-2025)
- Table 55. Global Gamefi Revenue Market Share by Region (2020-2025)
- Table 56. Global Gamefi Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 57. North America Gamefi Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 58. Europe Gamefi Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 59. Japan Gamefi Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 60. China Gamefi Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 61. Ubisoft Basic Information
- Table 62. Ubisoft Gamefi Product Overview
- Table 63. Ubisoft Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 64. Ubisoft Business Overview

- Table 65. Ubisoft SWOT Analysis
- Table 66. Ubisoft Recent Developments
- Table 67. Sky Mavis Basic Information
- Table 68. Sky Mavis Gamefi Product Overview
- Table 69. Sky Mavis Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 70. Sky Mavis Business Overview
- Table 71. Sky Mavis SWOT Analysis
- Table 72. Sky Mavis Recent Developments
- Table 73. Decentraland Basic Information
- Table 74. Decentraland Gamefi Product Overview
- Table 75. Decentraland Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 76. Decentraland Business Overview
- Table 77. Decentraland SWOT Analysis
- Table 78. Decentraland Recent Developments
- Table 79. Mythical Games Basic Information
- Table 80. Mythical Games Gamefi Product Overview
- Table 81. Mythical Games Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 82. Mythical Games Business Overview
- Table 83. Mythical Games Recent Developments
- Table 84. DAPPER LABS Basic Information
- Table 85. DAPPER LABS Gamefi Product Overview
- Table 86. DAPPER LABS Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 87. DAPPER LABS Business Overview
- Table 88. DAPPER LABS Recent Developments
- Table 89. Forte Basic Information
- Table 90. Forte Gamefi Product Overview
- Table 91. Forte Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 92. Forte Business Overview
- Table 93. Forte Recent Developments
- Table 94. Enjin Basic Information
- Table 95. Enjin Gamefi Product Overview
- Table 96. Enjin Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 97. Enjin Business Overview

Table 98. Enjin Recent Developments

Table 99. Voxie Tactics Basic Information

Table 100. Voxie Tactics Gamefi Product Overview

Table 101. Voxie Tactics Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 102. Voxie Tactics Business Overview

Table 103. Voxie Tactics Recent Developments

Table 104. Bright Star Basic Information

Table 105. Bright Star Gamefi Product Overview

Table 106. Bright Star Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 107. Bright Star Business Overview

Table 108. Bright Star Recent Developments

Table 109. Sandbox Basic Information

Table 110. Sandbox Gamefi Product Overview

Table 111. Sandbox Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 112. Sandbox Business Overview

Table 113. Sandbox Recent Developments

Table 114. FoundGame Basic Information

Table 115. FoundGame Gamefi Product Overview

Table 116. FoundGame Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 117. FoundGame Business Overview

Table 118. FoundGame Recent Developments

Table 119. Splinterlands Basic Information

Table 120. Splinterlands Gamefi Product Overview

Table 121. Splinterlands Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 122. Splinterlands Business Overview

Table 123. Splinterlands Recent Developments

Table 124. DACOCO Basic Information

Table 125. DACOCO Gamefi Product Overview

Table 126. DACOCO Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 127. DACOCO Business Overview

Table 128. DACOCO Recent Developments

Table 129. MixMarvel Basic Information

Table 130. MixMarvel Gamefi Product Overview

Table 131. MixMarvel Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 132. MixMarvel Business Overview

Table 133. MixMarvel Recent Developments

Table 134. ITAM Games Basic Information

Table 135. ITAM Games Gamefi Product Overview

Table 136. ITAM Games Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 137. ITAM Games Business Overview

Table 138. ITAM Games Recent Developments

Table 139. Biscuit Labs Basic Information

Table 140. Biscuit Labs Gamefi Product Overview

Table 141. Biscuit Labs Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 142. Biscuit Labs Business Overview

Table 143. Biscuit Labs Recent Developments

Table 144. Double Jump Basic Information

Table 145. Double Jump Gamefi Product Overview

Table 146. Double Jump Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 147. Double Jump Business Overview

Table 148. Double Jump Recent Developments

Table 149. Immutable Basic Information

Table 150. Immutable Gamefi Product Overview

Table 151. Immutable Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 152. Immutable Business Overview

Table 153. Immutable Recent Developments

Table 154. Altitude Games Basic Information

Table 155. Altitude Games Gamefi Product Overview

Table 156. Altitude Games Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 157. Altitude Games Business Overview

Table 158. Altitude Games Recent Developments

Table 159. NOD Games Basic Information

Table 160. NOD Games Gamefi Product Overview

Table 161. NOD Games Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 162. NOD Games Business Overview

- Table 163. NOD Games Recent Developments
- Table 164. Blockade Games Basic Information
- Table 165. Blockade Games Gamefi Product Overview
- Table 166. Blockade Games Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 167. Blockade Games Business Overview
- Table 168. Blockade Games Recent Developments
- Table 169. Loom Network Basic Information
- Table 170. Loom Network Gamefi Product Overview
- Table 171. Loom Network Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 172. Loom Network Business Overview
- Table 173. Loom Network Recent Developments
- Table 174. Lucid Sight Basic Information
- Table 175. Lucid Sight Gamefi Product Overview
- Table 176. Lucid Sight Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 177. Lucid Sight Business Overview
- Table 178. Lucid Sight Recent Developments
- Table 179. Unity 3D Basic Information
- Table 180. Unity 3D Gamefi Product Overview
- Table 181. Unity 3D Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 182. Unity 3D Business Overview
- Table 183. Unity 3D Recent Developments
- Table 184. Yeeha Games Basic Information
- Table 185. Yeeha Games Gamefi Product Overview
- Table 186. Yeeha Games Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 187. Yeeha Games Business Overview
- Table 188. Yeeha Games Recent Developments
- Table 189. Egretia Basic Information
- Table 190. Egretia Gamefi Product Overview
- Table 191. Egretia Gamefi Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 192. Egretia Business Overview
- Table 193. Egretia Recent Developments
- Table 194. Global Gamefi Sales Forecast by Region (2026-2033) & (K Units)
- Table 195. Global Gamefi Market Size Forecast by Region (2026-2033) & (M USD)

Table 196. North America Gamefi Sales Forecast by Country (2026-2033) & (K Units)

Table 197. North America Gamefi Market Size Forecast by Country (2026-2033) & (M USD)

Table 198. Europe Gamefi Sales Forecast by Country (2026-2033) & (K Units)

Table 199. Europe Gamefi Market Size Forecast by Country (2026-2033) & (M USD)

Table 200. Asia Pacific Gamefi Sales Forecast by Region (2026-2033) & (K Units)

Table 201. Asia Pacific Gamefi Market Size Forecast by Region (2026-2033) & (M USD)

Table 202. South America Gamefi Sales Forecast by Country (2026-2033) & (K Units)

Table 203. South America Gamefi Market Size Forecast by Country (2026-2033) & (M USD)

Table 204. Middle East and Africa Gamefi Sales Forecast by Country (2026-2033) & (Units)

Table 205. Middle East and Africa Gamefi Market Size Forecast by Country (2026-2033) & (M USD)

Table 206. Global Gamefi Sales Forecast by Type (2026-2033) & (K Units)

Table 207. Global Gamefi Market Size Forecast by Type (2026-2033) & (M USD)

Table 208. Global Gamefi Price Forecast by Type (2026-2033) & (USD/Unit)

Table 209. Global Gamefi Sales (K Units) Forecast by Application (2026-2033)

Table 210. Global Gamefi Market Size Forecast by Application (2026-2033) & (M USD)

## List Of Figures

### LIST OF FIGURES

- Figure 1. Product Picture of Gamefi
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Gamefi Market Size (M USD), 2024-2033
- Figure 5. Global Gamefi Market Size (M USD) (2020-2033)
- Figure 6. Global Gamefi Sales (K Units) & (2020-2033)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 8. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 9. Evaluation Matrix of Regional Market Development Potential
- Figure 10. Gamefi Market Size by Country (M USD)
- Figure 11. Company Assessment Quadrant
- Figure 12. Global Gamefi Product Life Cycle
- Figure 13. Gamefi Sales Share by Manufacturers in 2024
- Figure 14. Global Gamefi Revenue Share by Manufacturers in 2024
- Figure 15. Gamefi Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2024
- Figure 16. Global Market Gamefi Average Price (USD/Unit) of Key Manufacturers in 2024
- Figure 17. The Global 5 and 10 Largest Players: Market Share by Gamefi Revenue in 2024
- Figure 18. Industry Chain Map of Gamefi
- Figure 19. Global Gamefi Market PEST Analysis
- Figure 20. Global Gamefi Market Porter's Five Forces Analysis
- Figure 21. Global Merchandise Trade as a Percentage Of GDP
- Figure 22. US - Imports of Goods by Country
- Figure 23. China Exports by Country
- Figure 24. ESG Rating Distribution of The Leading Company Compared With Its Peers
- Figure 25. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 26. Global Gamefi Market Share by Type
- Figure 27. Sales Market Share of Gamefi by Type (2020-2025)
- Figure 28. Sales Market Share of Gamefi by Type in 2024
- Figure 29. Market Size Share of Gamefi by Type (2020-2025)
- Figure 30. Market Size Share of Gamefi by Type in 2024
- Figure 31. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 32. Global Gamefi Market Share by Application
- Figure 33. Global Gamefi Sales Market Share by Application (2020-2025)

- Figure 34. Global Gamefi Sales Market Share by Application in 2024
- Figure 35. Global Gamefi Market Share by Application (2020-2025)
- Figure 36. Global Gamefi Market Share by Application in 2024
- Figure 37. Global Gamefi Sales Growth Rate by Application (2020-2025)
- Figure 38. Global Gamefi Sales Market Share by Region (2020-2025)
- Figure 39. Global Gamefi Market Size Market Share by Region (2020-2025)
- Figure 40. North America Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 41. North America Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 42. North America Gamefi Sales Market Share by Country in 2024
- Figure 43. North America Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 44. North America Gamefi Market Size Market Share by Country in 2024
- Figure 45. U.S. Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 46. U.S. Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 47. Canada Gamefi Sales (K Units) and Growth Rate (2020-2025)
- Figure 48. Canada Gamefi Market Size (M USD) and Growth Rate (2020-2025)
- Figure 49. Mexico Gamefi Sales (Units) and Growth Rate (2020-2025)
- Figure 50. Mexico Gamefi Market Size (Units) and Growth Rate (2020-2025)
- Figure 51. Europe Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 52. Europe Gamefi Sales Market Share by Country in 2024
- Figure 53. Europe Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 54. Europe Gamefi Market Size Market Share by Country in 2024
- Figure 55. Germany Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 56. Germany Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 57. France Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 58. France Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 59. U.K. Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 60. U.K. Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 61. Italy Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 62. Italy Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 63. Spain Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 64. Spain Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 65. Asia Pacific Gamefi Sales and Growth Rate (K Units)
- Figure 66. Asia Pacific Gamefi Sales Market Share by Region in 2024
- Figure 67. Asia Pacific Gamefi Market Size Market Share by Region in 2024
- Figure 68. China Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 69. China Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 70. Japan Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 71. Japan Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 72. South Korea Gamefi Sales and Growth Rate (2020-2025) & (K Units)

- Figure 73. South Korea Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 74. India Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 75. India Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 76. Southeast Asia Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 77. Southeast Asia Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 78. South America Gamefi Sales and Growth Rate (K Units)
- Figure 79. South America Gamefi Sales Market Share by Country in 2024
- Figure 80. South America Gamefi Market Size and Growth Rate (M USD)
- Figure 81. South America Gamefi Market Size Market Share by Country in 2024
- Figure 82. Brazil Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 83. Brazil Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 84. Argentina Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 85. Argentina Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 86. Columbia Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 87. Columbia Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 88. Middle East and Africa Gamefi Sales and Growth Rate (K Units)
- Figure 89. Middle East and Africa Gamefi Sales Market Share by Region in 2024
- Figure 90. Middle East and Africa Gamefi Market Size and Growth Rate (M USD)
- Figure 91. Middle East and Africa Gamefi Market Size Market Share by Region in 2024
- Figure 92. Saudi Arabia Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 93. Saudi Arabia Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 94. UAE Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 95. UAE Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 96. Egypt Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 97. Egypt Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 98. Nigeria Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 99. Nigeria Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 100. South Africa Gamefi Sales and Growth Rate (2020-2025) & (K Units)
- Figure 101. South Africa Gamefi Market Size and Growth Rate (2020-2025) & (M USD)
- Figure 102. Global Gamefi Production Market Share by Region (2020-2025)
- Figure 103. North America Gamefi Production (K Units) Growth Rate (2020-2025)
- Figure 104. Europe Gamefi Production (K Units) Growth Rate (2020-2025)
- Figure 105. Japan Gamefi Production (K Units) Growth Rate (2020-2025)
- Figure 106. China Gamefi Production (K Units) Growth Rate (2020-2025)
- Figure 107. Global Gamefi Sales Forecast by Volume (2020-2033) & (K Units)
- Figure 108. Global Gamefi Market Size Forecast by Value (2020-2033) & (M USD)
- Figure 109. Global Gamefi Sales Market Share Forecast by Type (2026-2033)
- Figure 110. Global Gamefi Market Share Forecast by Type (2026-2033)

Figure 111. Global Gamefi Sales Forecast by Application (2026-2033)

Figure 112. Global Gamefi Market Share Forecast by Application (2026-2033)

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