

Global Blockchain Game Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/G35EBB543EFDEN.html>

Date: September 2025

Pages: 120

Price: US\$ 3,132.00 (Single User License)

ID: G35EBB543EFDEN

Abstracts

According to our (Global Info Research) latest study, the global Blockchain Game market size was valued at US\$ 346 million in 2024 and is forecast to a readjusted size of USD 1341 million by 2031 with a CAGR of 22.1% during review period.

Blockchain games are games that use blockchain technology to allow players to own, trade, and sell in-game items and characters.

It uses NFTs to ensure scarcity and features transparent and secure transactions.

Blockchain games have enabled players to earn billions of dollars through transactions involving non-fungible tokens (NFTs) and cryptocurrencies. The gaming craze has even forced some players to quit their jobs to make a living exploring the metaverse and trading collectibles.

Features of blockchain games:

First and foremost, blockchain games are video games that use blockchain technology. These games use cryptocurrencies, non-fungible tokens, or both, making the game's built-in economy directly connected to the real world.

These features allow users to earn money while playing. They can be rewarded with the game's native tokens while playing, and then exchange the tokens for other valuable cryptocurrencies or fiat currencies. Explore the differences between crypto games and traditional games in detail.

Benefits of blockchain games:

Digital asset ownership: Since everything is registered on the blockchain, players can still own their game assets and even profit from them even if the game is closed.

Interoperability: Blockchain allows users to transfer assets from one game to another as long as it is compatible with the new ecosystem.

Financial incentives: Blockchain games finally provide players with a means to earn money while playing, rather than just expanding it.

This report is a detailed and comprehensive analysis for global Blockchain Game market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Blockchain Game market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Blockchain Game market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Blockchain Game market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Blockchain Game market shares of main players, in revenue (\$ Million), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Blockchain Game

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Blockchain Game market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include EA, Tencent Games, NetEase Games, Xbox Game Studios, Telltale Games, Sony Interactive Entertainment, SpacePirate Games, Mythical Games, Experimental, VZ Games, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market segmentation

Blockchain Game market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Play-to-earn Games

NFT Games

Market segment by Application

Computer

Mobile Devices

Market segment by players, this report covers

EA

Tencent Games

NetEase Games

Xbox Game Studios

Telltale Games

Sony Interactive Entertainment

SpacePirate Games

Mythical Games

Experimental

VZ Games

Mojang Studios

Xiaomi

Baidu

Planet Ventures

Activision Blizzard

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Blockchain Game product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Blockchain Game, with revenue, gross margin, and global market share of Blockchain Game from 2020 to 2025.

Chapter 3, the Blockchain Game competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2020 to 2031

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2020 to 2025. and Blockchain Game market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Blockchain Game.

Chapter 13, to describe Blockchain Game research findings and conclusion.

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