

Global GameFi Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our latest research, the global GameFi market size will reach USD million in 2030, growing at a CAGR of % over the analysis period.

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.

The GameFi market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

Market segmentation

GameFi market is split by Type and by Application. For the period 2024-2030, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

By ETH

Based on Polygon

Based on Ronin

Based on FLOW

Based on BSC

Based on Near

Based on WAX

Market segment by Application, can be divided into

Finance

Game

Others

Market segment by players, this report covers

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 segment by regions, regional analysis covers

North America

Europe

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

South America

Middle East & Africa

The content of the study subjects, includes a total of 8 chapters:

Chapter 1, to describe GameFi product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of GameFi, with recent developments and future plans

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

Chapter 4, to break the market size data at the region level, with key companies in the key region and GameFi market forecast, by regions, with revenue, from 2024 to 2030.

Chapter 5 and 6, to segment the market size by Type and application, with revenue and growth rate by Type, application, from 2024 to 2030.

Chapter 7 and 8, to describe GameFi research findings and conclusion, appendix and data source.

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