

Global Move-to-Earn Games Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global Move-to-Earn Games market size was valued at US\$ 785 million in 2024 and is forecast to a readjusted size of USD 1850 million by 2031 with a CAGR of 13.2% during review period.

PC is an important application. According to IDC, global PC shipments in 2022 reached 292.3 million units, down 16.51% year on year, and the combined market share of the top five companies by shipment was 76.0%. Lenovo, HP, Dell, Apple and Apple ranked top five in terms of market share, with shipments of 68.0 million units (23.3%), 55.3 million units (18.9%), 49.8 million units (17.0%), 28.6 million units (9.8%) and 20.6 million units (7.0%). According to data released recently by IDC, global PC shipments in the first quarter were 56.9 million units, down 29% from a year earlier. In terms of companies, Apple's shipments fell 40.5% year on year in the same period, the biggest drop among all companies. Lenovo Group and Dell Technologies saw their shipments fall more than 30%.

This report is a detailed and comprehensive analysis for global Move-to-Earn Games 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 Move-to-Earn Games market size and forecasts, in consumption value (\$

Million), 2020-2031

Global Move-to-Earn Games market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Move-to-Earn Games market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Move-to-Earn Games 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 Move-to-Earn Games

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 Move-to-Earn Games 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 MetaGym, STEP N, Dotmoovs, Sweatcoin, Genopets, Step App, OliveX, Calo, Digital Fitness, WIRTUAL, etc.

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

Market segmentation

Move-to-Earn Games 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

Running

Swimming

Dancing

Cycling

Fitness

Market segment by Application

Computers

Phones & Tablets

Market segment by players, this report covers

MetaGym

STEPN

Dotmoovs

Sweatcoin

Genopets

Step App

OliveX

Calo

Digital Fitness

WIRTUAL

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 Move-to-Earn Games product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Move-to-Earn Games, with revenue, gross margin, and global market share of Move-to-Earn Games from 2020 to 2025.

Chapter 3, the Move-to-Earn Games 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 Move-to-Earn Games 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 Move-to-Earn Games.

Chapter 13, to describe Move-to-Earn Games research findings and conclusion.

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