

Global Non-Fungible Token Game Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/G983C8A795C4EN.html>

Date: March 2025

Pages: 106

Price: US\$ 3,480.00 (Single User License)

ID: G983C8A795C4EN

Abstracts

According to our (Global Info Research) latest study, the global Non-Fungible Token Game market size was valued at US\$ 451 million in 2024 and is forecast to a readjusted size of USD 530 million by 2031 with a CAGR of 2.3% during review period.

This report is a detailed and comprehensive analysis for global Non-Fungible Token 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 Non-Fungible Token Game market size and forecasts, in consumption value (\$ Million), 2020-2031

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

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

Global Non-Fungible Token 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 Non-Fungible Token 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 Non-Fungible Token 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 OpenSea, Larva Labs, Sky Mavis, Dapper Labs, Decentraland, Yuga Labs, SandBox, Sorare, Solanart, SuperRare, etc.

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

Market segmentation

Non-Fungible Token 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 NFT Games

Games For Players

Free To Play Games

Market segment by Application

Mobile Game

Computer Game

Market segment by players, this report covers

OpenSea

Larva Labs

Sky Mavis

Dapper Labs

Decentraland

Yuga Labs

SandBox

Sorare

Solanart

SuperRare

Gala Games

Foundation

Rarible

MOBOX

MakersPlace

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 Non-Fungible Token Game product scope, market overview, market estimation caveats and base year.

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

Chapter 3, the Non-Fungible Token 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 Non-Fungible Token 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 Non-Fungible Token Game.

Chapter 13, to describe Non-Fungible Token Game research findings and conclusion.

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