

Gaming NFT Market Opportunity, Growth Drivers, Industry Trend Analysis, and Forecast 2025-2034

https://marketpublishers.com/r/G2CAA5D91E87EN.html

Date: February 2025

Pages: 180

Price: US\$ 4,850.00 (Single User License)

ID: G2CAA5D91E87EN

Abstracts

The Global Gaming NFT Market reached USD 4.8 billion in 2024 and is projected to grow at a remarkable 24.8% CAGR between 2025 and 2034. This rapid expansion is largely driven by the widespread adoption of blockchain technology, which is revolutionizing the gaming industry by introducing true digital ownership and monetization opportunities. Gaming NFTs have transformed in-game assets into valuable digital commodities, allowing players to buy, sell, and trade items across platforms. Unlike traditional games, where virtual assets hold no tangible value outside the ecosystem, blockchain-based gaming enables players to generate real-world income through the Play-to-Earn (P2E) model. This evolution has positioned gaming NFTs as a fundamental force reshaping the gaming economy, fueling immense investor interest and accelerating market growth.

The rise of decentralized gaming ecosystems has attracted significant capital investments as developers continue integrating NFT-based assets into their gaming models. With heightened interest in digital collectibles and virtual economies, gaming NFTs are emerging as a lucrative segment in the blockchain industry. The integration of smart contracts ensures security, transparency, and authenticity, making digital assets verifiable and tradeable across multiple gaming environments. The market's rapid progress has also led to increased regulatory scrutiny, with governing bodies working on policies to regulate NFT transactions and protect investors. The competitive landscape is further intensified by leading gaming companies, blockchain startups, and tech giants vying to develop immersive, NFT-powered gaming experiences. These innovations are not only enhancing player engagement but also expanding revenue streams for developers and content creators worldwide.

The gaming NFT market is segmented into categories such as in-game assets,



collectibles, trading cards, virtual real estate, and cryptocurrency tokens. Among these, in-game assets remain a dominant force, with the segment valued at USD 1.9 billion in 2024. Digital items like skins, weapons, avatars, and virtual goods have become highly sought-after, driving a new era of player-driven economies. These blockchain-stored assets provide verifiable ownership and the ability to trade them across different games, further enhancing their appeal. Players are increasingly gravitating towards blockchain-powered games that offer interoperability, ensuring that their digital collections retain long-term value beyond a single gaming ecosystem.

Gaming NFTs are being embraced across multiple platforms, including PC, console, mobile, AR/VR, and web-based gaming. The console gaming segment is projected to reach USD 7.6 billion by 2034, reflecting steady adoption driven by exclusive game launches and subscription-based services. Mobile gaming is also experiencing an upsurge in NFT integration, fueled by the accessibility of blockchain technology on smartphones. Console gaming remains a key contributor to the market as gaming companies introduce NFT-based content through partnerships and marketplace expansions, further enhancing user engagement and retention. Subscription services are also playing a pivotal role in broadening access to NFT-powered games, making them more accessible to a wider audience.

The North America Gaming NFT Market reached USD 1.5 billion in 2024, positioning the region as a dominant player in the global landscape. This growth is fueled by the increasing popularity of NFTs in gaming ecosystems and the rising interest in digital asset ownership. Companies across North America are forming strategic alliances to strengthen their market presence and tap into the surging demand for gaming NFTs. These initiatives are further supported by technological advancements, regulatory clarity, and the rising trend of NFT adoption in major gaming franchises. As the gaming industry evolves, North America continues to spearhead the development and expansion of NFT-integrated gaming platforms, setting the stage for continued innovation and market growth.



Contents

CHAPTER 1 METHODOLOGY AND SCOPE

- 1.1 Market scope and definitions
- 1.2 Research design
 - 1.2.1 Research approach
 - 1.2.2 Data collection methods
- 1.3 Base estimates and calculations
 - 1.3.1 Base year calculation
 - 1.3.2 Key trends for market estimation
- 1.4 Forecast model
- 1.5 Primary research and validation
 - 1.5.1 Primary sources
 - 1.5.2 Data mining sources

CHAPTER 2 EXECUTIVE SUMMARY

2.1 Industry 360° synopsis

CHAPTER 3 INDUSTRY INSIGHTS

- 3.1 Industry ecosystem analysis
- 3.2 Industry impact forces
 - 3.2.1 Growth drivers
 - 3.2.1.1 Rising demand for digital ownership
 - 3.2.1.2 Growing adoption of play-to-earn (P2E) models
 - 3.2.1.3 Increasing interoperability across games and platforms
 - 3.2.1.4 Rising investment and strategic partnerships
 - 3.2.1.5 Growing integration of AI and metaverse technologies
 - 3.2.2 Industry pitfalls and challenges
 - 3.2.2.1 Regulatory uncertainty and compliance issues
 - 3.2.2.2 Market volatility and speculation risks
- 3.3 Growth potential analysis
- 3.4 Regulatory landscape
- 3.5 Technology landscape
- 3.6 Future market trends
- 3.7 Gap analysis
- 3.8 Porter's analysis



3.9 PESTEL analysis

CHAPTER 4 COMPETITIVE LANDSCAPE, 2024

- 4.1 Introduction
- 4.2 Company market share analysis
- 4.3 Competitive analysis of major market players
- 4.4 Competitive positioning matrix
- 4.5 Strategy dashboard

CHAPTER 5 MARKET ESTIMATES AND FORECAST, BY NFT TYPE, 2021 – 2034 (\$ MN)

- 5.1 Key trends
- 5.2 In-game assest
- 5.3 Collectibles
- 5.4 Trading cards
- 5.5 Virtual real estate
- 5.6 Cryptocurrency tokens

CHAPTER 6 MARKET ESTIMATES AND FORECAST, BY GAMING PLATFORM, 2021 – 2034 (\$ MN)

- 6.1 Key trends
- 6.2 PC games
- 6.3 Console games
- 6.4 Mobile games
- 6.5 AR/VR games
- 6.6 Web-based games

CHAPTER 7 MARKET ESTIMATES AND FORECAST, BY FUNCTIONALITY, 2021 – 2034 (\$ MN)

- 7.1 Key trends
- 7.2 Purely collectibles
- 7.3 Reward tokens
- 7.4 Access pass
- 7.5 Utility-based



CHAPTER 8 MARKET ESTIMATES AND FORECAST, BY BLOCKCHAIN NETWORK, 2021 – 2034 (\$ MN)

- 8.1 Key trends
- 8.2 Ethereum
- 8.3 Binance Smart Chain
- 8.4 Flow
- 8.5 Polygon
- 8.6 Solana
- 8.7 Others

CHAPTER 9 MARKET ESTIMATES AND FORECAST, BY REGION, 2021 – 2034 (\$ MN)

- 9.1 Key trends
- 9.2 North America
 - 9.2.1 U.S.
 - 9.2.2 Canada
- 9.3 Europe
 - 9.3.1 Germany
 - 9.3.2 UK
 - 9.3.3 France
 - 9.3.4 Spain
 - 9.3.5 Italy
 - 9.3.6 Netherlands
- 9.4 Asia Pacific
 - 9.4.1 China
 - 9.4.2 India
 - 9.4.3 Japan
 - 9.4.4 Australia
 - 9.4.5 South Korea
- 9.5 Latin America
 - 9.5.1 Brazil
 - 9.5.2 Mexico
 - 9.5.3 Argentina
- 9.6 Middle East and Africa
 - 9.6.1 Saudi Arabia
 - 9.6.2 South Africa
 - 9.6.3 UAE



CHAPTER 10 COMPANY PROFILES

- 10.1 Activision Blizzard
- 10.2 Axie Infinity
- 10.3 Bandai Namco Entertainment
- 10.4 Dapper Labs
- 10.5 Decentraland
- 10.6 Electronic Arts (EA)
- 10.7 Epic Games
- 10.8 Konami
- 10.9 Meta (formerly Facebook Gaming)
- 10.10 Microsoft (Xbox Game Studios)
- 10.11 NetEase
- 10.12 Niantic
- 10.13 Nintendo
- 10.14 Riot Games
- 10.15 Roblox Corporation
- 10.16 Sega
- 10.17 Sony Interactive Entertainment
- 10.18 Square Enix
- 10.19 Supercell
- 10.20 Take-Two Interactive
- 10.21 Tencent Games
- 10.22 Ubisoft
- 10.23 Unity Technologies
- 10.24 Valve Corporation
- 10.25 Zynga



I would like to order

Product name: Gaming NFT Market Opportunity, Growth Drivers, Industry Trend Analysis, and Forecast

2025-2034

Product link: https://marketpublishers.com/r/G2CAA5D91E87EN.html

Price: US\$ 4,850.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer

Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/G2CAA5D91E87EN.html