

Global GameFi Market Growth (Status and Outlook) 2023-2029

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Abstracts

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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.

According to this study, the global GameFi market size will reach US\$ million by 2029.

This report presents a comprehensive overview, market shares, and growth opportunities of GameFi market by product type, application, key players and key regions and countries.

Segmentation by product type:

By ETH

Based on Polygon

Based on Ronin

Based on FLOW

Based on BSC

Based on Near

Based on WAX

Segmentation by Application:

Finance

Game

Others

This report also splits the market by region:

United States

China

Europe

Other regions:

Japan

South Korea

Southeast Asia

Rest of world

The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:

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

Tencent

NetEase

Baidu

XiaoMi

JD

In Xin Network Technology

Egretia

Animoca Brands

Antler Interactive

Sorare

Social Lending

Planetarium

Experimental

WAX

B2Expand

FirstBlood

VZ Games

Cocos

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