

Global Non-Fungible Token (NFT) Games Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/GFA7CA74A9E0EN.html>

Date: March 2023

Pages: 103

Price: US\$ 3,660.00 (Single User License)

ID: GFA7CA74A9E0EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

Non-Fungible Token (NFT) Game displays the decentralized financial model in the form of games. The user's assets become equipment or tools in the decentralized financial game. At the same time, the user can obtain income or rewards in the process of participating in the game.

According to this study, the global Non-Fungible Token (NFT) Games market size will reach US\$ million by 2029.

This report presents a comprehensive overview, market shares, and growth opportunities of Non-Fungible Token (NFT) Games 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:

Cell Phone

Computer

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

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B2Expand

FirstBlood

VZ Games

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