

Play To Earn Games Market, Global Outlook and Forecast 2022-2028

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Abstracts

Play-to-earn games combine the fun of video games with the opportunity to earn real rewards for your time.

This report contains market size and forecasts of Play To Earn Games in Global, including the following market information:

Global Play To Earn Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Play To Earn Games market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Cards Game Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Play To Earn Games include Axie Infinity, Gods Unchained, Thetan Arena, Splinterlands, Pegaxy, DeFi Kingdoms, Alien Worlds, Mines of Dalarnia and My Neighbor Alice, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Play To Earn Games companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges,

obstacles, and potential risks.

Total Market by Segment:

Global Play To Earn Games Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Play To Earn Games Market Segment Percentages, by Type, 2021 (%)

Cards Game

Athletics Game

Role-playing Game

Others

Global Play To Earn Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Play To Earn Games Market Segment Percentages, by Application, 2021 (%)

PC

Mobile Phone

Global Play To Earn Games Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Play To Earn Games Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Play To Earn Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Play To Earn Games revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Axie Infinity

Gods Unchained

Thetan Arena

Splinterlands

Pegaxy

DeFi Kingdoms

Alien Worlds

Mines of Dalarnia

My Neighbor Alice

Illuvium

Guild of Guardians

Ember Sword

Surf Invaders

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