

# **Blockchain Gaming Market Forecasts to 2034 – Global Analysis By Game Type (Open World Games, Role Playing Games and Collectible Games), Architecture (Decentralized Layered Architecture, Hybrid Architecture and Decentralized Monolithic), Platform, Model, Genre and By Geography**

<https://marketpublishers.com/r/BF4C346D8449EN.html>

Date: May 2026

Pages: 200

Price: US\$ 4,150.00 (Single User License)

ID: BF4C346D8449EN

## **Abstracts**

According to Statistics MRC, the Global Blockchain Gaming Market is accounted for \$46.3 billion in 2026 and is expected to reach \$1377.1 billion by 2034 growing at a CAGR of 52.8% during the forecast period. Blockchain gaming refers to the integration of blockchain technology into the gaming industry, transforming traditional gaming experiences by introducing decentralized and transparent systems. Blockchain's decentralized nature enhances security in gaming by preventing fraud, cheating, and unauthorized alterations.

### **Market Dynamics:**

#### **Driver:**

Elimination of fraud and counterfeit assets

Block chain technology provides a secure and transparent infrastructure that combats fraudulent activities and ensures the authenticity of in-game assets. Block chain technology enables the creation of non-fungible tokens (NFTs) that represent unique and indivisible digital assets within games. Moreover, by leveraging the block chain's decentralized and immutable nature, the ownership and history of these assets can be securely recorded and verified. This eliminates the risk of fraud or counterfeiting, which

propels market demand.

**Restraint:**

Fluctuations in crypto currency

The market heavily relies on digital currencies for in-game transactions, asset trading, and player rewards. Rapid and unpredictable changes in crypto currency values can introduce a high level of volatility, impacting the perceived value of in-game assets and the overall economic stability of gaming ecosystems. However, sudden declines in crypto currency prices may lead to a depreciation of in-game assets, resulting in financial losses for players and diminishing the play-to-earn incentives. These factors hamper the market demand.

**Opportunity:**

Evolution of blockchain technology

The decentralized and transparent nature of blockchain technology provides a unique value proposition for gaming. It allows for the secure and transparent recording of in-game transactions, ownership of digital assets, and provable scarcity. Moreover, the integration of smart contracts into blockchain gaming has opened up new possibilities for creating complex game mechanics, decentralized marketplaces, and play-to-earn models. Overall, the continuous evolution of blockchain technology is a significant driver that propels growth and innovation within the blockchain gaming market.

**Threat:**

Security concerns

As blockchain-based games rely on decentralized networks and smart contracts to manage in-game assets and transactions, vulnerabilities in these systems pose serious risks. High-profile security breaches can result in unauthorized access, asset theft, and manipulation of in-game economies, leading to financial losses for players and eroding trust in the platform. As a result, security concerns pose a significant threat, hampering market demand.

Covid-19 Impact

The COVID-19 pandemic has had a multifaceted impact on the block chain gaming market. The increased time spent at home during lockdowns has driven a surge in online gaming activities, fostering a growing interest in block chain-powered games. Additionally, disruptions in supply chains and development timelines have affected the release of block chain games and the adoption of block chain technology in mainstream gaming.

The open world games segment is expected to be the largest during the forecast period

The open world games segment is estimated to hold the largest share. Open-world games in the block chain gaming market redefine player experiences by combining the vast, immersive landscapes of traditional open-world games with the decentralized and player-centric features enabled by block chain technology. These games create expansive virtual environments where players have the freedom to explore, interact, and shape the game world.

The polygon segment is expected to have the highest CAGR during the forecast period

The polygon segment is anticipated to have lucrative growth during the forecast period. By providing a framework for building and connecting multiple block chain networks, Polygon enhances the efficiency and speed of transactions, offering a scalable infrastructure for decentralized applications. Moreover, in the field of block chain-based gaming, Polygon's architecture significantly reduces transaction fees and latency, fostering a more seamless and cost-effective gaming experience.

### **Region with largest share:**

North America commanded the largest market share during the extrapolated period. In the United States, a robust gaming ecosystem combined with a thriving tech industry has propelled the adoption of blockchain technology in gaming. Moreover, blockchain's decentralized and secure nature aligns with the growing demand for transparency and ownership of in-game assets. The country's inclusive regulatory environment and support for emerging technologies have attracted blockchain gaming startups and initiatives.

### **Region with highest CAGR:**

Asia Pacific is expected to witness profitable growth over the projection period, owing to the region's diverse and large gaming community, coupled with the rapid adoption of

block chain technology. The rise of block chain-based crypto currencies and non-fungible tokens (NFTs) has further fuelled the adoption of block chain in gaming across APAC. Gamers are increasingly interested in owning digital assets securely on block chain platforms, and developers are responding with innovative block chain-based game concepts. As block chain continues to revolutionize the gaming industry, APAC is likely to remain at the forefront of innovation and market expansion.

### **Key players in the market**

Some of the key players in the Blockchain Gaming Market include Animoca Brands Corporation Limited, Sky Mavis, Illuvium, Uplandme Inc., Immutable Pty Ltd., Mythical Inc, WeMade Co. Ltd., Dapper Labs Inc., Sorare and Decentraland Foundation.

### **Key Developments:**

In November 2023, Sky Mavis, the creator of Axie Infinity, has partnered with Act Games, a South Korean game studio renowned for its collaboration with iconic Japanese intellectual properties. The primary objective of this partnership is to migrate Act Games' portfolio of titles to Sky Mavis' Ronin network.

In October 2023, Animoca Brands Corporation Limited the company at the forefront of advancing digital property rights for the open metaverse, announced that it has entered into a Strategic Partnership Memorandum of Understanding with NEOM Company to drive regional Web3 initiatives in line with the Saudi Vision 2030 plan.

### **Game Types Covered:**

Open World Games

Role Playing Games

Collectible Games

### **Architectures Covered:**

Decentralized Layered Architecture

Hybrid Architecture

## Decentralized Monolithic

### Platforms Covered:

Electro-Optical System

Polygon

Solana

Cardano

Other Platforms

### Models Covered:

Pay-to-Play (P2P)

Free-to-play (F2P)

Play-to-Earn (P2E)

Other Models

### Genres Covered:

Role-playing

Party Games

Survival Horror

Racing

Action/Adventure

## Regions Covered:

### North America

US

Canada

Mexico

### Europe

Germany

UK

Italy

France

Spain

Rest of Europe

### Asia Pacific

Japan

China

India

Australia

New Zealand

South Korea

Rest of Asia Pacific

South America

Argentina

Brazil

Chile

Rest of South America

Middle East & Africa

Saudi Arabia

UAE

Qatar

South Africa

Rest of Middle East & Africa

**What our report offers:**

- Market share assessments for the regional and country-level segments
- Strategic recommendations for the new entrants
- Covers Market data for the years 2023, 2024, 2025, 2026, 2027, 2028, 2030, 2032 and 2034
- Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)
- Strategic recommendations in key business segments based on the market estimations
- Competitive landscaping mapping the key common trends
- Company profiling with detailed strategies, financials, and recent developments
- Supply chain trends mapping the latest technological advancements

## Free Customization Offerings:

All the customers of this report will be entitled to receive one of the following free customization options:

### Company Profiling

Comprehensive profiling of additional market players (up to 3)

SWOT Analysis of key players (up to 3)

### Regional Segmentation

Market estimations, Forecasts and CAGR of any prominent country as per the client's interest (Note: Depends on feasibility check)

### Competitive Benchmarking

Benchmarking of key players based on product portfolio, geographical presence, and strategic alliances

## Contents

### **1 EXECUTIVE SUMMARY**

### **2 PREFACE**

- 2.1 Abstract
- 2.2 Stake Holders
- 2.3 Research Scope
- 2.4 Research Methodology
  - 2.4.1 Data Mining
  - 2.4.2 Data Analysis
  - 2.4.3 Data Validation
  - 2.4.4 Research Approach
- 2.5 Research Sources
  - 2.5.1 Primary Research Sources
  - 2.5.2 Secondary Research Sources
  - 2.5.3 Assumptions

### **3 MARKET TREND ANALYSIS**

- 3.1 Introduction
- 3.2 Drivers
- 3.3 Restraints
- 3.4 Opportunities
- 3.5 Threats
- 3.6 Emerging Markets
- 3.7 Impact of Covid-19

### **4 PORTERS FIVE FORCE ANALYSIS**

- 4.1 Bargaining power of suppliers
- 4.2 Bargaining power of buyers
- 4.3 Threat of substitutes
- 4.4 Threat of new entrants
- 4.5 Competitive rivalry

### **5 GLOBAL BLOCKCHAIN GAMING MARKET, BY GAME TYPE**

- 5.1 Introduction
- 5.2 Open World Games
- 5.3 Role Playing Games
- 5.4 Collectible Games

## **6 GLOBAL BLOCKCHAIN GAMING MARKET, BY ARCHITECTURE**

- 6.1 Introduction
- 6.2 Decentralized Layered Architecture
- 6.3 Hybrid Architecture
- 6.4 Decentralized Monolithic

## **7 GLOBAL BLOCKCHAIN GAMING MARKET, BY PLATFORM**

- 7.1 Introduction
- 7.2 Electro-Optical System
- 7.3 Polygon
- 7.4 Solana
- 7.5 Cardano
- 7.6 Other Platforms

## **8 GLOBAL BLOCKCHAIN GAMING MARKET, BY MODEL**

- 8.1 Introduction
- 8.2 Pay-to-Play (P2P)
- 8.3 Free-to-play (F2P)
- 8.4 Play-to-Earn (P2E)
- 8.5 Other Models

## **9 GLOBAL BLOCKCHAIN GAMING MARKET, BY GENRE**

- 9.1 Introduction
- 9.2 Role-playing
- 9.3 Party Games
- 9.4 Survival Horror
- 9.5 Racing
- 9.6 Action/Adventure

## **10 GLOBAL BLOCKCHAIN GAMING MARKET, BY GEOGRAPHY**

- 10.1 Introduction
- 10.2 North America
  - 10.2.1 US
  - 10.2.2 Canada
  - 10.2.3 Mexico
- 10.3 Europe
  - 10.3.1 Germany
  - 10.3.2 UK
  - 10.3.3 Italy
  - 10.3.4 France
  - 10.3.5 Spain
  - 10.3.6 Rest of Europe
- 10.4 Asia Pacific
  - 10.4.1 Japan
  - 10.4.2 China
  - 10.4.3 India
  - 10.4.4 Australia
  - 10.4.5 New Zealand
  - 10.4.6 South Korea
  - 10.4.7 Rest of Asia Pacific
- 10.5 South America
  - 10.5.1 Argentina
  - 10.5.2 Brazil
  - 10.5.3 Chile
  - 10.5.4 Rest of South America
- 10.6 Middle East & Africa
  - 10.6.1 Saudi Arabia
  - 10.6.2 UAE
  - 10.6.3 Qatar
  - 10.6.4 South Africa
  - 10.6.5 Rest of Middle East & Africa

## **11 KEY DEVELOPMENTS**

- 11.1 Agreements, Partnerships, Collaborations and Joint Ventures
- 11.2 Acquisitions & Mergers
- 11.3 New Product Launch
- 11.4 Expansions

## 11.5 Other Key Strategies

## **12 COMPANY PROFILING**

12.1 Animoca Brands Corporation Limited

12.2 Sky Mavis

12.3 Illuvium

12.4 Uplandme Inc.

12.5 Immutable Pty Ltd.

12.6 Mythical Inc

12.7 WeMade Co. Ltd.

12.8 Dapper Labs Inc.

12.9 Sorare

12.10 Decentraland Foundation

## List Of Tables

### LIST OF TABLES

Table 1 Global Blockchain Gaming Market Outlook, By Region (2023-2034) (\$MN)

Table 2 Global Blockchain Gaming Market Outlook, By Game Type (2023-2034) (\$MN)

Table 3 Global Blockchain Gaming Market Outlook, By Open World Games (2023-2034) (\$MN)

Table 4 Global Blockchain Gaming Market Outlook, By Role Playing Games (2023-2034) (\$MN)

Table 5 Global Blockchain Gaming Market Outlook, By Collectible Games (2023-2034) (\$MN)

Table 6 Global Blockchain Gaming Market Outlook, By Architecture (2023-2034) (\$MN)

Table 7 Global Blockchain Gaming Market Outlook, By Decentralized Layered Architecture (2023-2034) (\$MN)

Table 8 Global Blockchain Gaming Market Outlook, By Hybrid Architecture (2023-2034) (\$MN)

Table 9 Global Blockchain Gaming Market Outlook, By Decentralized Monolithic (2023-2034) (\$MN)

Table 10 Global Blockchain Gaming Market Outlook, By Platform (2023-2034) (\$MN)

Table 11 Global Blockchain Gaming Market Outlook, By Electro-Optical System (2023-2034) (\$MN)

Table 12 Global Blockchain Gaming Market Outlook, By Polygon (2023-2034) (\$MN)

Table 13 Global Blockchain Gaming Market Outlook, By Solana (2023-2034) (\$MN)

Table 14 Global Blockchain Gaming Market Outlook, By Cardano (2023-2034) (\$MN)

Table 15 Global Blockchain Gaming Market Outlook, By Other Platforms (2023-2034) (\$MN)

Table 16 Global Blockchain Gaming Market Outlook, By Model (2023-2034) (\$MN)

Table 17 Global Blockchain Gaming Market Outlook, By Pay-to-Play (P2P) (2023-2034) (\$MN)

Table 18 Global Blockchain Gaming Market Outlook, By Free-to-play (F2P) (2023-2034) (\$MN)

Table 19 Global Blockchain Gaming Market Outlook, By Play-to-Earn (P2E) (2023-2034) (\$MN)

Table 20 Global Blockchain Gaming Market Outlook, By Other Models (2023-2034) (\$MN)

Table 21 Global Blockchain Gaming Market Outlook, By Genre (2023-2034) (\$MN)

Table 22 Global Blockchain Gaming Market Outlook, By Role-playing (2023-2034) (\$MN)

Table 23 Global Blockchain Gaming Market Outlook, By Party Games (2023-2034) (\$MN)

Table 24 Global Blockchain Gaming Market Outlook, By Survival Horror (2023-2034) (\$MN)

Table 25 Global Blockchain Gaming Market Outlook, By Racing (2023-2034) (\$MN)

Table 26 Global Blockchain Gaming Market Outlook, By Action/Adventure (2023-2034) (\$MN)

Table 27 North America Blockchain Gaming Market Outlook, By Country (2023-2034) (\$MN)

Table 28 North America Blockchain Gaming Market Outlook, By Game Type (2023-2034) (\$MN)

Table 29 North America Blockchain Gaming Market Outlook, By Open World Games (2023-2034) (\$MN)

Table 30 North America Blockchain Gaming Market Outlook, By Role Playing Games (2023-2034) (\$MN)

Table 31 North America Blockchain Gaming Market Outlook, By Collectible Games (2023-2034) (\$MN)

Table 32 North America Blockchain Gaming Market Outlook, By Architecture (2023-2034) (\$MN)

Table 33 North America Blockchain Gaming Market Outlook, By Decentralized Layered Architecture (2023-2034) (\$MN)

Table 34 North America Blockchain Gaming Market Outlook, By Hybrid Architecture (2023-2034) (\$MN)

Table 35 North America Blockchain Gaming Market Outlook, By Decentralized Monolithic (2023-2034) (\$MN)

Table 36 North America Blockchain Gaming Market Outlook, By Platform (2023-2034) (\$MN)

Table 37 North America Blockchain Gaming Market Outlook, By Electro-Optical System (2023-2034) (\$MN)

Table 38 North America Blockchain Gaming Market Outlook, By Polygon (2023-2034) (\$MN)

Table 39 North America Blockchain Gaming Market Outlook, By Solana (2023-2034) (\$MN)

Table 40 North America Blockchain Gaming Market Outlook, By Cardano (2023-2034) (\$MN)

Table 41 North America Blockchain Gaming Market Outlook, By Other Platforms (2023-2034) (\$MN)

Table 42 North America Blockchain Gaming Market Outlook, By Model (2023-2034) (\$MN)

Table 43 North America Blockchain Gaming Market Outlook, By Pay-to-Play (P2P) (2023-2034) (\$MN)

Table 44 North America Blockchain Gaming Market Outlook, By Free-to-play (F2P) (2023-2034) (\$MN)

Table 45 North America Blockchain Gaming Market Outlook, By Play-to-Earn (P2E) (2023-2034) (\$MN)

Table 46 North America Blockchain Gaming Market Outlook, By Other Models (2023-2034) (\$MN)

Table 47 North America Blockchain Gaming Market Outlook, By Genre (2023-2034) (\$MN)

Table 48 North America Blockchain Gaming Market Outlook, By Role-playing (2023-2034) (\$MN)

Table 49 North America Blockchain Gaming Market Outlook, By Party Games (2023-2034) (\$MN)

Table 50 North America Blockchain Gaming Market Outlook, By Survival Horror (2023-2034) (\$MN)

Table 51 North America Blockchain Gaming Market Outlook, By Racing (2023-2034) (\$MN)

Table 52 North America Blockchain Gaming Market Outlook, By Action/Adventure (2023-2034) (\$MN)

Table 53 Europe Blockchain Gaming Market Outlook, By Country (2023-2034) (\$MN)

Table 54 Europe Blockchain Gaming Market Outlook, By Game Type (2023-2034) (\$MN)

Table 55 Europe Blockchain Gaming Market Outlook, By Open World Games (2023-2034) (\$MN)

Table 56 Europe Blockchain Gaming Market Outlook, By Role Playing Games (2023-2034) (\$MN)

Table 57 Europe Blockchain Gaming Market Outlook, By Collectible Games (2023-2034) (\$MN)

Table 58 Europe Blockchain Gaming Market Outlook, By Architecture (2023-2034) (\$MN)

Table 59 Europe Blockchain Gaming Market Outlook, By Decentralized Layered Architecture (2023-2034) (\$MN)

Table 60 Europe Blockchain Gaming Market Outlook, By Hybrid Architecture (2023-2034) (\$MN)

Table 61 Europe Blockchain Gaming Market Outlook, By Decentralized Monolithic (2023-2034) (\$MN)

Table 62 Europe Blockchain Gaming Market Outlook, By Platform (2023-2034) (\$MN)

Table 63 Europe Blockchain Gaming Market Outlook, By Electro-Optical System

(2023-2034) (\$MN)

Table 64 Europe Blockchain Gaming Market Outlook, By Polygon (2023-2034) (\$MN)

Table 65 Europe Blockchain Gaming Market Outlook, By Solana (2023-2034) (\$MN)

Table 66 Europe Blockchain Gaming Market Outlook, By Cardano (2023-2034) (\$MN)

Table 67 Europe Blockchain Gaming Market Outlook, By Other Platforms (2023-2034) (\$MN)

Table 68 Europe Blockchain Gaming Market Outlook, By Model (2023-2034) (\$MN)

Table 69 Europe Blockchain Gaming Market Outlook, By Pay-to-Play (P2P)

(2023-2034) (\$MN)

Table 70 Europe Blockchain Gaming Market Outlook, By Free-to-play (F2P)

(2023-2034) (\$MN)

Table 71 Europe Blockchain Gaming Market Outlook, By Play-to-Earn (P2E)

(2023-2034) (\$MN)

Table 72 Europe Blockchain Gaming Market Outlook, By Other Models (2023-2034) (\$MN)

Table 73 Europe Blockchain Gaming Market Outlook, By Genre (2023-2034) (\$MN)

Table 74 Europe Blockchain Gaming Market Outlook, By Role-playing (2023-2034) (\$MN)

Table 75 Europe Blockchain Gaming Market Outlook, By Party Games (2023-2034) (\$MN)

Table 76 Europe Blockchain Gaming Market Outlook, By Survival Horror (2023-2034) (\$MN)

Table 77 Europe Blockchain Gaming Market Outlook, By Racing (2023-2034) (\$MN)

Table 78 Europe Blockchain Gaming Market Outlook, By Action/Adventure (2023-2034) (\$MN)

Table 79 Asia Pacific Blockchain Gaming Market Outlook, By Country (2023-2034) (\$MN)

Table 80 Asia Pacific Blockchain Gaming Market Outlook, By Game Type (2023-2034) (\$MN)

Table 81 Asia Pacific Blockchain Gaming Market Outlook, By Open World Games (2023-2034) (\$MN)

Table 82 Asia Pacific Blockchain Gaming Market Outlook, By Role Playing Games (2023-2034) (\$MN)

Table 83 Asia Pacific Blockchain Gaming Market Outlook, By Collectible Games (2023-2034) (\$MN)

Table 84 Asia Pacific Blockchain Gaming Market Outlook, By Architecture (2023-2034) (\$MN)

Table 85 Asia Pacific Blockchain Gaming Market Outlook, By Decentralized Layered Architecture (2023-2034) (\$MN)

Table 86 Asia Pacific Blockchain Gaming Market Outlook, By Hybrid Architecture (2023-2034) (\$MN)

Table 87 Asia Pacific Blockchain Gaming Market Outlook, By Decentralized Monolithic (2023-2034) (\$MN)

Table 88 Asia Pacific Blockchain Gaming Market Outlook, By Platform (2023-2034) (\$MN)

Table 89 Asia Pacific Blockchain Gaming Market Outlook, By Electro-Optical System (2023-2034) (\$MN)

Table 90 Asia Pacific Blockchain Gaming Market Outlook, By Polygon (2023-2034) (\$MN)

Table 91 Asia Pacific Blockchain Gaming Market Outlook, By Solana (2023-2034) (\$MN)

Table 92 Asia Pacific Blockchain Gaming Market Outlook, By Cardano (2023-2034) (\$MN)

Table 93 Asia Pacific Blockchain Gaming Market Outlook, By Other Platforms (2023-2034) (\$MN)

Table 94 Asia Pacific Blockchain Gaming Market Outlook, By Model (2023-2034) (\$MN)

Table 95 Asia Pacific Blockchain Gaming Market Outlook, By Pay-to-Play (P2P) (2023-2034) (\$MN)

Table 96 Asia Pacific Blockchain Gaming Market Outlook, By Free-to-play (F2P) (2023-2034) (\$MN)

Table 97 Asia Pacific Blockchain Gaming Market Outlook, By Play-to-Earn (P2E) (2023-2034) (\$MN)

Table 98 Asia Pacific Blockchain Gaming Market Outlook, By Other Models (2023-2034) (\$MN)

Table 99 Asia Pacific Blockchain Gaming Market Outlook, By Genre (2023-2034) (\$MN)

Table 100 Asia Pacific Blockchain Gaming Market Outlook, By Role-playing (2023-2034) (\$MN)

Table 101 Asia Pacific Blockchain Gaming Market Outlook, By Party Games (2023-2034) (\$MN)

Table 102 Asia Pacific Blockchain Gaming Market Outlook, By Survival Horror (2023-2034) (\$MN)

Table 103 Asia Pacific Blockchain Gaming Market Outlook, By Racing (2023-2034) (\$MN)

Table 104 Asia Pacific Blockchain Gaming Market Outlook, By Action/Adventure (2023-2034) (\$MN)

Table 105 South America Blockchain Gaming Market Outlook, By Country (2023-2034) (\$MN)

Table 106 South America Blockchain Gaming Market Outlook, By Game Type

(2023-2034) (\$MN)

Table 107 South America Blockchain Gaming Market Outlook, By Open World Games (2023-2034) (\$MN)

Table 108 South America Blockchain Gaming Market Outlook, By Role Playing Games (2023-2034) (\$MN)

Table 109 South America Blockchain Gaming Market Outlook, By Collectible Games (2023-2034) (\$MN)

Table 110 South America Blockchain Gaming Market Outlook, By Architecture (2023-2034) (\$MN)

Table 111 South America Blockchain Gaming Market Outlook, By Decentralized Layered Architecture (2023-2034) (\$MN)

Table 112 South America Blockchain Gaming Market Outlook, By Hybrid Architecture (2023-2034) (\$MN)

Table 113 South America Blockchain Gaming Market Outlook, By Decentralized Monolithic (2023-2034) (\$MN)

Table 114 South America Blockchain Gaming Market Outlook, By Platform (2023-2034) (\$MN)

Table 115 South America Blockchain Gaming Market Outlook, By Electro-Optical System (2023-2034) (\$MN)

Table 116 South America Blockchain Gaming Market Outlook, By Polygon (2023-2034) (\$MN)

Table 117 South America Blockchain Gaming Market Outlook, By Solana (2023-2034) (\$MN)

Table 118 South America Blockchain Gaming Market Outlook, By Cardano (2023-2034) (\$MN)

Table 119 South America Blockchain Gaming Market Outlook, By Other Platforms (2023-2034) (\$MN)

Table 120 South America Blockchain Gaming Market Outlook, By Model (2023-2034) (\$MN)

Table 121 South America Blockchain Gaming Market Outlook, By Pay-to-Play (P2P) (2023-2034) (\$MN)

Table 122 South America Blockchain Gaming Market Outlook, By Free-to-play (F2P) (2023-2034) (\$MN)

Table 123 South America Blockchain Gaming Market Outlook, By Play-to-Earn (P2E) (2023-2034) (\$MN)

Table 124 South America Blockchain Gaming Market Outlook, By Other Models (2023-2034) (\$MN)

Table 125 South America Blockchain Gaming Market Outlook, By Genre (2023-2034) (\$MN)

Table 126 South America Blockchain Gaming Market Outlook, By Role-playing (2023-2034) (\$MN)

Table 127 South America Blockchain Gaming Market Outlook, By Party Games (2023-2034) (\$MN)

Table 128 South America Blockchain Gaming Market Outlook, By Survival Horror (2023-2034) (\$MN)

Table 129 South America Blockchain Gaming Market Outlook, By Racing (2023-2034) (\$MN)

Table 130 South America Blockchain Gaming Market Outlook, By Action/Adventure (2023-2034) (\$MN)

Table 131 Middle East & Africa Blockchain Gaming Market Outlook, By Country (2023-2034) (\$MN)

Table 132 Middle East & Africa Blockchain Gaming Market Outlook, By Game Type (2023-2034) (\$MN)

Table 133 Middle East & Africa Blockchain Gaming Market Outlook, By Open World Games (2023-2034) (\$MN)

Table 134 Middle East & Africa Blockchain Gaming Market Outlook, By Role Playing Games (2023-2034) (\$MN)

Table 135 Middle East & Africa Blockchain Gaming Market Outlook, By Collectible Games (2023-2034) (\$MN)

Table 136 Middle East & Africa Blockchain Gaming Market Outlook, By Architecture (2023-2034) (\$MN)

Table 137 Middle East & Africa Blockchain Gaming Market Outlook, By Decentralized Layered Architecture (2023-2034) (\$MN)

Table 138 Middle East & Africa Blockchain Gaming Market Outlook, By Hybrid Architecture (2023-2034) (\$MN)

Table 139 Middle East & Africa Blockchain Gaming Market Outlook, By Decentralized Monolithic (2023-2034) (\$MN)

Table 140 Middle East & Africa Blockchain Gaming Market Outlook, By Platform (2023-2034) (\$MN)

Table 141 Middle East & Africa Blockchain Gaming Market Outlook, By Electro-Optical System (2023-2034) (\$MN)

Table 142 Middle East & Africa Blockchain Gaming Market Outlook, By Polygon (2023-2034) (\$MN)

Table 143 Middle East & Africa Blockchain Gaming Market Outlook, By Solana (2023-2034) (\$MN)

Table 144 Middle East & Africa Blockchain Gaming Market Outlook, By Cardano (2023-2034) (\$MN)

Table 145 Middle East & Africa Blockchain Gaming Market Outlook, By Other Platforms

(2023-2034) (\$MN)

Table 146 Middle East & Africa Blockchain Gaming Market Outlook, By Model

(2023-2034) (\$MN)

Table 147 Middle East & Africa Blockchain Gaming Market Outlook, By Pay-to-Play

(P2P) (2023-2034) (\$MN)

Table 148 Middle East & Africa Blockchain Gaming Market Outlook, By Free-to-play

(F2P) (2023-2034) (\$MN)

Table 149 Middle East & Africa Blockchain Gaming Market Outlook, By Play-to-Earn

(P2E) (2023-2034) (\$MN)

Table 150 Middle East & Africa Blockchain Gaming Market Outlook, By Other Models

(2023-2034) (\$MN)

Table 151 Middle East & Africa Blockchain Gaming Market Outlook, By Genre

(2023-2034) (\$MN)

Table 152 Middle East & Africa Blockchain Gaming Market Outlook, By Role-playing

(2023-2034) (\$MN)

Table 153 Middle East & Africa Blockchain Gaming Market Outlook, By Party Games

(2023-2034) (\$MN)

Table 154 Middle East & Africa Blockchain Gaming Market Outlook, By Survival Horror

(2023-2034) (\$MN)

Table 155 Middle East & Africa Blockchain Gaming Market Outlook, By Racing

(2023-2034) (\$MN)

Table 156 Middle East & Africa Blockchain Gaming Market Outlook, By

Action/Adventure (2023-2034) (\$MN)

## I would like to order

Product name: Blockchain Gaming Market Forecasts to 2034 – Global Analysis By Game Type (Open World Games, Role Playing Games and Collectible Games), Architecture (Decentralized Layered Architecture, Hybrid Architecture and Decentralized Monolithic), Platform, Model, Genre and By Geography

Product link: <https://marketpublishers.com/r/BF4C346D8449EN.html>

Price: US\$ 4,150.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/BF4C346D8449EN.html>