

GameFi Market Is Booming Worldwide with Axie Infinity, Ember Sword, Sorare

Stay up-to-date with Global GameFi Market research offered by HTF MI. Check how key trends and emerging drivers are shaping this industry growth.

PUNE, MAHARASHTRA, INDIA, March 23, 2023 /EINPresswire.com/ -- The Latest Released GameFi market study has evaluated the [future growth potential of GameFi market](#) and provides information and useful stats on market structure and size. The

report is intended to provide market intelligence and strategic insights to help decision-makers take sound investment decisions and identify potential gaps and growth opportunities. Additionally, the report also identifies and analyses changing dynamics, and emerging trends along with essential drivers, challenges, opportunities, and restraints in the GameFi market. The

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HTF Market Intelligence consulting is uniquely positioned empower and inspire with research and consulting services to empower businesses with growth strategies, by offering services.”

Craig Francis

study includes market share analysis and profiles of players such as Axie Infinity (Singapore), Yield Guild Games (Philippines), Ember Sword (United States), Gala Games (United States), Animoca Brands (Hong Kong), The Sandbox (Switzerland), Decentraland (Argentina), My Neighbor Alice (Sweden), Gods Unchained (Australia), Sorare (France)

If you are a GameFi manufacturer and would like to check or understand the policy and regulatory proposals, designing clear explanations of the stakes, potential winners and losers, and options for improvement then this article will help you understand the pattern with Impacting



GameFi

Trends. Click To get SAMPLE PDF (Including Full TOC, Table & Figures)

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Definition:

The term GameFi is formed from two words game and finance that runs on the blockchain network and allows to earn rewards in the form of digital assets or cryptocurrency. The

revolution of the gaming industry and the growing adoption of crypto have accelerated the growth of GameFi among the traditional pay-to-play game players. Increased adoption of GameFi among the investors to earn, trade, and invest in crypto will boost the market in the nearer future. GameFi allows earning crypto by completing game tasks or participating in tournaments. Further, the growing preference of consumers towards online social gaming has created significant opportunities for the GameFi.

Market Trends:

- Increased Focus on Innovation and Development of Online Games by Using AI-Assisted Technology

Market Drivers:

- Growing Popularity of GameFi or Blockchain-based Games Among the Traditional Pay-to-Win Video Game Players
- High Growth of GameFi as a New Income Opportunity for Investors and Ordinary Players

Market Opportunities:

- Evolution of Metaverse and Rapid Growth of NFT Across the Globe Will Create Significant Opportunities

Revenue and Sales Estimation — Historical Revenue and sales volume are presented and further data is triangulated with top-down and bottom-up approaches to forecast complete market size and to estimate forecast numbers for key regions covered in the report along with classified and well-recognized Types and end-use industry.

SWOT Analysis on GameFi Players

In addition to Market Share analysis of players, in-depth profiling, product/service, and business overview, the study also concentrates on BCG matrix, heat map analysis, FPNV positioning along with SWOT analysis to better correlate market competitiveness.

Demand from top-notch companies and government agencies is expected to rise as they seek more information on the latest scenario. Check the Demand Determinants section for more information.

Regulation Analysis

- Local System and Other Regulation: Regional variations in Laws for the use of GameFi
- Regulation and its Implications
- Other Compliances

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FIVE FORCES & PESTLE ANALYSIS:

In order to better understand market conditions five forces analysis is conducted that includes the Bargaining power of buyers, Bargaining power of suppliers, Threat of new entrants, Threat of substitutes, and Threat of rivalry.

- Political (Political policy and stability as well as trade, fiscal, and taxation policies)
- Economical (Interest rates, employment or unemployment rates, raw material costs, and foreign exchange rates)
- Social (Changing family demographics, education levels, cultural trends, attitude changes, and changes in lifestyles)
- Technological (Changes in digital or mobile technology, automation, research, and development)
- Legal (Employment legislation, consumer law, health, and safety, international as well as trade regulation and restrictions)
- Environmental (Climate, recycling procedures, carbon footprint, waste disposal, and sustainability)

Book Latest Edition of GameFi Market Study @ <https://www.htfmarketintelligence.com/buy-now?format=3&report=2513>

Heat map Analysis, 3-Year Financial and Detailed Company Profiles of Key & Emerging Players: Axie Infinity (Singapore), Yield Guild Games (Philippines), Ember Sword (United States), Gala Games (United States), Animoca Brands (Hong Kong), The Sandbox (Switzerland), Decentraland (Argentina), My Neighbor Alice (Sweden), Gods Unchained (Australia), Sorare (France)

Geographically, the following regions together with the listed national/local markets are fully investigated:

- APAC (Japan, China, South Korea, Australia, India, and the Rest of APAC; the Rest of APAC is further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, and Sri Lanka)
- Europe (Germany, UK, France, Spain, Italy, Russia, Rest of Europe; Rest of Europe is further segmented into Belgium, Denmark, Austria, Norway, Sweden, The Netherlands, Poland, Czech Republic, Slovakia, Hungary, and Romania)
- North America (U.S., Canada, and Mexico)
- South America (Brazil, Chile, Argentina, Rest of South America)
- MEA (Saudi Arabia, UAE, South Africa)

Some Extracts from GameFi Market Study Table of Content

GameFi Market Size (Sales) Market Share by Type (Product Category) [Accessories, Lands, Bundles, Runes, Weapons, Outfits, Others] in 2023
Global GameFi Sales and Growth Rate (2019-2029)
GameFi Competition by Players/Suppliers, Region, Type, and Application

GameFi (Volume, Value, and Sales Price) table defined for each geographic region defined.
Supply Chain, Sourcing Strategy and Downstream Buyers, Industrial Chain Analysis
.....and view more in complete table of Contents

Check it Out Complete Details os Report @ <https://www.htfmarketintelligence.com/report/global-gamefi-market>

Thanks for reading this article; you can also get individual chapter-wise sections or region-wise reports like Balkan, China-based, North America, Europe, or Southeast Asia.

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