

Blockchain Game Market is Booming Worldwide with Major Giants Ubisoft, Com2uS, Neowiz, Square Enix, Enjin, Netmarble

Global Blockchain Game Market 2024

PUNE, MAHARASHTRA, INDIA, February 22, 2024 /EINPresswire.com/ -- Latest [Global Blockchain Game Market](#) study with 100+ market data Tables, Pie charts & Figures is now released by HTF MI. The research assessment of the Market is designed to analyze futuristic trends, growth factors, industry opinions, and industry-validated market facts to forecast till 2030. A significant region that is



Blockchain Game Market

speeding up marketization is used to split the market study. Some of the leading players covered such as Animoca Brands (Hong Kong), Axie Infinity (Vietnam), The Sandbox (United States), Decentraland (United States), Gala Games (United States), Ubisoft (France), Square Enix (Japan), Neowiz (South Korea), Com2uS (South Korea), Netmarble (South Korea), Mythical Games (United States), Immutable (Australia), Dapper Labs (Canada), Chainlink (United States), Enjin (Singapore).

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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

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According to HTF Market Intelligence, the Global Blockchain Game market to witness a CAGR of 68% during forecast period of 2024-2030. The market is segmented by Global Blockchain Game Market Breakdown by Type (Role Playing Games (RPG), Multiplayer Games, Collectible

Games) by Technology (Web-based, Android, iOS) by Platform (Ethereum, Binance Smart Chain,

Polygon, Solana) and by Geography (North America, South America, Europe, Asia Pacific, MEA).

Definition:

A video game that incorporates blockchain generation into its main gameplay and banking system is called a "Blockchain Game." The use of cryptocurrency and non-fungible tokens (NFTs) are a couple of those elements. These video games frequently operate on decentralized networks, allowing for authenticated object shortage, participant ownership of in-sport assets, and the ability to purchase and sell in-game assets. Game narratives become even more distinctive in the blockchain era because of verifiably true impacts, apparent economies, and the possibility of in-game actions influencing real-world financial outcomes.

Market Trends:

- • Integration of blockchain technology with other emerging technologies such as virtual reality (VR) and augmented reality (AR)
- • Development of cross-chain interoperability solutions
- • The emergence of decentralized finance (DeFi) in gaming is enabling

Market Drivers:

- • Increasing adoption of blockchain technology across various industries
- • Growing popularity of cryptocurrencies and digital assets
- • Rise of play-to-earn gaming models

Market Opportunities:

- • The increasing interest from traditional gaming companies in adopting blockchain technology
- • Expansion of blockchain games into new genres beyond collectibles and role-playing games
- • Potential integration of artificial intelligence (AI) and machine learning

Blockchain Game Market Competitive Analysis:

Know your current market situation! Not just new products but ongoing products are also essential to analyze due to ever-changing market dynamics. The study allows marketers to understand consumer trends and segment analysis where they can face a rapid market share drop. Figure out who really the competition is in the marketplace, get to know market share analysis, market position, % Market Share, and segmented revenue.

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Additionally, Past Blockchain Game Market data breakdown, Market Entropy to understand development activity and Patent Analysis*, Competitors Swot Analysis, Product Specifications, and Peer Group Analysis including financial metrics are covered.

Segmentation and Targeting:

Essential demographic, geographic, psychographic, and behavioral information about business segments in the Blockchain Game market is targeted to aid in determining the features the company should encompass in order to fit into the business's requirements. For the Consumer-based market - the study is also classified with Market Maker information in order to understand better who the clients are, their buying behavior, and patterns.

Blockchain Game Major Geographical First Level Segmentation:

- 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)

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Research Objectives:

- Focuses on the key manufacturers, to define, pronounce and examine the value, sales volume, market share, market competition landscape, SWOT analysis, and development plans in the next few years.
- To share comprehensive information about the key factors influencing the growth of the market (opportunities, drivers, growth potential, industry-specific challenges and risks).
- To analyze the concerning individual future prospects, growth trends and their involvement to the total market.
- To analyze reasonable developments such as agreements, expansions new product launches, and acquisitions in the market.
- To deliberately profile the key players and systematically examine their growth strategies.

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Chapter 02 – Market Overview

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Chapter 05 – Global Blockchain Game Market Background

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Chapter 07 – Key and Emerging Countries Analysis in Global Blockchain Game Market

Chapter 08 – Global Blockchain Game Market Structure Analysis

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Chapter 11 – Blockchain Game Market Research Methodology

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Criag Francis

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