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Web3 Games Market: A Comprehensive Study Explores Huge Growth in Future | Gala Games, DeFi Kingdoms, Sorare

Stay up to date with Web3 Games Market research offered by HTF MI. Check how key trends and emerging drivers are shaping this industry growth.

PUNE, MAHARASHTRA, INDIA, July 15, 2024 /EINPresswire.com/ -- According to HTF Market Intelligence, the Global Web3 Games market to witness a CAGR of 21.4% during the forecast period (2024-2030). The Latest Released Web3 Games Market Research assesses the future growth potential of the Web3 Games market and provides information and useful statistics on market structure and size.
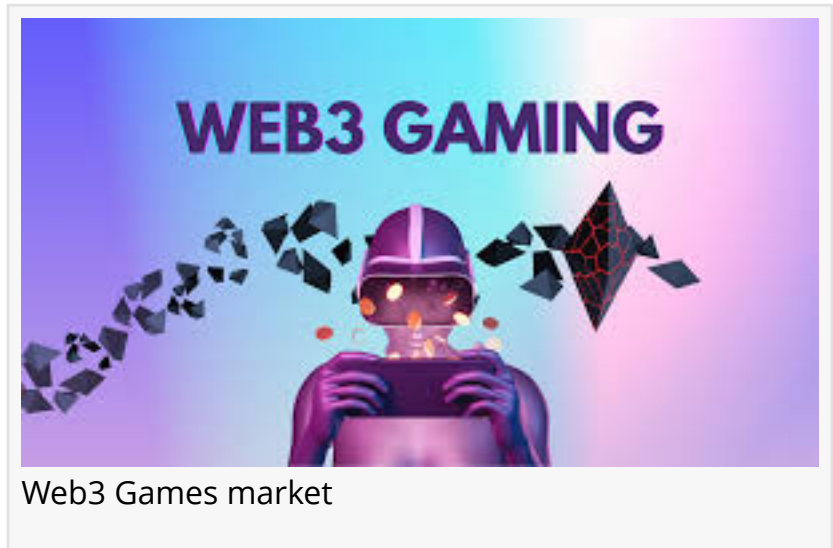
Web3 Games market

This report aims to provide market intelligence and strategic insights to help decision-makers make sound investment decisions and identify potential gaps and growth opportunities.

> The Web3 Games market size is estimated to reach by USD 143.2784 Billion at a CAGR of 21.4% by 2030. The Current market value is pegged at USD 25.971 Billion."
>
> *Nidhi Bhawsar*

Additionally, the report identifies and analyses the changing dynamics and emerging trends along with the key drivers, challenges, opportunities and constraints in the Web3 Games market. The Web3 Games market size is estimated to reach by USD 143.2784 Billion at a CAGR of 21.4% by 2030. The report includes historic market data from 2019 to 2023. The Current market value is pegged at USD 25.971 Billion.

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The Major Players Covered in this Report: Dacoco GMBH (Germany), Dapper Lab (Canada), Decentraland (United States), DeFi Kingdoms (United States), G.JIT JAPAN (Japan), Gala Games

(United States), Immutable (Australia), Sky Mavis (Singapore), Sorare (United States), Splinterlands (United States)

Definition:
Web3 games leverage blockchain technology, utilizing decentralized networks and smart contracts to manage in-game assets, transactions, ownership, and interactions among players. This brings transparency, security, and ownership to in-game assets. Many Web3 games incorporate non-fungible tokens, representing unique in-game items or assets, allowing players to truly own and trade these digital items across games or platforms. Web3 games often create decentralized economies where players can earn cryptocurrencies or in-game tokens through gameplay, participation, or contributions to the game's ecosystem. Some Web3 games aim to allow interoperability between different gaming platforms, enabling players to use their assets across multiple games or environments.

Market Trends:
• Continued integration of non-fungible tokens (NFTs) within Web3 games, allowing for ownership and trade of in-game assets as unique digital collectibles.
• Increasing adoption of play-to-earn models where players can earn cryptocurrency or in-game tokens by participating in gameplay, contributing to the game's ecosystem, or owning valuable in-game assets.
• Emphasis on creating interconnected virtual worlds or metaverse concepts, allowing players to move seamlessly between different games, platforms, and experiences.

Market Drivers:
• Growing mainstream interest in blockchain technology and cryptocurrencies is driving curiosity and adoption of Web3 games among both gamers and investors.
• The play-to-earn model offers economic incentives for players, attracting individuals seeking opportunities to earn income or valuable digital assets while gaming.
• The vision of a metaverse and a virtual economy, similar to real-world economies, is driving the development of interconnected digital spaces and immersive gaming experiences.

Market Opportunities:
• The ability to tokenize in-game assets as NFTs presents opportunities for developers to create unique, tradable, and scarce digital items, fostering new revenue streams.
• Opportunities exist for games to involve players in decision-making processes through decentralized governance models, increasing community engagement and fostering loyalty.
• Opportunities to develop interoperable games that allow players to use their assets across multiple gaming platforms, enhancing the value and utility of in-game items.

Market Leaders & Development Strategies:
• Spielworks purchases the Atomic Hub NFT marketplace in September 2023 in an effort to promote Web3 gaming and strengthen the WAX ecosystem. Nazara plans to purchase Web3 businesses and game studios in June 2022. Dim-witted Mittersain Bullish Acquires Crypto Media

Firm Coindesk in All-Cash Transaction on November 20, 2023 Fenix Games and Immutable Collaborate To Release Mass Market Web3 Games in June 2023 October 2023 With the official launch of the Nitro Nation World Tour, Mythical Games introduces Web3 gamers to street racing and automobile ownership. Joyride Games announces the launch of their Web3 game publishing platform on Flow in July 2022. In November 2023, Kratos Studios launches the "Kratos Games Network" and allots Rs 50 crore.

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The titled segments and sub-sections of the market are illuminated below:
In-depth analysis of Web3 Games market segments by Types: Mobile, Tablet, PC, Others
Detailed analysis of Web3 Games market segments by Applications: App Based, Web Based

Major Key Players of the Market: Dacoco GMBH (Germany), Dapper Lab (Canada), Decentraland (United States), DeFi Kingdoms (United States), G.JIT JAPAN (Japan), Gala Games (United States), Immutable (Australia), Sky Mavis (Singapore), Sorare (United States), Splinterlands (United States)

Geographically, the detailed analysis of consumption, revenue, market share, and growth rate of the following regions:
- The Middle East and Africa (South Africa, Saudi Arabia, UAE, Israel, Egypt, etc.)
- North America (United States, Mexico & Canada)
- South America (Brazil, Venezuela, Argentina, Ecuador, Peru, Colombia, etc.)
- Europe (Turkey, Spain, Turkey, Netherlands Denmark, Belgium, Switzerland, Germany, Russia UK, Italy, France, etc.)
- Asia-Pacific (Taiwan, Hong Kong, Singapore, Vietnam, China, Malaysia, Japan, Philippines, Korea, Thailand, India, Indonesia, and Australia).

Objectives of the Report:
- -To carefully analyse and forecast the size of the Web3 Games market by value and volume.
- -To estimate the market shares of major segments of the Web3 Games market.
- -To showcase the development of the Web3 Games market in different parts of the world.
- -To analyse and study micro-markets in terms of their contributions to the Web3 Games market, their prospects, and individual growth trends.
- -To offer precise and useful details about factors affecting the growth of the Web3 Games market.
- -To provide a meticulous assessment of crucial business strategies used by leading companies operating in the Web3 Games market, which include research and development, collaborations, agreements, partnerships, acquisitions, mergers, new developments, and product launches.

Global Web3 Games Market Breakdown by Application (App Based, Web Based) by Platform

(Mobile, Tablet, PC, Others) and by Geography (North America, South America, Europe, Asia Pacific, MEA)

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Key takeaways from the Web3 Games market report:
– Detailed consideration of Web3 Games market-particular drivers, Trends, constraints, Restraints, Opportunities, and major micro markets.
– Comprehensive valuation of all prospects and threats in the
– In-depth study of industry strategies for growth of the Web3 Games market-leading players.
– Web3 Games market latest innovations and major procedures.
– Favourable dip inside Vigorous high-tech and market latest trends remarkable the Market.
– Conclusive study about the growth conspiracy of Web3 Games market for forthcoming years.

Major questions answered:
- What are influencing factors driving the demand for Web3 Games near future?
- What is the impact analysis of various factors in the Global Web3 Games market growth?
- What are the recent trends in the regional market and how successful they are?
- How feasible is Web3 Games market for long-term investment?

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Major highlights from Table of Contents:
Web3 Games Market Study Coverage:
- It includes major manufacturers, emerging player's growth story, and major business segments of Web3 Games Market - Global Trend and Outlook to 2030 market, years considered, and research objectives. Additionally, segmentation on the basis of the type of product, application, and technology.
- Web3 Games Market - Global Trend and Outlook to 2030 Market Executive Summary: It gives a summary of overall studies, growth rate, available market, competitive landscape, market drivers, trends, and issues, and macroscopic indicators.
- Web3 Games Market Production by Region Web3 Games Market Profile of Manufacturers-players are studied on the basis of SWOT, their products, production, value, financials, and other vital factors.
Key Points Covered in Web3 Games Market Report:
- Web3 Games Overview, Definition and Classification Market drivers and barriers
- Web3 Games Market Competition by Manufacturers
- Web3 Games Capacity, Production, Revenue (Value) by Region (2024-2030)
- Web3 Games Supply (Production), Consumption, Export, Import by Region (2024-2030)
- Web3 Games Production, Revenue (Value), Price Trend by Type {Mobile, Tablet, PC, Others}
- Web3 Games Market Analysis by Application {App Based, Web Based}

- Web3 Games Manufacturers Profiles/Analysis Web3 Games Manufacturing Cost Analysis, Industrial/Supply Chain Analysis, Sourcing Strategy and Downstream Buyers, Marketing
- Strategy by Key Manufacturers/Players, Connected Distributors/Traders Standardization, Regulatory and collaborative initiatives, Industry road map and value chain Market Effect Factors Analysis.

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About Author:
HTF Market Intelligence Consulting is uniquely positioned to empower and inspire with research and consulting services to empower businesses with growth strategies, by offering services with extraordinary depth and breadth of thought leadership, research, tools, events, and experience that assist in decision-making.

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