

Digital Collectibles Market Poised for 17.3% CAGR Growth, Reaching \$54,019 million by 2035 | Fact.MR Report

Digital Collectibles Reshape Entertainment and Gaming as Blockchain Drives Global Adoption

MD, UNITED STATES, May 15, 2025 /EINPresswire.com/ -- According to Fact.MR, a market research and competitive intelligence provider, the [digital collectibles market](#) was valued at USD 7,164 million in 2024 and is expected to grow at a CAGR of 17.3% during the forecast period of 2025 to 2035.



The digital collectibles market is experiencing a profound transformation as blockchain technology redefines how ownership, value, and creativity are perceived in virtual environments. Blockchain technologies support the development of secure digital assets that include gaming items mixed with virtual real estate along with exclusive art pieces and brand memorabilia through NFTs and smart contracts and decentralized platforms. Blockchains have revolutionized entertainment sports along with gaming ecosystems through humanity's preference for tokenized experiences that improve user engagement and build brand loyalty and enhance monetary potential. Youth consumers are at the forefront of adopting digital-first ownership modes as these systems deliver solutions that blend accessibility and usability with transfer ability and personalized ownership distinctions.

Sustainability is also reshaping the market, with platforms moving toward energy-efficient blockchains to address environmental concerns. Innovations like AI-generated collectibles and subscription-based NFT memberships are expanding functionality and recurring value. As industries embrace Web3 infrastructure and metaverse integration, digital collectibles are becoming foundational to global digital economies, offering new avenues for expression, commerce, and community building.

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Key Takeaways from Market Study

The digital collectibles market is projected to grow at a CAGR of 3% and reach USD 54,019 million by 2035. The market is expected to create an absolute \$ opportunity of USD 43,065 million between 2025 and 2035.

North America is a leading region, estimated to account for 4% of the global market share in 2035. North America is projected to generate a significant absolute dollar opportunity of USD 11,117 million during the forecast period.

“The convergence of digital ownership, expanding metaverse ecosystems, and youth-driven demand for immersive experiences will be key factors propelling market growth,” says a Fact.MR analyst.

Leading Players Driving Innovation in the Digital Collectibles Market:

Key players in the digital collectible industry include VeVe, NBA Top Shot, Mattel Creations, Panini America, Larva Labs, Funko Digital Pop!, Candy Digital, Sorare, Topps NFTs, and ZED RUN.

Market Development

The digital collectibles market is evolving through strategic collaborations between NFT platforms, luxury brands, and cultural institutions. Companies are adopting phygital models by pairing physical goods with digital versions to increase collector appeal. Marketplaces are rolling out advanced curation tools and integrating augmented reality for richer user experiences. Platforms are also building regulatory-compliant infrastructures to support secure cross-border transactions. Educational campaigns are helping onboard new users unfamiliar with Web3, while localized content strategies are enabling deeper market penetration through culturally relevant digital offerings tailored to regional audiences.

For example, In April 2025, MSquared introduced Chunked, a fully on-chain MMO sandbox game built in under three weeks. Leveraging Somnia's EVM-compatible blockchain, Chunked records every player action on-chain, eliminating traditional servers. This innovation showcases real-time, decentralized gaming, emphasizing transparency, player ownership, and extensibility in blockchain-based entertainment.

Digital Collectibles Industry News:

In April 2025, Altered introduced its integrated marketplace and print-on-demand service, enabling players to trade digital cards and purchase tournament-legal physical copies directly within the app. This hybrid model bridges digital and physical experiences, boosting both

accessibility and collectibility in the evolving trading card landscape.

Earlier, in October 2024, The Pokémon Company launched Pokémon Trading Card Game Pocket, a mobile app focused on digital collectibles. Players can collect visually immersive cards through daily booster packs, offering a streamlined, non-blockchain experience that reimagines Pokémon collecting for mobile-first audiences.

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More Valuable Insights on Offer

Fact.MR, in its new offering, presents an unbiased analysis of the digital collectibles market, presenting historical data for 2020 to 2024 and forecast statistics for 2025 to 2035.

The study reveals essential insights on the basis of the Asset Type (Art & Media NFTs, Gaming Items, Sports Collectibles, Metaverse-Based Collectibles, Utility NFTs, Phygital Collectibles), Platform (Centralized, Decentralized/On-chain Platforms), and Sales Channel (Primary Sales, Secondary Markets, Auctions, Subscription/Membership NFTs), Across Major Regions of the World (North America, Latin America, Western Europe, Eastern Europe, East Asia, South Asia & Pacific, and Middle East & Africa).

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The global [digital business card market](#) is forecasted to increase at an impressive CAGR of 9.5%, rising from its current value of US\$ 200 million to US\$ 500 million by the end of 2033.

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Contact:

US Sales Office:

11140 Rockville Pike

Suite 400

Rockville, MD 20852

United States

Tel: +1 (628) 251-1583

Sales Team : sales@factmr.com

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S. N. Jha

Fact.MR

+1 628-251-1583

sales@factmr.com

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