



Play-to-Earn Games

By Emmanuel Opara



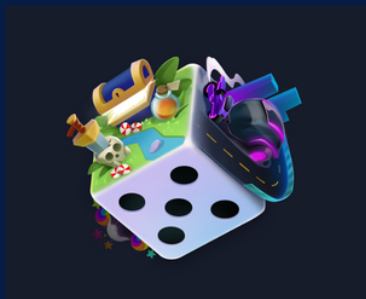
Introduction



- Business Models
- Game Mechanics
- E-wallet and Smart Contracts
- Monetization Strategy

Business Models

Play-to-earn games

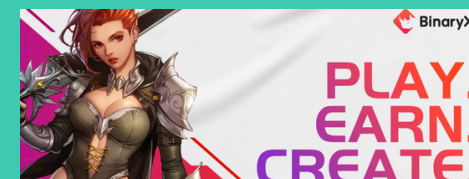


BetSwirl



**Zombies
Factory**

Play-earn-create games



Binary X



IISHKA

Game Mechanics



- It's a play, earn and create platform that provide Gamefi Products. It also combines free-to play business models.
- 3-Kingdoms Multiverse is a play-to-earn NFT game powered by blockchain on BinaryX
- They have over 60k players, but other games are still in development phase



- The graph in the next slide shows the historical growth of the Fiat Volume from January to March
- They had steady 2.5k - 6.5k transactions for two months.
- it's multi token system based on two distinctive coins \$BNX AND \$GOLD.
- This formed a Inflationary economic model on the blockchain platform, and the results complimenting at each other and improving token performance.



Overview

About

BinaryX

Historical activity



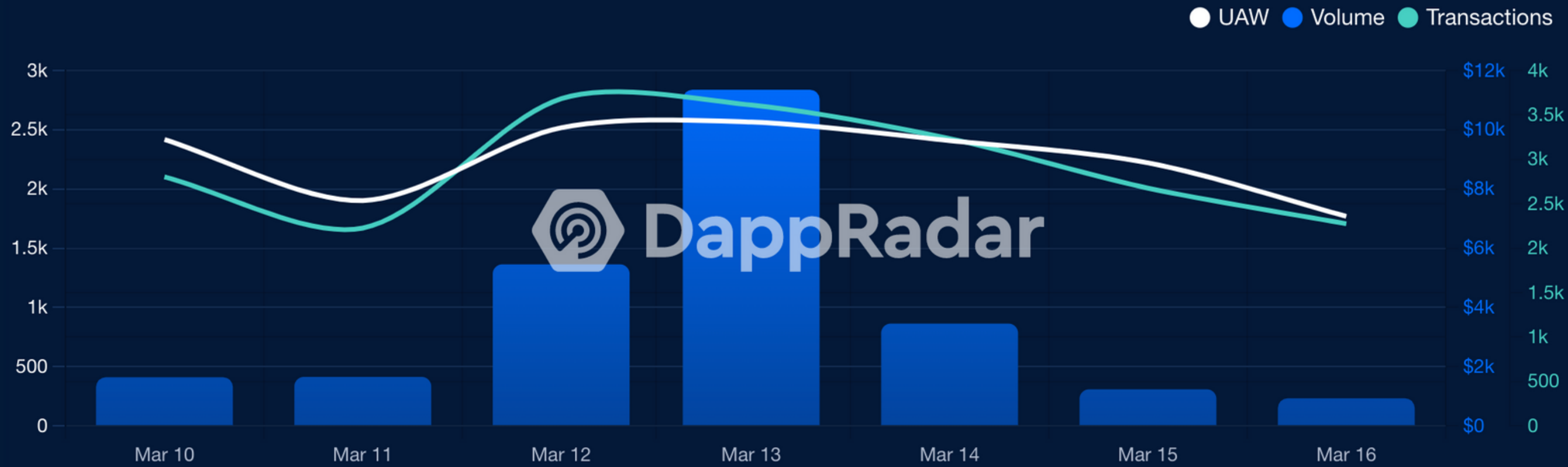
7d

30d

90d

1y

All



🕒 21 hours ago (08:00 PM, UTC-04:00, 17 Mar 2023)

🔗 Open dapp



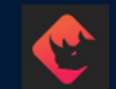
Share



Report

BinaryX

Tokens



BNX

\$0.633

-1.7%



GOLD

\$0.00712

-3.25%



Are there any other conclusions or insights that from this data that you found interesting?

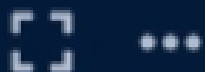
- The number of wallets relating to gaming activity increased by 2,453%, from 29,563 during the first week of 2021 to 979,000 in Q3 2021.
- Sky Mavis' Axie Infinity dominated blockchain gaming NFT trading volume for the first half of the year, reaching a record-high \$2.5 billion in trading volume in September.
- Blockchain Game Alliance: NFT games generated \$2.32B in Q3. It's a young industry. Among the respondents, 34% identify as gaming professionals and 27% identify as blockchain professionals.

What factors are able to predict growth or traction?

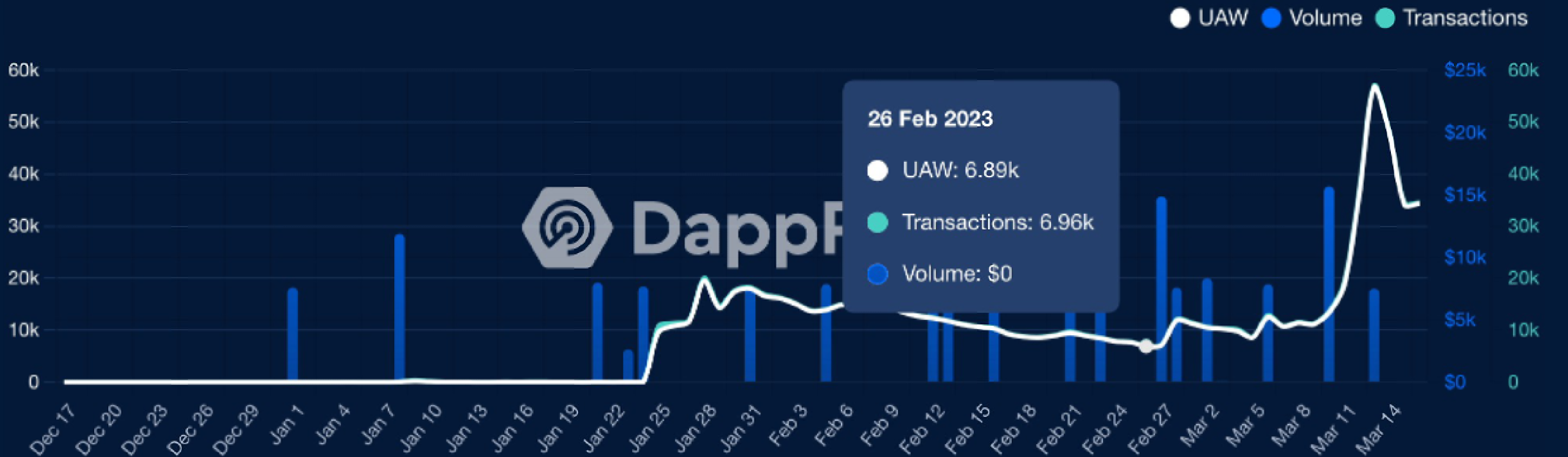
- **Play-to-earn Revenue Model:** This business model is pretty new in the gaming industry, it rewards players for participating in in-game activities with real-world money, such as NFT's, tokens and cryptocurrency.
- A renewed focus on the players, players are one of the main contributors that make or break a game's success, so why shouldn't they be rewarded? P2E models aim to solve this issue.
- **DeFi Incentives :** As GameFi and DeFi mature individually, I believe the overlapping space between them could experience growth. GameFi ventures offer additional incentives such as yield farming, liquidity mining and staking.
- In the next slide we would take a closer look at Ishka transactions of tokens within the game which was developed using smart contracts.
- ISKRA, South Korean play-to-earn (P2E) crypto gaming platform developer, has attracted 42 billion won (\$34.5 million) investment in its first fundraising round from major game developers and venture capitalists.

Iskra

Historical activity



7d 30d 90d 1y All



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Thank you

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