Catheon Gaming, Steam, - 1) Riot Games 2) Blizzard Entertainment 3) Valve Corporation 4) Ubisoft. 5) Sky Mavis 1. League of Legends Horizon, Ubisoft, Take-Two interactive, Epic Games. -2. Overwatch 3. CSGO 4. Valorant 5. Hearthstone 6. Axiom Infinity 1) Infinite Block Tech 2) Blockchain App Factory 3) Chaincella. 4)Suffescom Solutions — Well, the biggest development in the crypto space would be the introduction of fungible tokens(NFTs). NFTs are digital assets based on blockchain technology. Anything can become an NFT-a piece of art, sports memorabilia, or even a tweet. 1)Quest capital 2)BlockTower Capital 3) SevenX Ventures 4) Scalar Capital 5)Delphi Digital -In 2021, Ubisoft was experimenting with NFTs and blockchain technology and it released Sony, Microsoft, Nintendo, Tencent, Electronic Arts, Epic Games, Ubisoft and Take-Two NFTs in-game for the Ghost Recon Breakpoint game. Recently, Take-Two interactive acquired mobile game producer Zynga, which is currently working on NFT-based games. In 2020, Epic Games, moved into Web3 gaming with Blankos

Block Party game. The game was launched by Mythical Games and has over one million

Some positive trend in the gaming industry is that so many companies are joining the

Blockchain Game Alliance, This organisation was founded in 2018 it was committed to

56 countries.

promoting blockchain within the game industry. In 2021, It recorded over 300 members in

By 2025, there are expected to be over 640 million viewers of eSports worldwide -

Players make money by streaming their plays on social media, They also make money by making the viewers subscribe to their channels, They make money from advertising.

1) Pay-to-play: This model requires gamers to purchase the game before they can download or even play it. Examples of this business bundles, are Xbox Game Pass, Apple Arcade, EA Origin Access, PS Now, UPlay+, and others that demand a fixed monthly subscription price to gain access to a list of games. 2) Free-to-play: This model does not require users to purchase the game before downloading or playing the game, but players will have to pay to access in-game products or features. Some games are Fortnite, Apex Legends, PubG, Valorant. 3) Play-to-earn: 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. Some popular play-to-earn crypto games are Axie Infinity, Decentraland, Sandbox, Gods Unchained,

 The market size of The global e-sports audience size is 540 million as of 2023. In 2020, this number was 435.7 million, meaning that the esports industry has gained over 96 million viewers in that timeframe

Ethereum, Solana, Web3 Game Studios, Metaverse Tools, BNB Chain

P2E crypto games simple means play to earn games whereby the player is earn real-world

assets by playing games. The players are paid in crypto and NFTs which is becoming very

popular.