**Technical Summary**

**The advent of the internet changed the gaming industry and created a whole new platform and technology for Game creators. The free-to-play business model allows gamers to get a free game without any financial commitment. Free-to-games are always downloadable and give consumers a limited / constrained experience. Gamers need to pay to speed up their progress or obtain special items. For example, users must pay for in-game currencies, extra content, or unique cosmetics for their game characters. The play-earn-concept business model allows gamers to trade in-game assets. The new blockchain gaming platform aims to help align developers and players and how they earn economically. It’s a business model that embraces the concept of an open economy and provides financial benefits to all players who add value by contributing to the game world. It’s likely to introduce new game concepts and retention models not yet seen in modern gaming.**

**Giving gamers ownership over in-game assets and allowing them to increase their value by actively playing the game are critical components of the play-to-earn business model. By participating in the in-game economy, players are creating value for other players and the developers. In turn, they are rewarded with in-game assets. These digital assets can be anything from cryptocurrencies to in-game resources**[**tokenized**](https://www.playtoearn.online/whats-a-non-fungible-token/)**on the blockchain. For example, in Axie Infinity, players earn Small Love Potions (SLP). Players need these tokens to breed new Axis, but they can also sell the tokens to other players on the open marketplace. Other examples are the resources in League of Kingdoms or the prizes players can earn in the fantasy football game.**That’s why the play-to-earn business model goes very well together with blockchain games.

**Blockchain technology authenticates the assets in games and creates a rich marketplace where a player who owns assets can ascribe value to them and start trading items. It enables trading between players and complex economic designs around how that value gets split up. This is where developers can also begin to benefit so that they might take a share of transactions. All these new designs were never possible before the blockchain. With blockchain technology, game players may claim virtual assets like virtual apparel or land as their own. A recently introduced token standard by the Ethereum blockchain called ERC 721 enables a concept of NFT. Non-fungible tokens (NFTs) are tokens that are cryptographically distinct from all others and are used to demonstrate asset ownership. Any NFT exchange may be used to buy and sell NFTs representing in-game products for real money. They have practical worth because of the rarity of the NFTs in question.**

**Personal Analysis**

**In the future, the blockchain will cause some significant disruption in games. It's a good analogy that blockchain will disrupt and change the gaming industry because it's not just interconnecting people but potentially changing the business model of games and creating the potential for a lot better game economies that align developers and players and work much better for both and it can do that in four ways –**

**Leveraging blockchain technology in games can allow players to own the assets in their games.**

**Blockchains enable the provenance of every asset in the game so that you can know the history of every item in a game.**

**Blockchains can create prosperous marketplaces in-game where players can trade those assets in an open economy.**

**Blockchains can incorporate smart contracts code that executes autonomously. Through the blockchain, you can create these rich incentive systems that reward players and participants in the game in different ways. The ability for players to own virtual goods and virtual currencies in-game transforms the purchases that players make out of their wallets. Players could choose to resell assets, they could decide to incorporate the assets into another asset that might be in the game, and these assets are stored on blockchains so no one can take the asset away from the player. The player truly owns it, and they don't have to trust a third party, including the game developer.**

**Blockchain technology secures the marketplace and economies inside of a game. If you allow players to trade just as a simple example, you can earn a revenue stream from those trades as they occur over time by setting a share of each transaction. Blockchain technology creates a win-win with players where players own value, they can transact value, they can even earn an income from the game, and a developer can make a bigger economy without just having to create new content all the time.**

**Key Points-**

**In the play-to-earn business model, the game and the developer reward players for putting time and effort into their game. Play-to-earn games have several advantages, and this business model is quickly becoming the standard in met verses. These games are primarily responsible for expanding the concept of online gaming beyond simple entertainment into a viable business model. The rules are unambiguous, power is distributed, and the payoffs are limited but substantial. The play-to-earn model is an exciting step toward gaming democracy, especially considering current discussions about online privacy and data mining issues. You can win real money by playing P2E games, which is a huge perk. NFT collections and collectibles may be purchased using in-game cash. Earn crypto currency by selling your assets on exchanges. As a result of the popularity of play-to-win games, the potential for future ambitious endeavors has been dramatically expanded. These games show us a side of players that we never knew existed before, one that has capabilities well beyond the realm of simple gaming.**

**For obvious reasons, crypto games are another name for play-to-win games. A central authority like conventional ones does not govern these games. Because of this, the developer loses some of its centralized control. The goal of games where players may earn real money is to have users compete for virtual goods. Players provide value to the game for the developer and other players when participating in the in-game economy.**

**These games provide direct rewards in some of the most well-known cryptocurrencies, although it may take some time to amass a sizable sum. That is to say, the monetization process is often time-consuming, and the returns are small, but they are not illusory. Both players and creators may profit from Play-to-Earn games. As the P2E economy expands, players and developers benefit from selling in-game goods. Play-to-Earn video games have players complete missions and activities for a share of the rewards. Doing so may form a group of players ready to cooperate towards a common objective. The P2E's idea of incentive sharing will bring together many different participants, fostering an open and welcoming environment. Play-for-profit games built on the blockchain are all the rage right now. In turn, they have brought more individuals into contact with blockchain, where they may experience its mesmerizing potential firsthand. So, more and more people are buying goods and services built on the blockchain. Players can make money from their in-game assets or collectibles while providing an income stream for game creators in "play to earn" games. Ultimately, everything has practical use.**

**Other Key points:**

**1. This (P2E) platform monetization concept lets both gamers as well as game producers trade game objects for virtual currency.**

**2. The Play-To-Earn system's gameplay is like that of traditional platforms.**

**3. The implementation of the in-game money is the primary distinction.**

**4. Blockchain technology is used by P2E projects, which means users can obtain Bitcoin or another cryptocurrency rather than just producing fiat money.**

**5. Users that enter the website are presented with missions to gain gaming cash.**

**6. The unique in-game objects that may be purchased with coins.**

**7. In certain initiatives, the gaming interface serves as the direct interface for Blockchain technology.**

**8. Task completion bonuses are handed out instantly in bitcoin.**

**9. For the fortunate contestants, NFT rewards are also available.**

**10. Users may always sell in-game valuables. Requirements and specifications are sought on marketplaces.**

**11. To make money from price speculation, many traders employ models.**

**12. The overall goal of the cryptocurrency game is to build a virtual trading community in which digitized money serves as a worldwide exchange mechanism as well as a Nutrient film technique is a tradable commodity.**

**13. some games are Free-To-Play (F2P) that people may play for nothing and are heavily used.**

**14. In-game transactions or promotions, such as purchasing Dota 2 skins, are the main sources of revenue.**

**15. A visual interface is used as part of the game's software program. The in-game inventory's provenance is therefore guaranteed.**

**Priming Questions:**

**1. Explain the game industry before the introduction of blockchain in the game industry?**

**2. Do play-to-earn games have a future?**

**3. How are play-to-earn games generating revenue for players and developers?**

**4. What is "play to earn" and how do you get paid? And how are NFT games monetized?**

**5. Which game is the most lucrative in the entire world? How can novices make money on the internet?**

**6. How trading is secured in blockchain technology games?**

**7. What is the similarity between Free-to-play and Play-to-earn business models?**

**8. What advantages do play-to-earn games offer?**

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**The automation of the transactions without the need for a trusted third party/intermediary is enabled through programs called smart contracts (Halaburda 2018). Smart contracts can exist (and in the past, have existed) without blockchain (Halaburda 2018). The smart contract is the "smart code" or algorithm that is managed within the blockchain, making blockchain technology more than just a distributed database system, to a platform where application developers can develop self-executing or smart contracts making blockchain useful in several domains such as finance, healthcare, supply chain, and others. The smart contracts form the core or backend of decentralized applications (dApps). Users connect to these DApps using Wallets that serve as the front-end interface and manage the cryptographic keys that authenticate the users.**