# Article information:

The Creator Economy In Gaming - by Joel John and Siddharth
<https://www.decentralised.co/p/creator-economy-gaming>

# Article summary:

1. Gaming is a consumer-facing use case with potential to scale to a billion users in the digital asset ecosystem.

2. The success of Axie Infinity has led to an increase in funding for blockchain-related games from $83 million in 2020 to over $2.4 billion in 2021.

3. Over the past 15 years, game monetisation has seen both success and controversy, leading to subscription models and ecosystems like Xbox and PlayStation.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article “The Creator Economy In Gaming” by Joel John and Siddharth is an informative piece on the intersection of blockchains and gaming in the next few years. The authors provide a comprehensive overview of the current state of gaming, its potential for scaling up, and how Web3 infrastructure can elevate user-generated content (UGC). They also discuss the surge in funding for blockchain-related games, as well as the challenges faced by established gaming studios when integrating NFTs into their existing titles.

The article is generally reliable and trustworthy; it provides evidence for its claims through examples such as Axie Infinity's success, Ubisoft's Ghost Recon integration, and Fortnite's transition to a subscription model. It also offers insights into gamers' perspectives on game monetisation practices such as microtransactions and loot boxes. However, there are some points that could be further explored or expanded upon; for example, while the authors mention that gamers oppose force-fitting on-chain primitives into existing titles, they do not provide any specific examples or evidence of this opposition. Additionally, while they discuss how game publishers have sought ways to extract money from gamers over time, they do not explore any counterarguments or alternative perspectives on this issue.

In conclusion, “The Creator Economy In Gaming” is an informative article that provides a comprehensive overview of blockchains and gaming intersecting in the next few years; however, it could benefit from further exploration of certain points such as gamer opposition to force-fitting on-chain primitives into existing titles and alternative perspectives on game monetisation practices.

# Topics for further research:

* Gamer opposition to microtransactions
* Impact of NFTs on gaming industry
* Alternative perspectives on game monetisation
* Benefits of blockchain-based gaming
* Challenges of integrating NFTs into existing titles
* Impact of subscription models on gaming industry

# Report location:

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