

Blockchain in Games: Models, Platforms and Evaluation

FA-0803 · 1 day

Others

Introduction

Explore how blockchain, NFTs and decentralised applications are used in games. Compare platforms, game models, asset integration, legal considerations and technical constraints to decide what deserves further investigation.

Tokens can track ownership and transfers, but game utility, scarcity and cross-game compatibility depend on project design and supported integrations. Gameplay income and asset value are uncertain, not assured benefits of blockchain.

Learning outcomes

- Describe how blockchain systems and games connect.
- Compare platform, integration and technical considerations.
- Examine earning models, costs and risks without assuming reliable income.
- Use a structured checklist to evaluate selected gaming projects.
- Build a research shortlist of projects relevant to personal interests.

Prerequisites

- Basic understanding of how blockchain works
- Basic understanding of what NFT is
- Knowledge in computer gaming

Training outline

1. Foundations, systems and platforms

- Introduction
- Systems
- Platforms

2. Games and participation models

- Games that are out there

Earning models, costs and uncertainty; evaluate examples rather than promise returns.

3. Integrations and technical considerations

- Integrations
- Technicals

Distinguish on-chain token ownership from a game's ability to recognise and use an asset.

4. Legal considerations and future scenarios

- Legal consequences
- Potential

Review project terms, applicable legal questions and uncertain adoption scenarios; create a research shortlist.