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Difference Between Play-to-Earn and Move-to-Earn Crypto Games

Play-to-Earn Crypto Games, Explained

A growing number of crypto games are allowing players to earn in-game assets that can be converted for [cryptocurrency](#) through Play-to-Earn (P2E) mechanisms.

New to the GameFi environment is P2E. Most of the time, when utilizing applications or websites like Roblox or Minecraft, people are playing video games online. The P2E movement, on the other hand, takes things a step farther.

Cryptocurrency can be used in gaming by utilizing blockchain technology. Gaming in the old days was a way for people to unwind, have fun, and socialize with their peers. As of right now, you can enjoy gaming while also making money, which is a crucial part of life.

Playing on a blockchain is required to earn crypto tokens or non-fungible tokens of any kind! (NFTs). If you want to earn crypto and be a part of the in-game economy and business models, you don't necessarily have to invest in expensive NFTs, either.

Examples of Play-to-Earn (P2E) Crypto Games

Play-to-earn games include Axie Infinity, Aavegotchi, and The Sandbox.

Axie Infinity, a game built on the [Ethereum](#) blockchain, is one of the most well-known examples of a crypto game. Video gaming and blockchain gameplay components are combined in this game. The NFT marketplace was in high demand on some days when the economy was booming. Each Axie, a mystical creature, was selling for thousands of dollars while millions were being traded.

Another P2E game is Aavegotchi. It claims to be a community-owned, open-source NFT gaming protocol. In a nod to the popular Tamagotchi games, users can take on pixelated ghosts for adventures. Tokens can be earned by minigames, trading Aavegotchis, or rarity farming, all of which can be started right away.

The Sandbox is another another title in the P2E gaming market. As a result of this platform's unique

gaming experience, players can get a glimpse of what the Metaverse may look like in the future. It's up to the user to play around with, develop, and shape the future. It's possible for gamers to monetize the game while they are immersed in the experience.

Move-to-Earn (M2E) Crypto Games, Explained

To earn crypto on the blockchain, you must move and play games.

During the height of the COVID-19 pandemic, the move-to-earn trend exploded. Most people were at home, seated in front of a computer or television. M2E has become extremely popular as a result of its emphasis on frequent physical activity, which is critical to good health. Getting up and moving while using technology is now rewarded in a novel way. You will earn cryptocurrency for every action you take.

Because of the recent pandemic-related health issues and people's desire to maintain a healthy lifestyle and keep active, this M2E trend may evolve from "GameFi" to "FitnessFi" in the future.

Examples of Move-to-Earn (M2E) Crypto Games

[STEPN](#), Sweatcoin, and MetaGym are all examples of "move to earn" games.

As the move-to-earn market continues to grow, now is a good moment to introduce you to some of the M2E games available. One of the best-known examples of M2E is STEPN (GMT), a move-to-earn project in Solana.

SocialFi and GameFi are integrated into STEPN's Web3 lifestyle app. Putting one foot in front of the other, the goal of the project is to make users healthier and wealthier. In 2021, the founders won the Solana Ignition Hackathon and are hoping to be the top M2E project in the [Metaverse](#).

In order to begin utilizing STEPN, customers must purchase an NFT in addition to a pair of STEPN sneakers. Once you've completed the first step, it's critical that you get moving and use a GPS device to measure your progress. You can trade your in-game currency for cryptocurrency later.

Sweatcoin, the second initiative, is quite similar to the first. A user's coins are earned through jogging, walking, and, most importantly, working out. You'll get SWEAT, the platform's own currency, after walking 1000 steps.

Using the tagline "It pays to walk," they hope to reduce the billions of dollars spent on healthcare by improving the health of the general population. Reward points can be exchanged for goods and services, donated, or converted into a currency of their choice by the user.

MetaGym is the final example of M2E projects. You may join MetaGym via an app and even a smartwatch application, which allows you to earn money while doing out. MetaGym Coin (MGCN), the platform's native token, may be earned by using the platform's GameFi, FitFi, and SleepFi features.

Even though MetaGym is dedicated to making the world a better place, they aren't hesitant to give you the opportunity to make some money while doing it. Completing things like exercising or getting a good night's sleep earns users cryptocurrency.

Difference Between Play-to-Earn and Move-to-Earn

P2E and M2E have different reward systems and income models.

As you can see, the P2E and M2E models have several key differences. There's no doubt that neither of them are merely online role-players.

P2E is projected to evolve from a passing fad to a fully formed concept. Despite the excitement of the gaming industry, leisure and community interaction should not be overlooked. Real gamers are more concerned with the gameplay and visuals than they are with the model of monetization.

As for M2E, it's getting traction as well. A revenue model may be just the thing to entice people who have trouble getting enough exercise. Moving to make money is still a relatively new idea, so we'll have to wait and see what happens.