

Game Engines Market 2017 Global Share, Trend, Segmentation and Forecast to 2022

Wiseguyreports.Com Added New Market Research Report On -"Global Game Engines Market 2017 Top Manufacturers, Production , Growth and Demand Forecast to 2022".

PUNE, INDIA, September 27, 2017
/EINPresswire.com/ --

Global [Game Engines Market](#)

Description

WiseGuyReports.Com adds" Global Game Engines Market Size, Status and Forecast 2022 "Research To Its Database.

This report studies the Game Engines market status and outlook of global and major regions, from angles of developers, regions, product and end Application/industries; this report analyzes the top developers in global and major regions, and splits the Game Engines market by product and Application/end industries.

The global Game Engines market is valued at 1581 million USD in 2016 and is expected to reach 3066 million USD by the end of 2022, growing at a CAGR of 9.96% between 2016 and 2022.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing Korea and India & SEA regions.

United States will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Game Engines.

Europe also plays important roles in global market, with market size of 461 million USD in 2016 and will be 887 million USD in 2022, with a CAGR of 9.85%.

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The major developers in global market include

Unity Technologies
Epic Games
Chukong Tech
Crytek
Valve Corporation
YoYo Games
The Game Creators
Marmalade Tech
Idea Fabrik
Leadwerks Software
Sony
Amazon
GameSalad
Scirra
Corona Labs (Organization)
Silicon Studio Corp
Garage Games
Briar Wallace/Blender Foundation (Organization)
The OGRE Team (Organization)
Godot Engine (Community developed)
Mario Zechner (Personal)

Figure Global Market Size (Million USD) Status and Outlook 2012-2022

Source: Annual Reports, Secondary Information, Press Releases, Expert Interviews and QYResearch, Sep 2017

Geographically, this report split global into several key Regions, with, revenue (million USD), market share and growth rate of Game Engines for these regions, from 2012 to 2022 (forecast)

United States
Europe
Japan
China
Korea
India & SEA

On the basis of product, the Game Engines market is primarily split into

3D Game Engines
2.5D Game Engines
2D Game Engines

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Table of Contents -Major Key Points

1	Industry Overview	1
1.1	Game Engines Market Overview	1
1.1.1	Game Engines Product Scope	1
1.1.2	Market Status and Outlook	1
1.2	Global Game Engines Market Size and Analysis by Regions (2012-2017)	1
1.2.1	United States Game Engines Market Status and Outlook	2
1.2.2	Europe Game Engines Market Status and Outlook	3
1.2.3	Japan Game Engines Market Status and Outlook	4
1.2.4	China Game Engines Market Status and Outlook	5
1.2.5	Korea Game Engines Market Status and Outlook	6
1.2.6	India & SEA Game Engines Market Status and Outlook	7
1.3	Classification of Game Engines by Product	8
1.3.1	Global Game Engines Revenue (Million USD) and Growth (%) Comparison by Product (2016-2022)	8
1.3.2	Global Game Engines Revenue (Million USD) Market Share (%) by Product in 2016	9
1.3.3	3D Game Engines	9
1.3.4	2.5D Game Engines	10
1.3.5	2D Game Engines	11
1.4	Game Engines Market by End Users/Application	12
1.4.1	PC Games	13
1.4.2	Mobile Games	14
1.4.3	TV Games	15
2	Global Game Engines Competition Analysis by Developers	16
2.1	Global Game Engines Market Size (Million USD) by Developers (2012-2017)	16
2.2	Competitive Status and Basic Information of Game Engines by Key Developers	19
2.2.1	Market Concentration Rate of Game Engines Market	19
2.2.2	Product/Service Differences/Types of Game Engines	20
2.2.3	Development Platforms of Game Engines	22
2.2.4	Language Information of Game Engines	23
2.2.5	Price Level by Vendors	24
3	Company (Top Developers) Profiles and Key Data	26
3.1	Unity Technologies	26
3.1.1	Company Profile	26
3.1.2	Main Business/Business Overview	26
3.1.3	Products, Services and Solutions	27
3.1.4	Unity Technologies Game Engines Revenue (Million USD) (2012-2017)	30
3.2	Epic Games	31
3.2.1	Company Profile	31
3.2.2	Main Business/Business Overview	32
3.2.3	Products, Services and Solutions	32
3.2.4	Epic Games Game Engines Revenue (Million USD) (2012-2017)	34
3.3	Chukong Tech	35
3.3.1	Company Profile	35
3.3.2	Main Business/Business Overview	36
3.3.3	Products, Services and Solutions	36
3.3.4	Chukong Tech Game Engines Revenue (Million USD) (2012-2017)	37
3.4	Crytek	37
3.4.1	Company Profile	37
3.4.2	Main Business/Business Overview	38
3.4.3	Products, Services and Solutions	38

3.4.4 Crytek Game Engines Revenue (Million USD) (2012-2017)	40
3.5 Valve Corporation	42
3.5.1 Company Profile	42
3.5.2 Main Business/Business Overview	42
3.5.3 Products, Services and Solutions	43
3.5.4 Valve Corporation Game Engines Revenue (Million USD) (2012-2017)	43
3.6 YoYo Games	44
3.6.1 Company Profile	44
3.6.2 Main Business/Business Overview	45
3.6.3 Products, Services and Solutions	45
3.6.4 YoYo Games Game Engines Revenue (Million USD) (2012-2017)	47
3.7 The Game Creators	48
3.7.1 Company Profile	48
3.7.2 Main Business/Business Overview	49
3.7.3 Products, Services and Solutions	49
3.7.4 The Game Creators Game Engines Revenue (Million USD) (2012-2017)	50
3.8 Marmalade Tech	52
3.8.1 Company Profile	52
3.8.2 Main Business/Business Overview	52
3.8.3 Products, Services and Solutions	53
3.8.4 Marmalade Tech Game Engines Revenue (Million USD) (2012-2017)	53
3.9 Idea Fabrik	55
3.9.1 Company Profile	55
3.9.2 Main Business/Business Overview	55
3.9.3 Products, Services and Solutions	56
3.9.4 Idea Fabrik Game Engines Revenue (Million USD) (2012-2017)	57
3.10 Leadwerks Software	59
3.10.1 Company Profile	59
3.10.2 Main Business/Business Overview	59
3.10.3 Products, Services and Solutions	59
3.10.4 Leadwerks Software Game Engines Revenue (Million USD) (2012-2017)	61
3.11 Sony	63
3.11.1 Company Profile	63
3.11.2 Main Business/Business Overview	63
3.11.3 Products, Services and Solutions	64
3.11.4 Sony Game Engines Revenue (Million USD) (2012-2017)	64
3.12 Amazon	65
3.12.1 Company Profile	65
3.12.2 Main Business/Business Overview	65
3.12.3 Products, Services and Solutions	65
3.12.4 Amazon Game Engines Revenue (Million USD) (2012-2017)	66

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