

# Game Engines 2017 Global Market Size, Status, Analysis and Forecast 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, October 13, 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

On the basis on the end users/Application, this report covers

PC Games

Mobile Games

TV Games

Other Games

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