Global Game Engines 2017 Industry Trends, Sales, Supply, Demand, Analysis & Forecast to 2025

WiseGuyReports.com adds “Game Engines Market 2017 Global Analysis, Growth, Trends and Opportunities Research Report Forecasting to 2025” reports to its database

PUNE, INDIA, December 5, 2017 /EINPresswire.com/ -- Summary

WiseGuyReports.com adds “Game Engines Market 2017 Global Analysis, Growth, Trends and Opportunities Research Report Forecasting to 2025” reports to its database.

This report provides in depth study of “Game Engines market” using SWOT analysis i.e. Strength, Weakness, Opportunities and Threat to the organization. The Game Engines Market report also provides an in-depth survey of key players in the market which is based on the various objectives of an organization such as profiling, the product outline, the quantity of production, required raw material, and the financial health of the organization.

A game engine is a software framework designed for the creation and development of video games. Developers use them to create games for consoles, mobile devices and personal computers.Game engines are tools available for game designers to code and plan out a game quickly and easily without building one from the ground up. Whether they are 2D or 3D based, they offer tools to aid in asset creation and placement.

Key manufacturers are included based on manufacturing sites, capacity and production, product specifications etc.:
Epic Games
Unity Technologies
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)

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The global Game Engines market will reach Volume Million USD in 2017 with CAGR xx% 2018-2025.
The main contents of the report including:
Global market size and forecast
Regional market size, production data and export & import
Key manufacturers (manufacturing sites, capacity and production, product specifications etc.)
Average market price by SUK
Major applications

Major applications as follows:
PC Games
Mobile Games
TV Games
Other Games

Regional market size, production data and export & import:
Asia-Pacific
North America
Europe
South America
Middle East & Africa

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