# Game Art Outsourcing Market Giants Spending Is Going To Boom with Kevuru Games, Melior Games, Pingle Studio

*Stay up-to-date with Global Game Art Outsourcing Market research offered by HTF MI. Check how key trends and emerging drivers are shaping this industry growth.*

PUNE, MAHARASHTRA, INDIA, July 20, 2023 /EINPresswire.com/ -- The Latest Released Game Art Outsourcing market study has evaluated the [future growth potential of Game Art Outsourcing market](#) and provides information and useful stats on market structure and size. The report is intended to provide market intelligence and strategic insights to help decision-makers take sound investment decisions and identify potential gaps and growth opportunities. Additionally, the report also identifies and analyses changing dynamics, and emerging trends

Game Art Outsourcing

along with essential drivers, challenges, opportunities, and restraints in the Game Art Outsourcing market. The study includes market share analysis and profiles of players such as Kevuru Games (United States), ZVKY (India), Room 8 Studio (Cyprus), Starloop Studios (Spain), N-iX Game & VR studio (Ukraine), Melior Games (Ukraine), Stepico Games (Ukraine), Pingle Studio (United States), Whimsy Games (United Kingdom), Pixune Studios (Poland)

"

HTF Market Intelligence consulting is uniquely positioned empower and inspire with research and consulting services to empower businesses with growth strategies, by offering services ”

*Criag Francis*

If you are a Game Art Outsourcing manufacturer and would like to check or understand the policy and regulatory proposals, designing clear explanations of the stakes, potential winners and losers, and options for improvement then this article will help you understand the pattern with Impacting Trends. Click To get SAMPLE PDF (Including Full TOC, Table & Figures) [https://www.htfmarketintelligence.com/sample-report/global-game-art-outsourcing-market](https://www.htfmarketintelligence.com/sample-report/global-game-art-outsourcing-market)

Definition:
Game art outsourcing refers to the practice of hiring external artists or studios to create artwork for video games. This can include everything from character designs, environments, props, animations, and user interface (UI) elements.There are several reasons why game companies outsource their art assets. One of the main reasons is to reduce costs. Outsourcing allows companies to hire artists in countries where labor costs are lower, such as India, China, or the Philippines. This can result in significant cost savings while still maintaining a high level of quality.Overall, game art outsourcing can be a valuable tool for game companies, but it requires careful planning, communication, and management to ensure that the process runs smoothly and that the resulting artwork meets the company's standards and expectations.

Market Trends:
• Increasing Adoption BYOD and Access to Real Time Data
• Integration IoT in Mobile Devices and Rapid Adoption of Mobile Enterprise Application Platform

Market Drivers:
• Increasing Number of Smartphone Users and Rapid Advancement of Mobile Features
• Real Time Accessibility of Information on Various Mobile Platforms
• Rising Adoption of Cloud and On premise Providers of Business Intelligence Software
• High Adoption of the Technology and Analytical Software into the Business Process

Market Opportunities:
• Increasing Customer Satisfaction due to rising Profitability
• High Investment by the Government in IT Sector

Revenue and Sales Estimation — Historical Revenue and sales volume are presented and further data is triangulated with top-down and bottom-up approaches to forecast complete market size and to estimate forecast numbers for key regions covered in the report along with classified and well-recognized Types and end-use industry.

SWOT Analysis on Game Art Outsourcing Players
In addition to Market Share analysis of players, in-depth profiling, product/service, and business overview, the study also concentrates on BCG matrix, heat map analysis, FPNV positioning along with SWOT analysis to better correlate market competitiveness.

Demand from top-notch companies and government agencies is expected to rise as they seek more information on the latest scenario. Check the Demand Determinants section for more information.

Regulation Analysis
• Local System and Other Regulation: Regional variations in Laws for the use of Game Art Outsourcing

• Regulation and its Implications
• Other Compliances

Have Any Query? Ask Our Expert @: https://www.htfmarketintelligence.com/enquiry-before-buy/global-game-art-outsourcing-market

FIVE FORCES & PESTLE ANALYSIS:

In order to better understand market conditions five forces analysis is conducted that includes the Bargaining power of buyers, Bargaining power of suppliers, Threat of new entrants, Threat of substitutes, and Threat of rivalry.

• Political (Political policy and stability as well as trade, fiscal, and taxation policies)
• Economical (Interest rates, employment or unemployment rates, raw material costs, and foreign exchange rates)
• Social (Changing family demographics, education levels, cultural trends, attitude changes, and changes in lifestyles)
• Technological (Changes in digital or mobile technology, automation, research, and development)
• Legal (Employment legislation, consumer law, health, and safety, international as well as trade regulation and restrictions)
• Environmental (Climate, recycling procedures, carbon footprint, waste disposal, and sustainability)

Book Latest Edition of Game Art Outsourcing Market Study @ https://www.htfmarketintelligence.com/buy-now?format=3&report=2259

Heat map Analysis, 3-Year Financial and Detailed Company Profiles of Key & Emerging Players: Kevuru Games (United States), ZVKY (India), Room 8 Studio (Cyprus), Starloop Studios (Spain), N-iX Game & VR studio (Ukraine), Melior Games (Ukraine), Stepico Games (Ukraine), Pingle Studio (United States), Whimsy Games (United Kingdom), Pixune Studios (Poland)

Geographically, the following regions together with the listed national/local markets are fully investigated:
• APAC (Japan, China, South Korea, Australia, India, and the Rest of APAC; the Rest of APAC is further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, and Sri Lanka)
• Europe (Germany, UK, France, Spain, Italy, Russia, Rest of Europe; Rest of Europe is further segmented into Belgium, Denmark, Austria, Norway, Sweden, The Netherlands, Poland, Czech Republic, Slovakia, Hungary, and Romania)
• North America (U.S., Canada, and Mexico)
• South America (Brazil, Chile, Argentina, Rest of South America)
• MEA (Saudi Arabia, UAE, South Africa)

Some Extracts from Game Art Outsourcing Market Study Table of Content

Game Art Outsourcing Market Size (Sales) Market Share by Type (Product Category) [2D Art Outsourcing, 3D Art Outsourcing, AAA Games Art Outsourcing] in 2023
Game Art Outsourcing Market by Application/End Users [Mobile Games, PC games, Console Games, Others]
Global Game Art Outsourcing Sales and Growth Rate (2019-2029)
Game Art Outsourcing Competition by Players/Suppliers, Region, Type, and Application
Game Art Outsourcing (Volume, Value, and Sales Price) table defined for each geographic region defined.
Supply Chain, Sourcing Strategy and Downstream Buyers, Industrial Chain Analysis
........and view more in complete table of Contents

Check it Out Complete Details os Report @ [https://www.htfmarketintelligence.com/report/global-game-art-outsourcing-market](https://www.htfmarketintelligence.com/report/global-game-art-outsourcing-market)

Thanks for reading this article; you can also get individual chapter-wise sections or region-wise reports like Balkan, China-based, North America, Europe, or Southeast Asia.

Criag Francis
HTF Market Intelligence Consulting Pvt Ltd
+ 1 434-322-0091
sales@htfmarketintelligence.com
Visit us on social media:
Facebook
Twitter
LinkedIn

---

This press release can be viewed online at: https://www.einpresswire.com/article/645401811