

Video Game Engine Market to Get an Explosive Growth with Major Giants Epic games, Godot engine, RPG maker, Defold

Global Video Game Engine Market 2024

PUNE, MAHARASHTRA, INDIA, February 6, 2024 /EINPresswire.com/ -- Latest [Global Video Game Engine Market](https://www.htfmarketintelligence.com/sample-report/global-video-game-engine-market) study with 100+ market data Tables, Pie charts & Figures is now released by HTF MI. The research assessment of the Market is designed to analyze futuristic trends, growth factors, industry opinions, and industry-validated market facts to forecast till 2030. A significant region that is speeding up

marketization is used to split the market study. Some of the leading players covered such as DICE-Frostbite (Sweden), Unity technologies (USA), Epic games (USA), Unreal engine (USA), Godot engine (Belgium), Construct (United Kingdom), PlayCanvas (United Kingdom), Clickteam (France), Solar2D (USA), RPG maker (Japan), AppGameKit (India), Buildbox (India), Defold (Sweden), GameMaker Studio (United Kingdom), Lumberyard (India).

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

Craig Francis



Video Game Engine Market size

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According to HTF Market Intelligence, the Global Video Game Engine market to witness a CAGR of 17% during forecast period of 2024-2030. The market is segmented by Type (First-Person shooting, Racing, Sport, Puzzle, Card, Fantasy, Other) by Features (2d/3d, Physical stimulation,

A.I, Networking) by Business model (Free to play (AD-revenue), Subscription based, In app purchases, Physical copies, Digital copies, Other) and by Geography (North America, South America, Europe, Asia Pacific, MEA).

Definition:

The rapid production of tablets and smartphones in recent years has simplified the high growth of mobile gaming, which now becomes a significant proportion of the entire global gaming market. As mobile gaming becomes one of the major trends in the gaming industry, software provider companies are highly focusing on technological advancement in this industry. The gaming engine is a method that develops high-quality games without any intensive programming skills and computational resources. In the current market situation, there is a growing demand for game engines because of the huge development of hardware and system platforms. With the development of the video game industry across the globe. This defines the huge growth potential in the gaming engines in the future. There are more than xx billion gamers across the globe. Because it is the best method for game companies to reduce their cost, time, and manpower.

Market Trends:

- Rapid Development in Hardware and System Platforms
- High Adoption of Virtual Reality Technology
- Major Revenue Generation is from Mobile Games
- Rising Investment in the Gaming Sector

Market Drivers:

- High Growth in Young Population Coupled with the Rising Usage of 3G, 4G and Portable Devices
- High Adoption for the Multiuser Games
- High Adoption of Game Engines to Create Visually Engaging Applications, and it Also Helps in Providing Immersive VR Experiences

Market Opportunities:

- High growth in the media and entertainment industry across the globe, majorly in Asia Pacific regions. Such as where India will be expected to reach USD 43.93 billion by FY 2024. This shows huge growth potential in the gaming industry across Asia Pacific

Video Game Engine Market Competitive Analysis:

Know your current market situation! Not just new products but ongoing products are also essential to analyze due to ever-changing market dynamics. The study allows marketers to understand consumer trends and segment analysis where they can face a rapid market share drop. Figure out who really the competition is in the marketplace, get to know market share analysis, market position, % Market Share, and segmented revenue.

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Players Included in Research Coverage: DICE-Frostbite (Sweden), Unity technologies (USA), Epic

games (USA), Unreal engine (USA), Godot engine (Belgium), Construct (United Kingdom), PlayCanvas (United Kingdom), Clickteam (France), Solar2D (USA), RPG maker (Japan), AppGameKit (India), Buildbox (India), Defold (Sweden), GameMaker Studio (United Kingdom), Lumberyard (India)

Additionally, Past Video Game Engine Market data breakdown, Market Entropy to understand development activity and Patent Analysis*, Competitors Swot Analysis, Product Specifications, and Peer Group Analysis including financial metrics are covered.

Segmentation and Targeting:

Essential demographic, geographic, psychographic, and behavioral information about business segments in the Video Game Engine market is targeted to aid in determining the features the company should encompass in order to fit into the business's requirements. For the Consumer-based market - the study is also classified with Market Maker information in order to understand better who the clients are, their buying behavior, and patterns.

Video Game Engine Product Types In-Depth: First-Person shooting, Racing, Sport, Puzzle, Card, Fantasy, Other

Video Game Engine Major Geographical First Level Segmentation:

- 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)

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Research Objectives:

- Focuses on the key manufacturers, to define, pronounce and examine the value, sales volume, market share, market competition landscape, SWOT analysis, and development plans in the next few years.
- To share comprehensive information about the key factors influencing the growth of the market (opportunities, drivers, growth potential, industry-specific challenges and risks).
- To analyze the with respect to individual future prospects, growth trends and their involvement to the total market.
- To analyze reasonable developments such as agreements, expansions new product launches, and acquisitions in the market.
- To deliberately profile the key players and systematically examine their growth strategies.

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)

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Criag Francis

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