

Game Engines Market Status and Trend Analysis 2017-2026 (COVID-19 Version)

<https://marketpublishers.com/r/G69046F7E2D9EN.html>

Date: November 2020

Pages: 132

Price: US\$ 2,800.00 (Single User License)

ID: G69046F7E2D9EN

Abstracts

SUMMARY

Further key aspects of the report indicate that:

Chapter 1: Research Scope: Product Definition, Type, End-Use & Methodology

Chapter 2: Global Industry Summary

Chapter 3: Market Dynamics

Chapter 4: Global Market Segmentation by region, type and End-Use

Chapter 5: North America Market Segmentation by region, type and End-Use

Chapter 6: Europe Market Segmentation by region, type and End-Use

Chapter 7: Asia-Pacific Market Segmentation by region, type and End-Use

Chapter 8: South America Market Segmentation by region, type and End-Use

Chapter 9: Middle East and Africa Market Segmentation by region, type and End-Use.

Chapter 10: Market Competition by Companies

Chapter 11: Market forecast and environment forecast.

Chapter 12: Industry Summary.

The global Game Engines market has the potential to grow with xx million USD with growing CAGR in the forecast period from 2021f to 2026f. Factors driving the market for @@@@ are the significant development of demand and improvement of COVID-19 and geo-economics.

Based on the type of product, the global Game Engines market segmented into

PC Games

2.5D Game Engines

2D Game Engines

Based on the end-use, the global Game Engines market classified into

PC Games

Mobile Games

TV Games

Other Games

Based on geography, the global Game Engines market segmented into

North America [U.S., Canada, Mexico]

Europe [Germany, UK, France, Italy, Rest of Europe]

Asia-Pacific [China, India, Japan, South Korea, Southeast Asia, Australia, Rest of Asia Pacific]

South America [Brazil, Argentina, Rest of Latin America]

Middle East & Africa [GCC, North Africa, South Africa, Rest of Middle East and Africa]

And the major players included in the report are

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)

Contents

1 RESEARCH SCOPE

- 1.1 Research Product Definition
- 1.2 Research Segmentation
 - 1.2.1 Product Type
 - 1.2.2 Main product Type of Major Players
- 1.3 Demand Overview
- 1.4 Research Methodology

2 GLOBAL GAME ENGINES INDUSTRY

- 2.1 Summary about Game Engines Industry
- 2.2 Game Engines Market Trends
 - 2.2.1 Game Engines Production & Consumption Trends
 - 2.2.2 Game Engines Demand Structure Trends
- 2.3 Game Engines Cost & Price

3 MARKET DYNAMICS

- 3.1 Manufacturing & Purchasing Behavior in 2020
- 3.2 Market Development under the Impact of COVID-19
 - 3.2.1 Drivers
 - 3.2.2 Restraints
 - 3.2.3 Opportunity
 - 3.2.4 Risk

4 GLOBAL MARKET SEGMENTATION

- 4.1 Region Segmentation (2017 to 2021f)
 - 4.1.1 North America (U.S., Canada and Mexico)
 - 4.1.2 Europe (Germany, UK, France, Italy, Rest of Europe)
 - 4.1.3 Asia-Pacific (China, India, Japan, South Korea, Southeast Asia, Australia, Rest of Asia Pacific)
 - 4.1.4 South America (Brazil,, Argentina, Rest of Latin America)
 - 4.1.5 Middle East and Africa (GCC, North Africa, South Africa, Rest of Middle East and Africa)
- 4.2 Product Type Segmentation (2017 to 2021f)

- 4.2.1 3D Game Engines
- 4.2.2 2.5D Game Engines
- 4.2.3 2D Game Engines
- 4.3 Consumption Segmentation (2017 to 2021f)
 - 4.3.1 PC Games
 - 4.3.2 Mobile Games
 - 4.3.3 TV Games
 - 4.3.4 Other Games

5 NORTH AMERICA MARKET SEGMENT

- 5.1 Region Segmentation (2017 to 2021f)
 - 5.1.1 U.S.
 - 5.1.2 Canada
 - 5.1.3 Mexico
- 5.2 Product Type Segmentation (2017 to 2021f)
 - 5.2.1 3D Game Engines
 - 5.2.2 2.5D Game Engines
 - 5.2.3 2D Game Engines
- 5.3 Consumption Segmentation (2017 to 2021f)
 - 5.3.1 PC Games
 - 5.3.2 Mobile Games
 - 5.3.3 TV Games
 - 5.3.4 Other Games
- 5.4 Impact of COVID-19 in North America

6 EUROPE MARKET SEGMENTATION

- 6.1 Region Segmentation (2017 to 2021f)
 - 6.1.1 Germany
 - 6.1.2 UK
 - 6.1.3 France
 - 6.1.4 Italy
 - 6.1.5 Rest of Europe
- 6.2 Product Type Segmentation (2017 to 2021f)
 - 6.2.1 3D Game Engines
 - 6.2.2 2.5D Game Engines
 - 6.2.3 2D Game Engines
- 6.3 Consumption Segmentation (2017 to 2021f)

- 6.3.1 PC Games
- 6.3.2 Mobile Games
- 6.3.3 TV Games
- 6.3.4 Other Games
- 6.4 Impact of COVID-19 in Europe

7 ASIA-PACIFIC MARKET SEGMENTATION

- 7.1 Region Segmentation (2017 to 2021f)
 - 7.1.1 China
 - 7.1.2 India
 - 7.1.3 Japan
 - 7.1.4 South Korea
 - 7.1.5 Southeast Asia
 - 7.1.6 Australia
 - 7.1.7 Rest of Asia Pacific
- 7.2 Product Type Segmentation (2017 to 2021f)
 - 7.2.1 3D Game Engines
 - 7.2.2 2.5D Game Engines
 - 7.2.3 2D Game Engines
- 7.3 Consumption Segmentation (2017 to 2021f)
 - 7.3.1 PC Games
 - 7.3.2 Mobile Games
 - 7.3.3 TV Games
 - 7.3.4 Other Games
- 7.4 Impact of COVID-19 in Europe

8 SOUTH AMERICA MARKET SEGMENTATION

- 8.1 Region Segmentation (2017 to 2021f)
 - 8.1.1 Brazil
 - 8.1.2 Argentina
 - 8.1.3 Rest of Latin America
- 8.2 Product Type Segmentation (2017 to 2021f)
 - 8.2.1 3D Game Engines
 - 8.2.2 2.5D Game Engines
 - 8.2.3 2D Game Engines
- 8.3 Consumption Segmentation (2017 to 2021f)
 - 8.3.1 PC Games

- 8.3.2 Mobile Games
- 8.3.3 TV Games
- 8.3.4 Other Games
- 8.4 Impact of COVID-19 in Europe

9 MIDDLE EAST AND AFRICA MARKET SEGMENTATION

- 9.1 Region Segmentation (2017 to 2021f)
 - 9.1.1 GCC
 - 9.1.2 North Africa
 - 9.1.3 South Africa
 - 9.1.4 Rest of Middle East and Africa
- 9.2 Product Type Segmentation (2017 to 2021f)
 - 9.2.1 3D Game Engines
 - 9.2.2 2.5D Game Engines
 - 9.2.3 2D Game Engines
- 9.3 Consumption Segmentation (2017 to 2021f)
 - 9.3.1 PC Games
 - 9.3.2 Mobile Games
 - 9.3.3 TV Games
 - 9.3.4 Other Games
- 9.4 Impact of COVID-19 in Europe

10 COMPETITION OF MAJOR PLAYERS

- 10.1 Brief Introduction of Major Players
 - 10.1.1 Epic Games
 - 10.1.2 Unity Technologies
 - 10.1.3 Chukong Tech
 - 10.1.4 Crytek
 - 10.1.5 Valve Corporation
 - 10.1.6 YoYo Games
 - 10.1.7 The Game Creators
 - 10.1.8 Marmalade Tech
 - 10.1.9 Idea Fabrik
 - 10.1.10 Leadwerks Software
 - 10.1.11 Sony
 - 10.1.12 Amazon
 - 10.1.13 GameSalad

- 10.1.14 Scirra
- 10.1.15 Corona Labs (Organization)
- 10.1.16 Silicon Studio Corp
- 10.1.17 Garage Games
- 10.1.18 Briar Wallace/Blender Foundation (Organization)
- 10.1.19 The OGRE Team (Organization)
- 10.1.20 Godot Engine (Community developed)
- 10.1.21 Mario Zechner (Personal)
- 10.2 Game Engines Sales Date of Major Players (2017-2020e)
 - 10.2.1 Epic Games
 - 10.2.2 Unity Technologies
 - 10.2.3 Chukong Tech
 - 10.2.4 Crytek
 - 10.2.5 Valve Corporation
 - 10.2.6 YoYo Games
 - 10.2.7 The Game Creators
 - 10.2.8 Marmalade Tech
 - 10.2.9 Idea Fabrik
 - 10.2.10 Leadwerks Software
 - 10.2.11 Sony
 - 10.2.12 Amazon
 - 10.2.13 GameSalad
 - 10.2.14 Scirra
 - 10.2.15 Corona Labs (Organization)
 - 10.2.16 Silicon Studio Corp
 - 10.2.17 Garage Games
 - 10.2.18 Briar Wallace/Blender Foundation (Organization)
 - 10.2.19 The OGRE Team (Organization)
 - 10.2.20 Godot Engine (Community developed)
 - 10.2.21 Mario Zechner (Personal)
- 10.3 Market Distribution of Major Players
- 10.4 Global Competition Segmentation

11 MARKET FORECAST

- 11.1 Forecast by Region
- 11.2 Forecast by Demand
- 11.3 Environment Forecast
 - 11.3.1 Impact of COVID-19

11.3.2 Geopolitics Overview

11.3.3 Economic Overview of Major Countries

12 REPORT SUMMARY STATEMENT

List Of Tables

LIST OF TABLES

1. Table Game Engines Product Type Overview
2. Table Game Engines Product Type Market Share List
3. Table Game Engines Product Type of Major Players
4. Table Brief Introduction of Epic Games
5. Table Brief Introduction of Unity Technologies
6. Table Brief Introduction of Chukong Tech
7. Table Brief Introduction of Crytek
8. Table Brief Introduction of Valve Corporation
9. Table Brief Introduction of YoYo Games
10. Table Brief Introduction of The Game Creators
11. Table Brief Introduction of Marmalade Tech
12. Table Brief Introduction of Idea Fabrik
13. Table Brief Introduction of Leadwerks Software
14. Table Brief Introduction of Sony
15. Table Brief Introduction of Amazon
16. Table Brief Introduction of GameSalad
17. Table Brief Introduction of Scirra
18. Table Brief Introduction of Corona Labs (Organization)
19. Table Brief Introduction of Silicon Studio Corp
20. Table Brief Introduction of Garage Games
21. Table Brief Introduction of Briar Wallace/Blender Foundation (Organization)
22. Table Brief Introduction of The OGRE Team (Organization)
23. Table Brief Introduction of Godot Engine (Community developed)
24. Table Brief Introduction of Mario Zechner (Personal)
25. Table Products & Services of Epic Games
26. Table Products & Services of Unity Technologies
27. Table Products & Services of Chukong Tech
28. Table Products & Services of Crytek
29. Table Products & Services of Valve Corporation
30. Table Products & Services of YoYo Games
31. Table Products & Services of The Game Creators
32. Table Products & Services of Marmalade Tech
33. Table Products & Services of Idea Fabrik
34. Table Products & Services of Leadwerks Software
35. Table Products & Services of Sony
36. Table Products & Services of Amazon

- 37. Table Products & Services of GameSalad
- 38. Table Products & Services of Scirra
- 39. Table Products & Services of Corona Labs (Organization)
- 40. Table Products & Services of Silicon Studio Corp
- 41. Table Products & Services of Garage Games
- 42. Table Products & Services of Briar Wallace/Blender Foundation (Organization)
- 43. Table Products & Services of The OGRE Team (Organization)
- 44. Table Products & Services of Godot Engine (Community developed)
- 45. Table Products & Services of Mario Zechner (Personal)
- 46. Table Market Distribution of Major Players
- 47. Table Global Major Players Sales Revenue (Million USD) 2017-2020e
- 48. Table Global Major Players Sales Revenue (Million USD) Share 2017-2020e
- 49. Table Global Game Engines Market Forecast (Million USD) by Region 2021f-2026f
- 50. Table Global Game Engines Market Forecast (Million USD) Share by Region 2021f-2026f
- 51. Table Global Game Engines Market Forecast (Million USD) by Demand 2021f-2026f
- 52. Table Global Game Engines Market Forecast (Million USD) Share by Demand 2021f-2026f

List Of Figures

LIST OF FIGURES

1. Figure Global Game Engines Market Size under the Impact of COVID-19, 2017-2021f (USD Million)
2. Figure Global Game Engines Market by Region under the Impact of COVID-19, 2017-2021f (USD Million)
3. Figure Global Game Engines Market by Product Type under the Impact of COVID-19, 2017-2021f (USD Million)
4. Figure Global Game Engines Market by Demand under the Impact of COVID-19, 2017-2021f (USD Million)
5. Figure Global Game Engines Production by Region under the Impact of COVID-19, 2021-2026 (USD Million)
6. Figure Global Game Engines Consumption by Region under the Impact of COVID-19, 2021-2026 (USD Million)
7. Figure Global Game Engines Consumption by Type under the Impact of COVID-19, 2021-2026 (USD Million)
8. Figure North America Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
9. Figure Europe Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
10. Figure Asia-Pacific Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
11. Figure South America Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
12. Figure Middle East and Africa Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
13. Figure 3D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
14. Figure 2.5D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
15. Figure 2D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
16. Figure PC Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
17. Figure Mobile Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
18. Figure TV Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

19. Figure Other Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
20. Figure U.S. Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
21. Figure Canada Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
22. Figure Mexico Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
23. Figure 3D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
24. Figure 2.5D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
25. Figure 2D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
26. Figure PC Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
27. Figure Mobile Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
28. Figure TV Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
29. Figure Other Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
30. Figure Germany Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
31. Figure UK Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
32. Figure France Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
33. Figure Italy Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
34. Figure Rest of Europe Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
35. Figure 3D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
36. Figure 2.5D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
37. Figure 2D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
38. Figure PC Games Segmentation Market Size (USD Million) 2017-2021f and Year-

over-year (YOY) Growth (%) 2018-2021f

39. Figure Mobile Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

40. Figure TV Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

41. Figure Other Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

42. Figure China Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

43. Figure India Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

44. Figure Japan Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

45. Figure South Korea Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

46. Figure Southeast Asia Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

47. Figure Australia Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

48. Figure Rest of Asia Pacific Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

49. Figure 3D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

50. Figure 2.5D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

51. Figure 2D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

52. Figure PC Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

53. Figure Mobile Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

54. Figure TV Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

55. Figure Other Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

56. Figure Brazil Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

57. Figure Argentina Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

58. Figure Rest of Latin America Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
59. Figure 3D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
60. Figure 2.5D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
61. Figure 2D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
62. Figure PC Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
63. Figure Mobile Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
64. Figure TV Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
65. Figure Other Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
66. Figure GCC Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
67. Figure North Africa Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
68. Figure South Africa Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
69. Figure Rest of Middle East and Africa Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
70. Figure 3D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
71. Figure 2.5D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
72. Figure 2D Game Engines Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
73. Figure PC Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
74. Figure Mobile Games Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
75. Figure TV Games Segmentation Market Size (USD Million) 2017

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