

Global Game Engines Market Study 2015-2025, by Segment (3D Game Engines, 2.5D Game Engines, 2D Game Engines), by Market (PC Games, Mobile Games, 2.5D Game Engines, TV Games), by Company (Epic Games, Unity Technologies, Chukong Tech)

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Abstracts

SNAPSHOT

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.

The global Game Engines market will reach xxx Million USD in 2018 and with a CAGR of xx% between 2019-2025.

Product Type Coverage (Market Size & Forecast, Major Company of Product Type etc.):

3D Game Engines

2.5D Game Engines

2D Game Engines

Demand Coverage (Market Size & Forecast, Consumer Distribution):

PC Games

Mobile Games

TV Games

Other Games

Company Coverage (Sales data, Main Products & Services 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)

Major Region Market

North America

Europe

Asia-Pacific

South America

Middle East & Africa

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