

Game Engines Market By Component (Solution, Services), By Type (2D Game Engines, 3D Game Engines, Others) By Platform (Mobile, Console, Computer, Others) By Genre (Action & Adventure, Multiplayer Online Battle Arena (MOBA), Real-Time Strategy (RTS), Role-Playing Games (RPG, ARPG, CRPG, MMORPG, TRPG, etc.), sandbox, shooter (FPS & TPS), Simulation and Sports, Others) : Global Opportunity Analysis and Industry Forecast, 2024-2032

<https://marketpublishers.com/r/G565B346BFF4EN.html>

Date: June 2024

Pages: 286

Price: US\$ 2,601.00 (Single User License)

ID: G565B346BFF4EN

Abstracts

Game Engines Market

The game engines market was valued at \$2,799.14 million in 2023 and is estimated to reach \$11,615.51 million by 2032, exhibiting a CAGR of 17.10% from 2024 to 2032.

Game engine is a software framework designed to simplify, streamline, and accelerate the process of game development. These engines handle several critical aspects of game development such as graphics, physics, audio, and non-player characters. The primary aim of game engines is to automate the technical complexities of game development so that the developers are able to focus on the creation of unique content and gameplay. In addition, the pre-built framework of game engines helps to save time and resources.

The major drivers of the game engines market are rapid advancements in technology and rise in popularity of game development courses in schools & colleges. In addition, the adoption of gaming technologies in diverse sectors, including media, automotive, and entertainment, is substantially boosting the demand for game engines. In recent times, the usage of game engines that facilitate development of games in the Metaverse is trending in the market owing to the rise in popularity of Metaverse. It is a virtually shared platform, which is beyond gaming and allows individuals to explore, interact, and form communities.

However, game engines often lack assessment tools, making evaluating the effectiveness of games challenging. This acts as a significant restraint of the market. On the contrary, the rapidly extending gaming industry and online gaming events are projected to develop several lucrative opportunities for the expansion of game engines market. This encourages game engine producers to integrate innovative features in game engines. For instance, the deployment of “real-time” ray tracing capabilities in game engines is a novel attribute elevating the standards for several game developers. Ray tracing is a technique, which converts 3D graphics into 2D graphics, generating a natural light effect.

Segmentation Review

The global game engines market is segmented into component, type, platform, genre, and region. On the basis of component, the market is bifurcated into solution and services. As per type, it is divided into 2D game engines, 3D game engines, and others. Depending on platform, it is classified into mobile, console, computer, and others. According to genre, it is categorized into action & adventure, multiplayer online battle arena (MOBA), real-time strategy (RTS), role-playing games (RPG, ARPG, CRPG, MMORPG, and TRPG), sandbox, shooter (FPS & TPS), simulation & sports, and others (puzzle games and survival & horror games). Region wise, it is analyzed across North America, Europe, Asia-Pacific, Latin America, and Middle East & Africa.

Key Findings

On the basis of component, the solution segment held the highest market share in 2023.

As per type, the 3D game engine segment accounted for higher stakes in the market in 2023.

Depending on platform, the mobile segment dominated the market in 2023.

According to genre, the action & adventure segment acquired a high market share in 2023.

Region wise, Asia-Pacific was the largest revenue generator in 2023.

Competitive Analysis

The leading players of the game engines market are Buildbox, Clickteam, Cocos, Crytek GmbH, GameSalad, Marmalade Technologies Ltd., Phaser (Photon Storm Ltd.), RPG Maker, Scirra Ltd. (Construct 3), and Stencyl LLC. These major players have adopted various key development strategies such as business expansion, new product launches, and partnerships to strengthen their foothold in the competitive market.

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End user preferences and pain points

Product Benchmarking / Product specification and applications

Product Life Cycles

Scenario Analysis & Growth Trend Comparison

Technology Trend Analysis

Global Market Strategy

Market share analysis of players by products/segments

New Product Development/ Product Matrix of Key Players

Pain Point Analysis

Regulatory Guidelines

Strategic Recommendations

Additional company profiles with specific client's interest

Additional country or region analysis- market size and forecast

Brands Share Analysis

Expanded list for Company Profiles

Historic market data

Market share analysis of players at global/region/country level

SWOT Analysis

Key Market Segments

By Component

Solution

Services

By Type

2D Game Engines

3D Game Engines

Others

By Platform

Mobile

Console

Computer

Others

By Genre

Action Adventure

Multiplayer Online Battle Arena (MOBA)

Real-Time Strategy (RTS)

Role-Playing Games (RPG, ARPG, CRPG, MMORPG, TRPG, etc.)

Sandbox, shooter (FPS TPS)

Simulation and Sports

Others

By Region

North America

U.S.

Canada

Europe

UK

Germany

France

Italy

Spain

Rest of Europe

Asia-Pacific

China

Japan

India

Australia

South Korea

Rest of Asia-Pacific

Latin America

Argentina

Brazil

Colombia

Rest of Latin America

Middle East Africa

Saudi Arabia

South Africa

UAE

Rest of MEA

Key Market Players

Buildbox

ClickTeam

Cocos

Crytek GmbH

GameSalad

Marmalade Technologies Ltd.

Phaser (Photon Storm Ltd.)

RPG Maker

Scirra Ltd. (Construct 3)

Stencyl LLC

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