

# Game Engines Industry Research Report 2024

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## Abstracts

### Summary

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.

According to APO Research, The global Game Engines market was valued at US\$ million in 2023 and is anticipated to reach US\$ million by 2030, witnessing a CAGR of xx% during the forecast period 2024-2030.

North American market for Game Engines is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

Asia-Pacific market for Game Engines is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

Europe market for Game Engines is estimated to increase from \$ million in 2024 to reach \$ million by 2030, at a CAGR of % during the forecast period of 2025 through 2030.

The major global companies of Game Engines include Unity Technologies, Epic Games, Chukong Tech, Crytek, Valve, YoYo Games, The Game Creators, Marmalade Tech and Idea Fabrik, etc. In 2023, the world's top three vendors accounted for approximately % of the revenue.

### Report Scope

This report aims to provide a comprehensive presentation of the global market for Game Engines, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Game Engines.

The Game Engines market size, estimations, and forecasts are provided in terms of revenue (\$ millions), considering 2023 as the base year, with history and forecast data for the period from 2019 to 2030. This report segments the global Game Engines market comprehensively. Regional market sizes, concerning products by Type, by Application, and by players, are also provided. For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

### Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue, price, and sales by manufacturers for the period 2019-2024. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

Unity Technologies

Epic Games

Chukong Tech

Crytek

Valve

YoYo Games

The Game Creators

Marmalade Tech

Idea Fabrik

Leadwerks Software

Sony

Amazon

GameSalad

Scirra

Corona Labs (Organization)

Silicon Studio

Garage Games

Briar Wallace/Blender Foundation

The OGRE Team (Organization)

Godot Engine (Community developed)

Mario Zechner (Personal)

## Game Engines segment by Type

3D Game Engines

2.5D Game Engines

## 2D Game Engines

### Game Engines Segment by Application

Computer Games

Mobile Games

Other Games

### Game Engines Segment by Region

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

## Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

## Reasons to Buy This Report

1. This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Game Engines market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.
2. This report will help stakeholders to understand the global industry status and trends of Game Engines and provides them with information on key market drivers, restraints, challenges, and opportunities.
3. This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.
4. This report stays updated with novel technology integration, features, and the latest developments in the market
5. This report helps stakeholders to gain insights into which regions to target globally
6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Game Engines.
7. This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

## Chapter Outline

Chapter 1: Research objectives, research methods, data sources, data cross-validation;

Chapter 2: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long

term.

Chapter 3: Provides the analysis of various market segments product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 4: Provides the analysis of various market segments application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 5: Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 6: Detailed analysis of Game Engines companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 7, 8, 9, 10, 11: North America, Europe, Asia Pacific, Latin America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 12: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including revenue, gross margin, product introduction, recent development, etc.

Chapter 13: The main points and conclusions of the report.

## Contents

### 1 PREFACE

- 1.1 Scope of Report
- 1.2 Reasons for Doing This Study
- 1.3 Research Methodology
- 1.4 Research Process
- 1.5 Data Source
  - 1.5.1 Secondary Sources
  - 1.5.2 Primary Sources

### 2 MARKET OVERVIEW

- 2.1 Product Definition
- 2.2 Game Engines by Type
  - 2.2.1 Market Value Comparison by Type (2019 VS 2023 VS 2030)
  - 2.2.2 3D Game Engines
  - 2.2.3 2.5D Game Engines
  - 2.2.4 2D Game Engines
- 2.3 Game Engines by Application
  - 2.3.1 Market Value Comparison by Application (2019 VS 2023 VS 2030)
  - 2.3.2 Computer Games
  - 2.3.3 Mobile Games
  - 2.3.4 Other Games
- 2.4 Assumptions and Limitations

### 3 GAME ENGINES BREAKDOWN DATA BY TYPE

- 3.1 Global Game Engines Historic Market Size by Type (2019-2024)
- 3.2 Global Game Engines Forecasted Market Size by Type (2025-2030)

### 4 GAME ENGINES BREAKDOWN DATA BY APPLICATION

- 4.1 Global Game Engines Historic Market Size by Application (2019-2024)
- 4.2 Global Game Engines Forecasted Market Size by Application (2019-2024)

### 5 GLOBAL GROWTH TRENDS



- 5.1 Global Game Engines Market Perspective (2019-2030)
- 5.2 Global Game Engines Growth Trends by Region
  - 5.2.1 Global Game Engines Market Size by Region: 2019 VS 2023 VS 2030
  - 5.2.2 Game Engines Historic Market Size by Region (2019-2024)
  - 5.2.3 Game Engines Forecasted Market Size by Region (2025-2030)
- 5.3 Game Engines Market Dynamics
  - 5.3.1 Game Engines Industry Trends
  - 5.3.2 Game Engines Market Drivers
  - 5.3.3 Game Engines Market Challenges
  - 5.3.4 Game Engines Market Restraints

## **6 MARKET COMPETITIVE LANDSCAPE BY PLAYERS**

- 6.1 Global Top Game Engines Players by Revenue
  - 6.1.1 Global Top Game Engines Players by Revenue (2019-2024)
  - 6.1.2 Global Game Engines Revenue Market Share by Players (2019-2024)
- 6.2 Global Game Engines Industry Players Ranking, 2022 VS 2023 VS 2024
- 6.3 Global Key Players of Game Engines Head office and Area Served
- 6.4 Global Game Engines Players, Product Type & Application
- 6.5 Global Game Engines Players, Date of Enter into This Industry
- 6.6 Global Game Engines Market CR5 and HHI
- 6.7 Global Players Mergers & Acquisition

## **7 NORTH AMERICA**

- 7.1 North America Game Engines Market Size (2019-2030)
- 7.2 North America Game Engines Market Growth Rate by Country: 2019 VS 2023 VS 2030
- 7.3 North America Game Engines Market Size by Country (2019-2024)
- 7.4 North America Game Engines Market Size by Country (2025-2030)
- 7.5 United States
- 7.6 Canada

## **8 EUROPE**

- 8.1 Europe Game Engines Market Size (2019-2030)
- 8.2 Europe Game Engines Market Growth Rate by Country: 2019 VS 2023 VS 2030
- 8.3 Europe Game Engines Market Size by Country (2019-2024)
- 8.4 Europe Game Engines Market Size by Country (2025-2030)

- 8.5 Germany
- 8.6 France
- 8.7 U.K.
- 8.8 Italy
- 8.9 Russia
- 8.10 Nordic Countries

## **9 ASIA-PACIFIC**

- 9.1 Asia-Pacific Game Engines Market Size (2019-2030)
- 9.2 Asia-Pacific Game Engines Market Growth Rate by Country: 2019 VS 2023 VS 2030
- 9.3 Asia-Pacific Game Engines Market Size by Country (2019-2024)
- 9.4 Asia-Pacific Game Engines Market Size by Country (2025-2030)
- 9.5 China
- 9.6 Japan
- 9.7 South Korea
- 9.8 Southeast Asia
- 9.9 India
- 9.10 Australia

## **10 LATIN AMERICA**

- 10.1 Latin America Game Engines Market Size (2019-2030)
- 10.2 Latin America Game Engines Market Growth Rate by Country: 2019 VS 2023 VS 2030
- 10.3 Latin America Game Engines Market Size by Country (2019-2024)
- 10.4 Latin America Game Engines Market Size by Country (2025-2030)
- 10.5 Mexico
- 10.6 Brazil

## **11 MIDDLE EAST & AFRICA**

- 11.1 Middle East & Africa Game Engines Market Size (2019-2030)
- 11.2 Middle East & Africa Game Engines Market Growth Rate by Country: 2019 VS 2023 VS 2030
- 11.3 Middle East & Africa Game Engines Market Size by Country (2019-2024)
- 11.4 Middle East & Africa Game Engines Market Size by Country (2025-2030)
- 11.5 Turkey

11.6 Saudi Arabia

11.7 UAE

## **12 PLAYERS PROFILED**

### 12.1 Unity Technologies

12.1.1 Unity Technologies Company Information

12.1.2 Unity Technologies Business Overview

12.1.3 Unity Technologies Revenue in Game Engines Business (2019-2024)

12.1.4 Unity Technologies Game Engines Product Portfolio

12.1.5 Unity Technologies Recent Developments

### 12.2 Epic Games

12.2.1 Epic Games Company Information

12.2.2 Epic Games Business Overview

12.2.3 Epic Games Revenue in Game Engines Business (2019-2024)

12.2.4 Epic Games Game Engines Product Portfolio

12.2.5 Epic Games Recent Developments

### 12.3 Chukong Tech

12.3.1 Chukong Tech Company Information

12.3.2 Chukong Tech Business Overview

12.3.3 Chukong Tech Revenue in Game Engines Business (2019-2024)

12.3.4 Chukong Tech Game Engines Product Portfolio

12.3.5 Chukong Tech Recent Developments

### 12.4 Crytek

12.4.1 Crytek Company Information

12.4.2 Crytek Business Overview

12.4.3 Crytek Revenue in Game Engines Business (2019-2024)

12.4.4 Crytek Game Engines Product Portfolio

12.4.5 Crytek Recent Developments

### 12.5 Valve

12.5.1 Valve Company Information

12.5.2 Valve Business Overview

12.5.3 Valve Revenue in Game Engines Business (2019-2024)

12.5.4 Valve Game Engines Product Portfolio

12.5.5 Valve Recent Developments

### 12.6 YoYo Games

12.6.1 YoYo Games Company Information

12.6.2 YoYo Games Business Overview

12.6.3 YoYo Games Revenue in Game Engines Business (2019-2024)

- 12.6.4 YoYo Games Game Engines Product Portfolio
- 12.6.5 YoYo Games Recent Developments
- 12.7 The Game Creators
  - 12.7.1 The Game Creators Company Information
  - 12.7.2 The Game Creators Business Overview
  - 12.7.3 The Game Creators Revenue in Game Engines Business (2019-2024)
  - 12.7.4 The Game Creators Game Engines Product Portfolio
  - 12.7.5 The Game Creators Recent Developments
- 12.8 Marmalade Tech
  - 12.8.1 Marmalade Tech Company Information
  - 12.8.2 Marmalade Tech Business Overview
  - 12.8.3 Marmalade Tech Revenue in Game Engines Business (2019-2024)
  - 12.8.4 Marmalade Tech Game Engines Product Portfolio
  - 12.8.5 Marmalade Tech Recent Developments
- 12.9 Idea Fabrik
  - 12.9.1 Idea Fabrik Company Information
  - 12.9.2 Idea Fabrik Business Overview
  - 12.9.3 Idea Fabrik Revenue in Game Engines Business (2019-2024)
  - 12.9.4 Idea Fabrik Game Engines Product Portfolio
  - 12.9.5 Idea Fabrik Recent Developments
- 12.10 Leadwerks Software
  - 12.10.1 Leadwerks Software Company Information
  - 12.10.2 Leadwerks Software Business Overview
  - 12.10.3 Leadwerks Software Revenue in Game Engines Business (2019-2024)
  - 12.10.4 Leadwerks Software Game Engines Product Portfolio
  - 12.10.5 Leadwerks Software Recent Developments
- 12.11 Sony
  - 12.11.1 Sony Company Information
  - 12.11.2 Sony Business Overview
  - 12.11.3 Sony Revenue in Game Engines Business (2019-2024)
  - 12.11.4 Sony Game Engines Product Portfolio
  - 12.11.5 Sony Recent Developments
- 12.12 Amazon
  - 12.12.1 Amazon Company Information
  - 12.12.2 Amazon Business Overview
  - 12.12.3 Amazon Revenue in Game Engines Business (2019-2024)
  - 12.12.4 Amazon Game Engines Product Portfolio
  - 12.12.5 Amazon Recent Developments
- 12.13 GameSalad

- 12.13.1 GameSalad Company Information
- 12.13.2 GameSalad Business Overview
- 12.13.3 GameSalad Revenue in Game Engines Business (2019-2024)
- 12.13.4 GameSalad Game Engines Product Portfolio
- 12.13.5 GameSalad Recent Developments
- 12.14 Scirra
  - 12.14.1 Scirra Company Information
  - 12.14.2 Scirra Business Overview
  - 12.14.3 Scirra Revenue in Game Engines Business (2019-2024)
  - 12.14.4 Scirra Game Engines Product Portfolio
  - 12.14.5 Scirra Recent Developments
- 12.15 Corona Labs (Organization)
  - 12.15.1 Corona Labs (Organization) Company Information
  - 12.15.2 Corona Labs (Organization) Business Overview
  - 12.15.3 Corona Labs (Organization) Revenue in Game Engines Business (2019-2024)
  - 12.15.4 Corona Labs (Organization) Game Engines Product Portfolio
  - 12.15.5 Corona Labs (Organization) Recent Developments
- 12.16 Silicon Studio
  - 12.16.1 Silicon Studio Company Information
  - 12.16.2 Silicon Studio Business Overview
  - 12.16.3 Silicon Studio Revenue in Game Engines Business (2019-2024)
  - 12.16.4 Silicon Studio Game Engines Product Portfolio
  - 12.16.5 Silicon Studio Recent Developments
- 12.17 Garage Games
  - 12.17.1 Garage Games Company Information
  - 12.17.2 Garage Games Business Overview
  - 12.17.3 Garage Games Revenue in Game Engines Business (2019-2024)
  - 12.17.4 Garage Games Game Engines Product Portfolio
  - 12.17.5 Garage Games Recent Developments
- 12.18 Briar Wallace/Blender Foundation
  - 12.18.1 Briar Wallace/Blender Foundation Company Information
  - 12.18.2 Briar Wallace/Blender Foundation Business Overview
  - 12.18.3 Briar Wallace/Blender Foundation Revenue in Game Engines Business (2019-2024)
  - 12.18.4 Briar Wallace/Blender Foundation Game Engines Product Portfolio
  - 12.18.5 Briar Wallace/Blender Foundation Recent Developments
- 12.19 The OGRE Team (Organization)
  - 12.19.1 The OGRE Team (Organization) Company Information
  - 12.19.2 The OGRE Team (Organization) Business Overview

12.19.3 The OGRE Team (Organization) Revenue in Game Engines Business (2019-2024)

12.19.4 The OGRE Team (Organization) Game Engines Product Portfolio

12.19.5 The OGRE Team (Organization) Recent Developments

12.20 Godot Engine (Community developed)

12.20.1 Godot Engine (Community developed) Company Information

12.20.2 Godot Engine (Community developed) Business Overview

12.20.3 Godot Engine (Community developed) Revenue in Game Engines Business (2019-2024)

12.20.4 Godot Engine (Community developed) Game Engines Product Portfolio

12.20.5 Godot Engine (Community developed) Recent Developments

12.21 Mario Zechner (Personal)

12.21.1 Mario Zechner (Personal) Company Information

12.21.2 Mario Zechner (Personal) Business Overview

12.21.3 Mario Zechner (Personal) Revenue in Game Engines Business (2019-2024)

12.21.4 Mario Zechner (Personal) Game Engines Product Portfolio

12.21.5 Mario Zechner (Personal) Recent Developments

## **13 REPORT CONCLUSION**

## **14 DISCLAIMER**

## List Of Tables

### LIST OF TABLES

Table 1. Secondary Sources

Table 2. Primary Sources

Table 3. Market Value Comparison by Type (2018 VS 2022 VS 2029) & (US\$ Million)

Table 4. Market Value Comparison by Application (2018 VS 2022 VS 2029) & (US\$ Million)

Table 5. Global Game Engines Market Size by Type (2018-2023) & (US\$ Million)

Table 6. Global Game Engines Revenue Market Share by Type (2018-2023)

Table 7. Global Game Engines Forecasted Market Size by Type (2024-2029) & (US\$ Million)

Table 8. Global Game Engines Revenue Market Share by Type (2024-2029)

Table 9. Global Game Engines Market Size by Application (2018-2023) & (US\$ Million)

Table 10. Global Game Engines Revenue Market Share by Application (2018-2023)

Table 11. Global Game Engines Forecasted Market Size by Application (2024-2029) & (US\$ Million)

Table 12. Global Game Engines Revenue Market Share by Application (2024-2029)

Table 13. Global Game Engines Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 14. Global Game Engines Market Size by Region (2018-2023) & (US\$ Million)

Table 15. Global Game Engines Market Share by Region (2018-2023)

Table 16. Global Game Engines Forecasted Market Size by Region (2024-2029) & (US\$ Million)

Table 17. Global Game Engines Market Share by Region (2024-2029)

Table 18. Game Engines Market Trends

Table 19. Game Engines Market Drivers

Table 20. Game Engines Market Challenges

Table 21. Game Engines Market Restraints

Table 22. Global Top Game Engines Manufacturers by Revenue (US\$ Million) & (2018-2023)

Table 23. Global Game Engines Revenue Market Share by Manufacturers (2018-2023)

Table 24. Global Game Engines Industry Manufacturers Ranking, 2021 VS 2022 VS 2023

Table 25. Global Key Players of Game Engines, Headquarters and Area Served

Table 26. Global Game Engines Manufacturers, Product Type & Application

Table 27. Global Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 28. Global Game Engines by Manufacturers Type (Tier 1, Tier 2, and Tier 3) &

(based on the Revenue of 2022)

Table 29. Manufacturers Mergers & Acquisitions, Expansion Plans

Table 30. North America Game Engines Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 31. North America Game Engines Market Size by Country (2018-2023) & (US\$ Million)

Table 32. North America Game Engines Market Size by Country (2024-2029) & (US\$ Million)

Table 33. Europe Game Engines Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 34. Europe Game Engines Market Size by Country (2018-2023) & (US\$ Million)

Table 35. Europe Game Engines Market Size by Country (2024-2029) & (US\$ Million)

Table 36. Asia-Pacific Game Engines Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 37. Asia-Pacific Game Engines Market Size by Country (2018-2023) & (US\$ Million)

Table 38. Asia-Pacific Game Engines Market Size by Country (2024-2029) & (US\$ Million)

Table 39. Latin America Game Engines Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 40. Latin America Game Engines Market Size by Country (2018-2023) & (US\$ Million)

Table 41. Latin America Game Engines Market Size by Country (2024-2029) & (US\$ Million)

Table 42. Middle East & Africa Game Engines Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 43. Middle East & Africa Game Engines Market Size by Country (2018-2023) & (US\$ Million)

Table 44. Middle East & Africa Game Engines Market Size by Country (2024-2029) & (US\$ Million)

Table 45. Unity Technologies Company Detail

Table 46. Unity Technologies Business Overview

Table 47. Unity Technologies Game Engines Product

Table 48. Unity Technologies Revenue in Game Engines Business (2017-2022) & (US\$ Million)

Table 49. Unity Technologies Recent Development

Table 50. Epic Games Company Detail

Table 51. Epic Games Business Overview

Table 52. Epic Games Game Engines Product



- Table 53. Epic Games Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 54. Epic Games Recent Development
- Table 55. Chukong Tech Company Detail
- Table 56. Chukong Tech Business Overview
- Table 57. Chukong Tech Game Engines Product
- Table 58. Chukong Tech Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 59. Chukong Tech Recent Development
- Table 60. Crytek Company Detail
- Table 61. Crytek Business Overview
- Table 62. Crytek Game Engines Product
- Table 63. Crytek Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 64. Crytek Recent Development
- Table 65. Valve Company Detail
- Table 66. Valve Business Overview
- Table 67. Valve Game Engines Product
- Table 68. Valve Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 69. Valve Recent Development
- Table 70. YoYo Games Company Detail
- Table 71. YoYo Games Business Overview
- Table 72. YoYo Games Game Engines Product
- Table 73. YoYo Games Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 74. YoYo Games Recent Development
- Table 75. The Game Creators Company Detail
- Table 76. The Game Creators Business Overview
- Table 77. The Game Creators Game Engines Product
- Table 78. The Game Creators Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 79. The Game Creators Recent Development
- Table 80. Marmalade Tech Company Detail
- Table 81. Marmalade Tech Business Overview
- Table 82. Marmalade Tech Game Engines Product
- Table 83. Marmalade Tech Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 84. Marmalade Tech Recent Development
- Table 85. Idea Fabrik Company Detail
- Table 86. Idea Fabrik Business Overview

- Table 87. Idea Fabrik Game Engines Product
- Table 88. Idea Fabrik Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 89. Idea Fabrik Recent Development
- Table 90. Leadwerks Software Company Detail
- Table 91. Leadwerks Software Business Overview
- Table 92. Leadwerks Software Game Engines Product
- Table 93. Leadwerks Software Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 94. Leadwerks Software Recent Development
- Table 95. Sony Company Detail
- Table 96. Sony Business Overview
- Table 97. Sony Game EnginesProduct
- Table 98. Sony Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 99. Sony Recent Development
- Table 100. Amazon Company Detail
- Table 101. Amazon Business Overview
- Table 102. Amazon Game EnginesProduct
- Table 103. Amazon Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 104. Amazon Recent Development
- Table 105. GameSalad Company Detail
- Table 106. GameSalad Business Overview
- Table 107. GameSalad Game EnginesProduct
- Table 108. GameSalad Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 109. GameSalad Recent Development
- Table 110. Scirra Company Detail
- Table 111. Scirra Business Overview
- Table 112. Scirra Game EnginesProduct
- Table 113. Scirra Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 114. Scirra Recent Development
- Table 115. Corona Labs (Organization) Company Detail
- Table 116. Corona Labs (Organization) Business Overview
- Table 117. Corona Labs (Organization) Game EnginesProduct
- Table 118. Corona Labs (Organization) Revenue in Game Engines Business (2017-2022) & (US\$ Million)
- Table 119. Corona Labs (Organization) Recent Development
- Table 120. Silicon Studio Company Detail
- Table 121. Silicon Studio Business Overview
- Table 122. Silicon Studio Game EnginesProduct

Table 123. Silicon Studio Revenue in Game Engines Business (2017-2022) & (US\$ Million)

Table 124. Silicon Studio Recent Development

Table 125. Garage Games Company Detail

Table 126. Garage Games Business Overview

Table 127. Garage Games Game EnginesProduct

Table 128. Garage Games Revenue in Game Engines Business (2017-2022) & (US\$ Million)

Table 129. Garage Games Recent Development

Table 130. Briar Wallace/Blender Foundation Company Detail

Table 131. Briar Wallace/Blender Foundation Business Overview

Table 132. Briar Wallace/Blender Foundation Game EnginesProduct

Table 133. Briar Wallace/Blender Foundation Revenue in Game Engines Business (2017-2022) & (US\$ Million)

Table 134. Briar Wallace/Blender Foundation Recent Development

Table 135. The OGRE Team (Organization) Company Detail

Table 136. The OGRE Team (Organization) Business Overview

Table 137. The OGRE Team (Organization) Game EnginesProduct

Table 138. The OGRE Team (Organization) Revenue in Game Engines Business (2017-2022) & (US\$ Million)

Table 139. The OGRE Team (Organization) Recent Development

Table 140. Godot Engine (Community developed) Company Detail

Table 141. Godot Engine (Community developed) Business Overview

Table 142. Godot Engine (Community developed) Game EnginesProduct

Table 143. Godot Engine (Community developed) Revenue in Game Engines Business (2017-2022) & (US\$ Million)

Table 144. Godot Engine (Community developed) Recent Development

Table 145. Mario Zechner (Personal) Company Detail

Table 146. Mario Zechner (Personal) Business Overview

Table 147. Mario Zechner (Personal) Game EnginesProduct

Table 148. Mario Zechner (Personal) Revenue in Game Engines Business (2017-2022) & (US\$ Million)

Table 149. Mario Zechner (Personal) Recent Development

Table 150. Unity Technologies Company Information

Table 151. Unity Technologies Business Overview

Table 152. Unity Technologies Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 153. Unity Technologies Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

- Table 154. Unity Technologies Recent Development
- Table 155. Epic Games Company Information
- Table 156. Epic Games Business Overview
- Table 157. Epic Games Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)
- Table 158. Epic Games Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio
- Table 159. Epic Games Recent Development
- Table 160. Chukong Tech Company Information
- Table 161. Chukong Tech Business Overview
- Table 162. Chukong Tech Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)
- Table 163. Chukong Tech Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio
- Table 164. Chukong Tech Recent Development
- Table 165. Crytek Company Information
- Table 166. Crytek Business Overview
- Table 167. Crytek Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)
- Table 168. Crytek Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio
- Table 169. Crytek Recent Development
- Table 170. Valve Company Information
- Table 171. Valve Business Overview
- Table 172. Valve Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)
- Table 173. Valve Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio
- Table 174. Valve Recent Development
- Table 175. YoYo Games Company Information
- Table 176. YoYo Games Business Overview
- Table 177. YoYo Games Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)
- Table 178. YoYo Games Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio
- Table 179. YoYo Games Recent Development
- Table 180. The Game Creators Company Information
- Table 181. The Game Creators Business Overview
- Table 182. The Game Creators Game Engines Revenue in Game Engines Business

(2018-2023) & (US\$ Million)

Table 183. The Game Creators Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 184. The Game Creators Recent Development

Table 185. Marmalade Tech Company Information

Table 186. Marmalade Tech Business Overview

Table 187. Marmalade Tech Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 188. Marmalade Tech Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 189. Marmalade Tech Recent Development

Table 190. Idea Fabrik Company Information

Table 191. Idea Fabrik Business Overview

Table 192. Idea Fabrik Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 193. Idea Fabrik Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 194. Idea Fabrik Recent Development

Table 195. Leadwerks Software Company Information

Table 196. Leadwerks Software Business Overview

Table 197. Leadwerks Software Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 198. Leadwerks Software Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 199. Leadwerks Software Recent Development

Table 200. Sony Company Information

Table 201. Sony Business Overview

Table 202. Sony Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 203. Sony Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 204. Sony Recent Development

Table 205. Amazon Company Information

Table 206. Amazon Business Overview

Table 207. Amazon Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 208. Amazon Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 209. Amazon Recent Development

Table 210. GameSalad Company Information

Table 211. GameSalad Business Overview

Table 212. GameSalad Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 213. GameSalad Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 214. GameSalad Recent Development

Table 215. Scirra Company Information

Table 216. Scirra Business Overview

Table 217. Scirra Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 218. Scirra Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 219. Scirra Recent Development

Table 220. Corona Labs (Organization) Company Information

Table 221. Corona Labs (Organization) Business Overview

Table 222. Corona Labs (Organization) Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 223. Corona Labs (Organization) Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 224. Corona Labs (Organization) Recent Development

Table 225. Silicon Studio Company Information

Table 226. Silicon Studio Business Overview

Table 227. Silicon Studio Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 228. Silicon Studio Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 229. Silicon Studio Recent Development

Table 230. Garage Games Company Information

Table 231. Garage Games Business Overview

Table 232. Garage Games Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 233. Garage Games Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 234. Garage Games Recent Development

Table 235. Briar Wallace/Blender Foundation Company Information

Table 236. Briar Wallace/Blender Foundation Business Overview

Table 237. Briar Wallace/Blender Foundation Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 238. Briar Wallace/Blender Foundation Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 239. Briar Wallace/Blender Foundation Recent Development

Table 240. The OGRE Team (Organization) Company Information

Table 241. The OGRE Team (Organization) Business Overview

Table 242. The OGRE Team (Organization) Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 243. The OGRE Team (Organization) Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 244. The OGRE Team (Organization) Recent Development

Table 245. Godot Engine (Community developed) Company Information

Table 246. Godot Engine (Community developed) Business Overview

Table 247. Godot Engine (Community developed) Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 248. Godot Engine (Community developed) Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 249. Godot Engine (Community developed) Recent Development

Table 250. Mario Zechner (Personal) Company Information

Table 251. Mario Zechner (Personal) Business Overview

Table 252. Mario Zechner (Personal) Game Engines Revenue in Game Engines Business (2018-2023) & (US\$ Million)

Table 253. Mario Zechner (Personal) Revenue in Game Engines Business (2018-2023) & (US\$ Million) Portfolio

Table 254. Mario Zechner (Personal) Recent Development

Table 255. Authors List of This Report

## List Of Figures

### LIST OF FIGURES

Figure 1. Research Methodology

Figure 2. Research Process

Figure 3. Key Executives Interviewed

Figure 4. Game Engines Product Picture

Figure 5. Global Game Engines Market Size Comparison by Type (2023-2029) & (US\$ Million)

Figure 6. Global Game Engines Market Share by Type: 2022 VS 2029

Figure 7. 3D Game Engines Product Picture

Figure 8. 2.5D Game Engines Product Picture

Figure 9. 2D Game Engines Product Picture

Figure 10. Global Game Engines Market Size by Application (2023-2029) & (US\$ Million)

Figure 11. Global Game Engines Market Share by Application: 2022 VS 2029

Figure 12. Computer Games Product Picture

Figure 13. Mobile Games Product Picture

Figure 14. Other Games Product Picture

Figure 15. Global Game Engines Market Size (US\$ Million), Year-over-Year: 2018-2029

Figure 16. Global Game Engines Market Size, (US\$ Million), 2018 VS 2022 VS 2029

Figure 17. Global Game Engines Market Share by Region: 2022 VS 2029

Figure 18. Global Game Engines Market Share by Players in 2022

Figure 19. Global Game Engines Players, Date of Enter into This Industry

Figure 20. Global Top 5 and 10 Game Engines Players Market Share by Revenue in 2022

Figure 21. Players Type (Tier 1, Tier 2, and Tier 3): 2018 VS 2022

Figure 22. North America Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 23. North America Game Engines Market Share by Country (2018-2029)

Figure 24. United States Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 25. Canada Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 26. Europe Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 27. Europe Game Engines Market Share by Country (2018-2029)

Figure 28. Germany Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)



Figure 29. France Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 30. U.K. Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 31. Italy Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 32. Russia Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 33. Nordic Countries Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 34. Asia-Pacific Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 35. Asia-Pacific Game Engines Market Share by Country (2018-2029)

Figure 36. China Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 37. Japan Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 38. South Korea Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 39. Southeast Asia Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 40. India Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 41. Australia Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 42. Latin America Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 43. Latin America Game Engines Market Share by Country (2018-2029)

Figure 44. Mexico Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 45. Brazil Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 46. Middle East & Africa Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 47. Middle East & Africa Game Engines Market Share by Country (2018-2029)

Figure 48. Turkey Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 49. Saudi Arabia Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 50. UAE Game Engines Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 51. Unity Technologies Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 52. Epic Games Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 53. Chukong Tech Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 54. Crytek Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 55. Valve Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 56. YoYo Games Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 57. The Game Creators Revenue Growth Rate in Game Engines Business

(2018-2023)

Figure 58. Marmalade Tech Revenue Growth Rate in Game Engines Business

(2018-2023)

Figure 59. Idea Fabrik Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 60. Leadwerks Software Revenue Growth Rate in Game Engines Business

(2018-2023)

Figure 61. Sony Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 62. Amazon Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 63. GameSalad Revenue Growth Rate in Game Engines Business (2018-2023)

Figure 64. Scirra Revenue Growth Rate in Game En

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