

Global Game Engines Market Size, Manufacturers, Growth Analysis Industry Forecast to 2030

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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 is projected to grow from US\$ million in 2024 to US\$ million by 2030, at a Compound Annual Growth Rate (CAGR) of % during the forecast period.

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.

The China 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.

This report presents an overview of global market for Game Engines, revenue and gross margin. Analyses of the global market trends, with historic market revenue for 2019 - 2023, estimates for 2024, and projections of CAGR through 2030.

This report researches the key producers of Game Engines, also provides the value of main regions and countries. Of the upcoming market potential for Game Engines, and key regions or countries of focus to forecast this market into various segments and sub-segments. Country specific data and market value analysis for the U.S., Canada, Mexico, Brazil, China, Japan, South Korea, Southeast Asia, India, Germany, the U.K., Italy, Middle East, Africa, and Other Countries.

This report focuses on the Game Engines revenue, market share and industry ranking of main companies, data from 2019 to 2024. Identification of the major stakeholders in the global Game Engines market, and analysis of their competitive landscape and market positioning based on recent developments and segmental revenues. This report will help stakeholders to understand the competitive landscape and gain more insights and position their businesses and market strategies in a better way.

All companies have demonstrated varying levels of sales growth and profitability over the past six years, while some companies have experienced consistent growth, others have shown fluctuations in performance. The overall trend suggests a positive outlook for the global Game Engines company landscape, with companies adapting to market dynamics and maintaining profitability amidst changing conditions.

Game Engines segment by Company

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

U.S.

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Indonesia

Thailand

Malaysia

Latin America

Mexico

Brazil

Argentina

Middle East & Africa

Turkey

Saudi Arabia

UAE

Study Objectives

1. To analyze and research the global Game Engines status and future forecast, involving, revenue, growth rate (CAGR), market share, historical and forecast.
2. To present the Game Engines key companies, revenue, market share, and recent developments.

3. To split the Game Engines breakdown data by regions, type, companies, and application.
4. To analyze the global and key regions Game Engines market potential and advantage, opportunity and challenge, restraints, and risks.
5. To identify Game Engines significant trends, drivers, influence factors in global and regions.
6. To analyze Game Engines competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

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 sales 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: Introduces the report scope of the report, global total market size.

Chapter 2: Analysis key trends, drivers, challenges, and opportunities within the global Game Engines industry.

Chapter 3: Detailed analysis of Game Engines company competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

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

Chapter 5: Provides the analysis of various market segments by 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 6: Sales value of Game Engines in regional level. It provides a quantitative analysis of the market size and development potential of each region and introduces the market development, future development prospects, market space, and market size of key country in the world.

Chapter 7: Sales value of Game Engines in country level. It provides sigmate data by type, and by application for each country/region.

Chapter 8: 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 9: Concluding Insights.

Contents

1 MARKET OVERVIEW

- 1.1 Product Definition
- 1.2 Global Game Engines Market Size, 2019 VS 2023 VS 2030
- 1.3 Global Game Engines Market Size (2019-2030)
- 1.4 Assumptions and Limitations
- 1.5 Study Goals and Objectives

2 GAME ENGINES MARKET DYNAMICS

- 2.1 Game Engines Industry Trends
- 2.2 Game Engines Industry Drivers
- 2.3 Game Engines Industry Opportunities and Challenges
- 2.4 Game Engines Industry Restraints

3 GAME ENGINES MARKET BY COMPANY

- 3.1 Global Game Engines Company Revenue Ranking in 2023
- 3.2 Global Game Engines Revenue by Company (2019-2024)
- 3.3 Global Game Engines Company Ranking, 2022 VS 2023 VS 2024
- 3.4 Global Game Engines Company Manufacturing Base & Headquarters
- 3.5 Global Game Engines Company, Product Type & Application
- 3.6 Global Game Engines Company Commercialization Time
- 3.7 Market Competitive Analysis
 - 3.7.1 Global Game Engines Market CR5 and HHI
 - 3.7.2 Global Top 5 and 10 Company Market Share by Revenue in 2023
 - 3.7.3 2023 Game Engines Tier 1, Tier 2, and Tier
- 3.8 Mergers & Acquisitions, Expansion

4 GAME ENGINES MARKET BY TYPE

- 4.1 Game Engines Type Introduction
 - 4.1.1 3D Game Engines
 - 4.1.2 2.5D Game Engines
 - 4.1.3 2D Game Engines
- 4.2 Global Game Engines Sales Value by Type
 - 4.2.1 Global Game Engines Sales Value by Type (2019 VS 2023 VS 2030)

4.2.2 Global Game Engines Sales Value by Type (2019-2030)

4.2.3 Global Game Engines Sales Value Share by Type (2019-2030)

5 GAME ENGINES MARKET BY APPLICATION

5.1 Game Engines Application Introduction

5.1.1 Computer Games

5.1.2 Mobile Games

5.1.3 Other Games

5.2 Global Game Engines Sales Value by Application

5.2.1 Global Game Engines Sales Value by Application (2019 VS 2023 VS 2030)

5.2.2 Global Game Engines Sales Value by Application (2019-2030)

5.2.3 Global Game Engines Sales Value Share by Application (2019-2030)

6 GAME ENGINES MARKET BY REGION

6.1 Global Game Engines Sales Value by Region: 2019 VS 2023 VS 2030

6.2 Global Game Engines Sales Value by Region (2019-2030)

6.2.1 Global Game Engines Sales Value by Region: 2019-2024

6.2.2 Global Game Engines Sales Value by Region (2025-2030)

6.3 North America

6.3.1 North America Game Engines Sales Value (2019-2030)

6.3.2 North America Game Engines Sales Value Share by Country, 2023 VS 2030

6.4 Europe

6.4.1 Europe Game Engines Sales Value (2019-2030)

6.4.2 Europe Game Engines Sales Value Share by Country, 2023 VS 2030

6.5 Asia-Pacific

6.5.1 Asia-Pacific Game Engines Sales Value (2019-2030)

6.5.2 Asia-Pacific Game Engines Sales Value Share by Country, 2023 VS 2030

6.6 Latin America

6.6.1 Latin America Game Engines Sales Value (2019-2030)

6.6.2 Latin America Game Engines Sales Value Share by Country, 2023 VS 2030

6.7 Middle East & Africa

6.7.1 Middle East & Africa Game Engines Sales Value (2019-2030)

6.7.2 Middle East & Africa Game Engines Sales Value Share by Country, 2023 VS 2030

7 GAME ENGINES MARKET BY COUNTRY

- 7.1 Global Game Engines Sales Value by Country: 2019 VS 2023 VS 2030
- 7.2 Global Game Engines Sales Value by Country (2019-2030)
 - 7.2.1 Global Game Engines Sales Value by Country (2019-2024)
 - 7.2.2 Global Game Engines Sales Value by Country (2025-2030)
- 7.3 USA
 - 7.3.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.3.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.3.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.4 Canada
 - 7.4.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.4.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.4.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.5 Germany
 - 7.5.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.5.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.5.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.6 France
 - 7.6.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.6.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.6.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.7 U.K.
 - 7.7.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.7.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.7.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.8 Italy
 - 7.8.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.8.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.8.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.9 Netherlands
 - 7.9.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.9.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.9.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.10 Nordic Countries
 - 7.10.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.10.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.10.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.11 China
 - 7.11.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.11.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030

- 7.11.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.12 Japan
 - 7.12.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.12.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.12.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.13 South Korea
 - 7.13.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.13.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.13.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.14 Southeast Asia
 - 7.14.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.14.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.14.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.15 India
 - 7.15.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.15.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.15.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.16 Australia
 - 7.16.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.16.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.16.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.17 Mexico
 - 7.17.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.17.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.17.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.18 Brazil
 - 7.18.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.18.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.18.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.19 Turkey
 - 7.19.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.19.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.19.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.20 Saudi Arabia
 - 7.20.1 Global Game Engines Sales Value Growth Rate (2019-2030)
 - 7.20.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030
 - 7.20.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030
- 7.21 UAE
 - 7.21.1 Global Game Engines Sales Value Growth Rate (2019-2030)

7.21.2 Global Game Engines Sales Value Share by Type, 2023 VS 2030

7.21.3 Global Game Engines Sales Value Share by Application, 2023 VS 2030

8 COMPANY PROFILES

8.1 Unity Technologies

8.1.1 Unity Technologies Company Information

8.1.2 Unity Technologies Business Overview

8.1.3 Unity Technologies Game Engines Revenue and Gross Margin (2019-2024)

8.1.4 Unity Technologies Game Engines Product Portfolio

8.1.5 Unity Technologies Recent Developments

8.2 Epic Games

8.2.1 Epic Games Company Information

8.2.2 Epic Games Business Overview

8.2.3 Epic Games Game Engines Revenue and Gross Margin (2019-2024)

8.2.4 Epic Games Game Engines Product Portfolio

8.2.5 Epic Games Recent Developments

8.3 Chukong Tech

8.3.1 Chukong Tech Company Information

8.3.2 Chukong Tech Business Overview

8.3.3 Chukong Tech Game Engines Revenue and Gross Margin (2019-2024)

8.3.4 Chukong Tech Game Engines Product Portfolio

8.3.5 Chukong Tech Recent Developments

8.4 Crytek

8.4.1 Crytek Company Information

8.4.2 Crytek Business Overview

8.4.3 Crytek Game Engines Revenue and Gross Margin (2019-2024)

8.4.4 Crytek Game Engines Product Portfolio

8.4.5 Crytek Recent Developments

8.5 Valve

8.5.1 Valve Company Information

8.5.2 Valve Business Overview

8.5.3 Valve Game Engines Revenue and Gross Margin (2019-2024)

8.5.4 Valve Game Engines Product Portfolio

8.5.5 Valve Recent Developments

8.6 YoYo Games

8.6.1 YoYo Games Company Information

8.6.2 YoYo Games Business Overview

8.6.3 YoYo Games Game Engines Revenue and Gross Margin (2019-2024)

- 8.6.4 YoYo Games Game Engines Product Portfolio
- 8.6.5 YoYo Games Recent Developments
- 8.7 The Game Creators
 - 8.7.1 The Game Creators Company Information
 - 8.7.2 The Game Creators Business Overview
 - 8.7.3 The Game Creators Game Engines Revenue and Gross Margin (2019-2024)
 - 8.7.4 The Game Creators Game Engines Product Portfolio
 - 8.7.5 The Game Creators Recent Developments
- 8.8 Marmalade Tech
 - 8.8.1 Marmalade Tech Company Information
 - 8.8.2 Marmalade Tech Business Overview
 - 8.8.3 Marmalade Tech Game Engines Revenue and Gross Margin (2019-2024)
 - 8.8.4 Marmalade Tech Game Engines Product Portfolio
 - 8.8.5 Marmalade Tech Recent Developments
- 8.9 Idea Fabrik
 - 8.9.1 Idea Fabrik Company Information
 - 8.9.2 Idea Fabrik Business Overview
 - 8.9.3 Idea Fabrik Game Engines Revenue and Gross Margin (2019-2024)
 - 8.9.4 Idea Fabrik Game Engines Product Portfolio
 - 8.9.5 Idea Fabrik Recent Developments
- 8.10 Leadwerks Software
 - 8.10.1 Leadwerks Software Company Information
 - 8.10.2 Leadwerks Software Business Overview
 - 8.10.3 Leadwerks Software Game Engines Revenue and Gross Margin (2019-2024)
 - 8.10.4 Leadwerks Software Game Engines Product Portfolio
 - 8.10.5 Leadwerks Software Recent Developments
- 8.11 Sony
 - 8.11.1 Sony Company Information
 - 8.11.2 Sony Business Overview
 - 8.11.3 Sony Game Engines Revenue and Gross Margin (2019-2024)
 - 8.11.4 Sony Game Engines Product Portfolio
 - 8.11.5 Sony Recent Developments
- 8.12 Amazon
 - 8.12.1 Amazon Company Information
 - 8.12.2 Amazon Business Overview
 - 8.12.3 Amazon Game Engines Revenue and Gross Margin (2019-2024)
 - 8.12.4 Amazon Game Engines Product Portfolio
 - 8.12.5 Amazon Recent Developments
- 8.13 GameSalad

- 8.13.1 GameSalad Comapny Information
- 8.13.2 GameSalad Business Overview
- 8.13.3 GameSalad Game Engines Revenue and Gross Margin (2019-2024)
- 8.13.4 GameSalad Game Engines Product Portfolio
- 8.13.5 GameSalad Recent Developments
- 8.14 Scirra
 - 8.14.1 Scirra Comapny Information
 - 8.14.2 Scirra Business Overview
 - 8.14.3 Scirra Game Engines Revenue and Gross Margin (2019-2024)
 - 8.14.4 Scirra Game Engines Product Portfolio
 - 8.14.5 Scirra Recent Developments
- 8.15 Corona Labs (Organization)
 - 8.15.1 Corona Labs (Organization) Comapny Information
 - 8.15.2 Corona Labs (Organization) Business Overview
 - 8.15.3 Corona Labs (Organization) Game Engines Revenue and Gross Margin (2019-2024)
 - 8.15.4 Corona Labs (Organization) Game Engines Product Portfolio
 - 8.15.5 Corona Labs (Organization) Recent Developments
- 8.16 Silicon Studio
 - 8.16.1 Silicon Studio Comapny Information
 - 8.16.2 Silicon Studio Business Overview
 - 8.16.3 Silicon Studio Game Engines Revenue and Gross Margin (2019-2024)
 - 8.16.4 Silicon Studio Game Engines Product Portfolio
 - 8.16.5 Silicon Studio Recent Developments
- 8.17 Garage Games
 - 8.17.1 Garage Games Comapny Information
 - 8.17.2 Garage Games Business Overview
 - 8.17.3 Garage Games Game Engines Revenue and Gross Margin (2019-2024)
 - 8.17.4 Garage Games Game Engines Product Portfolio
 - 8.17.5 Garage Games Recent Developments
- 8.18 Briar Wallace/Blender Foundation
 - 8.18.1 Briar Wallace/Blender Foundation Comapny Information
 - 8.18.2 Briar Wallace/Blender Foundation Business Overview
 - 8.18.3 Briar Wallace/Blender Foundation Game Engines Revenue and Gross Margin (2019-2024)
 - 8.18.4 Briar Wallace/Blender Foundation Game Engines Product Portfolio
 - 8.18.5 Briar Wallace/Blender Foundation Recent Developments
- 8.19 The OGRE Team (Organization)
 - 8.19.1 The OGRE Team (Organization) Comapny Information

- 8.19.2 The OGRE Team (Organization) Business Overview
- 8.19.3 The OGRE Team (Organization) Game Engines Revenue and Gross Margin (2019-2024)
- 8.19.4 The OGRE Team (Organization) Game Engines Product Portfolio
- 8.19.5 The OGRE Team (Organization) Recent Developments
- 8.20 Godot Engine (Community developed)
 - 8.20.1 Godot Engine (Community developed) Company Information
 - 8.20.2 Godot Engine (Community developed) Business Overview
 - 8.20.3 Godot Engine (Community developed) Game Engines Revenue and Gross Margin (2019-2024)
 - 8.20.4 Godot Engine (Community developed) Game Engines Product Portfolio
 - 8.20.5 Godot Engine (Community developed) Recent Developments
- 8.21 Mario Zechner (Personal)
 - 8.21.1 Mario Zechner (Personal) Company Information
 - 8.21.2 Mario Zechner (Personal) Business Overview
 - 8.21.3 Mario Zechner (Personal) Game Engines Revenue and Gross Margin (2019-2024)
 - 8.21.4 Mario Zechner (Personal) Game Engines Product Portfolio
 - 8.21.5 Mario Zechner (Personal) Recent Developments

9 CONCLUDING INSIGHTS

10 APPENDIX

- 10.1 Reasons for Doing This Study
- 10.2 Research Methodology
- 10.3 Research Process
- 10.4 Authors List of This Report
- 10.5 Data Source
 - 10.5.1 Secondary Sources
 - 10.5.2 Primary Sources

List Of Tables

LIST OF TABLES

Table 1. Game Engines Industry Trends

Table 2. Game Engines Industry Drivers

Table 3. Game Engines Industry Opportunities and Challenges

Table 4. Game Engines Industry Restraints

Table 5. Global Game Engines Revenue by Company (US\$ Million) & (2019-2024)

Table 6. Global Game Engines Revenue Share by Company (2019-2024)

Table 7. Global Game Engines Company Ranking, 2022 VS 2023 VS 2024 & (US\$ Million)

Table 8. Global Game Engines Key Company Manufacturing Base & Headquarters

Table 9. Global Game Engines Company, Product Type & Application

Table 10. Global Game Engines Company Commercialization Time

Table 11. Global Company Market Concentration Ratio (CR5 and HHI)

Table 12. Global Game Engines by Company Type (Tier 1, Tier 2, and Tier 3) & (Based on Revenue of 2023)

Table 13. Mergers & Acquisitions, Expansion

Table 14. Major Companies of 3D Game Engines

Table 15. Major Companies of 2.5D Game Engines

Table 16. Major Companies of 2D Game Engines

Table 17. Global Game Engines Sales Value by Type 2019 VS 2023 VS 2030 (US\$ Million)

Table 18. Global Game Engines Sales Value by Type (2019-2024) & (US\$ Million)

Table 19. Global Game Engines Sales Value by Type (2025-2030) & (US\$ Million)

Table 20. Global Game Engines Sales Value Share by Type (2019-2024)

Table 21. Global Game Engines Sales Value Share by Type (2025-2030)

Table 22. Major Companies of Computer Games

Table 23. Major Companies of Mobile Games

Table 24. Major Companies of Other Games

Table 25. Global Game Engines Sales Value by Application 2019 VS 2023 VS 2030 (US\$ Million)

Table 26. Global Game Engines Sales Value by Application (2019-2024) & (US\$ Million)

Table 27. Global Game Engines Sales Value by Application (2025-2030) & (US\$ Million)

Table 28. Global Game Engines Sales Value Share by Application (2019-2024)

Table 29. Global Game Engines Sales Value Share by Application (2025-2030)

Table 30. Global Game Engines Sales Value Comparison by Region: 2019 VS 2023 VS 2030 (US\$ Million)

Table 31. Global Game Engines Sales Value by Region (2019-2024) & (US\$ Million)

Table 32. Global Game Engines Sales Value Share by Region (2019-2024)

Table 33. Global Game Engines Sales Value by Region (2025-2030) & (US\$ Million)

Table 34. Global Game Engines Sales Value Share by Region (2025-2030)

Table 35. Global Game Engines Sales Value by Country: 2019 VS 2023 VS 2030 (US\$ Million)

Table 36. Global Game Engines Sales Value by Country (2019-2024) & (US\$ Million)

Table 37. Global Game Engines Sales Value Market Share by Country (2019-2024)

Table 38. Global Game Engines Sales Value by Country (2025-2030) & (US\$ Million)

Table 39. Global Game Engines Sales Value Market Share by Country (2025-2030)

Table 40. Unity Technologies Company Information

Table 41. Unity Technologies Business Overview

Table 42. Unity Technologies Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 43. Unity Technologies Game Engines Product Portfolio

Table 44. Unity Technologies Recent Development

Table 45. Epic Games Company Information

Table 46. Epic Games Business Overview

Table 47. Epic Games Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 48. Epic Games Game Engines Product Portfolio

Table 49. Epic Games Recent Development

Table 50. Chukong Tech Company Information

Table 51. Chukong Tech Business Overview

Table 52. Chukong Tech Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 53. Chukong Tech Game Engines Product Portfolio

Table 54. Chukong Tech Recent Development

Table 55. Crytek Company Information

Table 56. Crytek Business Overview

Table 57. Crytek Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 58. Crytek Game Engines Product Portfolio

Table 59. Crytek Recent Development

Table 60. Valve Company Information

Table 61. Valve Business Overview

Table 62. Valve Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 63. Valve Game Engines Product Portfolio

Table 64. Valve Recent Development

Table 65. YoYo Games Company Information

Table 66. YoYo Games Business Overview

Table 67. YoYo Games Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 68. YoYo Games Game Engines Product Portfolio

Table 69. YoYo Games Recent Development

Table 70. The Game Creators Company Information

Table 71. The Game Creators Business Overview

Table 72. The Game Creators Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 73. The Game Creators Game Engines Product Portfolio

Table 74. The Game Creators Recent Development

Table 75. Marmalade Tech Company Information

Table 76. Marmalade Tech Business Overview

Table 77. Marmalade Tech Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 78. Marmalade Tech Game Engines Product Portfolio

Table 79. Marmalade Tech Recent Development

Table 80. Idea Fabrik Company Information

Table 81. Idea Fabrik Business Overview

Table 82. Idea Fabrik Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 83. Idea Fabrik Game Engines Product Portfolio

Table 84. Idea Fabrik Recent Development

Table 85. Leadwerks Software Company Information

Table 86. Leadwerks Software Business Overview

Table 87. Leadwerks Software Game Engines Revenue (US\$ Million) and Gross Margin (2019-2024)

Table 88. Leadwerks Software Game Engines Product Portfolio

Table 89. Leadwerks Software Recent Development

Table 90. Sony Company Information

Table 91. Sony Business Overview

Table 92. Sony Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 93. Sony Game Engines Product Portfolio

Table 94. Sony Recent Development

Table 95. Amazon Company Information

Table 96. Amazon Business Overview

Table 97. Amazon Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 98. Amazon Game Engines Product Portfolio

Table 99. Amazon Recent Development

Table 100. GameSalad Company Information

Table 101. GameSalad Business Overview

Table 102. GameSalad Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 103. GameSalad Game Engines Product Portfolio

Table 104. GameSalad Recent Development

Table 105. Scirra Company Information

Table 106. Scirra Business Overview

Table 107. Scirra Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 108. Scirra Game Engines Product Portfolio

Table 109. Scirra Recent Development

Table 110. Corona Labs (Organization) Company Information

Table 111. Corona Labs (Organization) Business Overview

Table 112. Corona Labs (Organization) Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 113. Corona Labs (Organization) Game Engines Product Portfolio

Table 114. Corona Labs (Organization) Recent Development

Table 115. Silicon Studio Company Information

Table 116. Silicon Studio Business Overview

Table 117. Silicon Studio Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 118. Silicon Studio Game Engines Product Portfolio

Table 119. Silicon Studio Recent Development

Table 120. Garage Games Company Information

Table 121. Garage Games Business Overview

Table 122. Garage Games Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 123. Garage Games Game Engines Product Portfolio

Table 124. Garage Games Recent Development

Table 125. Briar Wallace/Blender Foundation Company Information

Table 126. Briar Wallace/Blender Foundation Business Overview

Table 127. Briar Wallace/Blender Foundation Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 128. Briar Wallace/Blender Foundation Game Engines Product Portfolio

Table 129. Briar Wallace/Blender Foundation Recent Development

Table 130. The OGRE Team (Organization) Company Information

Table 131. The OGRE Team (Organization) Business Overview

Table 132. The OGRE Team (Organization) Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 133. The OGRE Team (Organization) Game Engines Product Portfolio

Table 134. The OGRE Team (Organization) Recent Development

Table 135. Godot Engine (Community developed) Company Information

Table 136. Godot Engine (Community developed) Business Overview

Table 137. Godot Engine (Community developed) Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 138. Godot Engine (Community developed) Game Engines Product Portfolio

Table 139. Godot Engine (Community developed) Recent Development

Table 140. Mario Zechner (Personal) Company Information

Table 141. Mario Zechner (Personal) Business Overview

Table 142. Mario Zechner (Personal) Game Engines Sales (K Units), Value (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 143. Mario Zechner (Personal) Game Engines Product Portfolio

Table 144. Mario Zechner (Personal) Recent Development

Table 145. Research Programs/Design for This Report

Table 146. Authors List of This Report

Table 147. Secondary Sources

Table 148. Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Game Engines Product Picture
- Figure 2. Global Game Engines Market Size (US\$ Million), 2019 VS 2023 VS 2030
- Figure 3. Global Game Engines Market Size (2019-2030) & (US\$ Million)
- Figure 4. Global Game Engines Company Revenue Ranking in 2023 (US\$ Million)
- Figure 5. Global Top 5 and 10 Company Market Share by Revenue in 2023 (US\$ Million)
- Figure 6. Company Type (Tier 1, Tier 2, and Tier 3): 2019 VS 2023
- Figure 7. 3D Game Engines Picture
- Figure 8. 2.5D Game Engines Picture
- Figure 9. 2D Game Engines Picture
- Figure 10. Global Game Engines Sales Value by Type (2019 VS 2023 VS 2030) & (US\$ Million)
- Figure 11. Global Game Engines Sales Value Share 2019 VS 2023 VS 2030
- Figure 12. Global Game Engines Sales Value Share by Type (2019-2030)
- Figure 13. Computer Games Picture
- Figure 14. Mobile Games Picture
- Figure 15. Other Games Picture
- Figure 16. Global Game Engines Sales Value by Application (2019 VS 2023 VS 2030) & (US\$ Million)
- Figure 17. Global Game Engines Sales Value Share 2019 VS 2023 VS 2030
- Figure 18. Global Game Engines Sales Value Share by Application (2019-2030)
- Figure 19. Global Game Engines Sales Value Comparison by Region: 2019 VS 2023 VS 2030 (US\$ Million)
- Figure 20. Global Game Engines Sales Value Share by Region: 2019 VS 2023 VS 2030
- Figure 21. North America Game Engines Sales Value (2019-2030) & (US\$ Million)
- Figure 22. North America Game Engines Sales Value Share by Country (%), 2023 VS 2030
- Figure 23. Europe Game Engines Sales Value (2019-2030) & (US\$ Million)
- Figure 24. Europe Game Engines Sales Value Share by Country (%), 2023 VS 2030
- Figure 25. Asia-Pacific Game Engines Sales Value (2019-2030) & (US\$ Million)
- Figure 26. Asia-Pacific Game Engines Sales Value Share by Country (%), 2023 VS 2030
- Figure 27. Latin America Game Engines Sales Value (2019-2030) & (US\$ Million)
- Figure 28. Latin America Game Engines Sales Value Share by Country (%), 2023 VS 2030

Figure 29. Middle East & Africa Game Engines Sales Value (2019-2030) & (US\$ Million)

Figure 30. Middle East & Africa Game Engines Sales Value Share by Country (%), 2023 VS 2030

Figure 31. USA Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 32. USA Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 33. USA Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 34. Canada Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 35. Canada Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 36. Canada Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 37. Germany Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 38. Germany Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 39. Germany Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 40. France Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 41. France Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 42. France Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 43. U.K. Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 44. U.K. Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 45. U.K. Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 46. Italy Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 47. Italy Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 48. Italy Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 49. Netherlands Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 50. Netherlands Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 51. Netherlands Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 52. Nordic Countries Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 53. Nordic Countries Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 54. Nordic Countries Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 55. China Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 56. China Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 57. China Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 58. Japan Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 59. Japan Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 60. Japan Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 61. South Korea Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 62. South Korea Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 63. South Korea Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 64. Southeast Asia Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 65. Southeast Asia Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 66. Southeast Asia Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 67. India Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 68. India Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 69. India Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 70. Australia Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 71. Australia Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 72. Australia Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 73. Mexico Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 74. Mexico Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 75. Mexico Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 76. Brazil Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 77. Brazil Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 78. Brazil Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 79. Turkey Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 80. Turkey Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 81. Turkey Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 82. Saudi Arabia Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 83. Saudi Arabia Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 84. Saudi Arabia Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 85. UAE Game Engines Sales Value Growth Rate (2019-2030) & (US\$ Million)

Figure 86. UAE Game Engines Sales Value Share by Type, 2023 VS 2030 & (%)

Figure 87. UAE Game Engines Sales Value Share by Application, 2023 VS 2030 & (%)

Figure 88. Years Considered

Figure 89. Research Process

Figure 90. Key Executives Interviewed

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