

# **Global Game Engines Market Size study & Forecast, by Component (Solution, Services) by Type (2D Game Engines, 3D Game Engines, Others), by Platform (Mobile, Console, Computer, Others) and Regional Analysis, 2022-2029**

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## **Abstracts**

Global Game Engines Market is valued at approximately USD 2.14 billion in 2021 and is anticipated to grow with a healthy growth rate of more than 16.76% over the forecast period 2022-2029. A game engine is a software system that is primarily intended for the creation of video games and usually incorporates supporting programs and essential libraries. The market growth is majorly driven by the factors such as the rising development of 3D mobile games, increasing technological advancements in video games, and growing focus on the development of gaming hardware.

The growth of the video gaming market is exhibiting a positive influence on the growth of the market. According to Statista, in 2020, the global video game was estimated to value at around USD 155.89 billion. Also, it is anticipated that the market flourishingly grows and reach USD 268.81 billion by 2025. Accordingly, the rising demand for video games among the population is fostering the market demand at a significant rate. Moreover, the rising introduction of technologically advanced products, as well as the growing trend of cloud gaming are presenting various lucrative opportunities over the forecasting years. However, the high system requirements and cross-compatibility barriers are challenging the market growth throughout the forecast period of 2022-2029.

The key regions considered for the Global Game Engines Market study include Asia Pacific, North America, Europe, Latin America, and the Rest of the World. Asia Pacific dominated the market in terms of revenue, owing to the increasing penetration of mobile platforms, along with the growing trend towards playing and creating video games.

Whereas, the Rest of the World is also expected to grow with the highest CAGR during the forecast period, owing to factors such as surging investment and demand in locally developing video games and the active participation of key players in the market space.

Major market players included in this report are:

Unity Software, Inc.

Unreal Engine (Epic Games)

Cocos Engine (YAJI Software)

YoYo Games Ltd. (GameMaker Studio 2)

RPG Maker (DEGICA Co., Ltd.)

Buildbox (AppOnboard, Inc.)

Marmalade SDK

Crytek GmbH

Solar2D LLC

The Game Creators Ltd. (AppGameKit)

Recent Developments in the Market:

In April 2022, Sony, Inc. declared that the company planned to invest approximately USD 1 billion into Epic Games with the objective of improving its relationship in the metaverse space.

In 2020, Sony, Inc. announced a total investment of USD 250 million into the Fortnite video game and Unreal Engine maker, Epic Games, for a 1.4% share. The company followed up by investing another USD 200 million in Epic Games in April 2021.

Accordingly, these investments assist game engine companies to strengthen and present game development engines for free.

Global Game Engines Market Report Scope:

Historical Data 2019-2020-2021

Base Year for Estimation 2021

Forecast period 2022-2029

Report Coverage Revenue forecast, Company Ranking, Competitive Landscape, Growth factors, and Trends

Segments Covered Component, Type, Platform, Region

Regional Scope North America; Europe; Asia Pacific; Latin America; Rest of the World

Customization Scope Free report customization (equivalent up to 8 analyst's working hours) with purchase. Addition or alteration to country, regional & segment scope\*

The objective of the study is to define market sizes of different segments & countries in

recent years and to forecast the values to the coming years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within countries involved in the study.

The report also caters detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, it also incorporates potential opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Component:

Solution

Services

By Type:

2D Game Engines

3D Game Engines

Others

By Platform:

Mobile

Console

Computer

Others

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

RoLA

Rest of the World

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