

# Global Game Porting Services Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/G67298877AF9EN.html>

Date: April 2024

Pages: 134

Price: US\$ 2,800.00 (Single User License)

ID: G67298877AF9EN

## Abstracts

### Report Overview

Game porting is a process of converting a video game so that a version suitable for one platform becomes suitable for another. After porting, the game should run on different platforms and use their technological capabilities accordingly.

This report provides a deep insight into the global Game Porting Services market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Game Porting Services Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Game Porting Services market in any manner.

Global Game Porting Services Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Unity Technologies

Sony

Magic Media

Panic Button

Aspyr Media

Simlabs

Kevuru Games

Keyword Studios

Zatun Games

N-iX Game & VR Studio

Feral Interactive

Program-Ace

VironIT

Pingle Studio

Slavna Game Studio

Devoted Studios

Juego Studios

iLogos Game Studios

Gamix Labs

SneakyBox

Klabater

Big Way Games

Market Segmentation (by Type)

Platform Porting

Engine Porting

Market Segmentation (by Application)

Console Games

Mobile Games

PC Games

Web Games

Others

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

#### Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Game Porting Services Market

Overview of the regional outlook of the Game Porting Services Market:

#### Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

## Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

## Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, 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 Game Porting Services Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to 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 7 provides the analysis of various market segments according to 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 8 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 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

- 1.1 Market Definition and Statistical Scope of Game Porting Services
- 1.2 Key Market Segments
  - 1.2.1 Game Porting Services Segment by Type
  - 1.2.2 Game Porting Services Segment by Application
- 1.3 Methodology & Sources of Information
  - 1.3.1 Research Methodology
  - 1.3.2 Research Process
  - 1.3.3 Market Breakdown and Data Triangulation
  - 1.3.4 Base Year
  - 1.3.5 Report Assumptions & Caveats

### **2 GAME PORTING SERVICES MARKET OVERVIEW**

- 2.1 Global Market Overview
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

### **3 GAME PORTING SERVICES MARKET COMPETITIVE LANDSCAPE**

- 3.1 Global Game Porting Services Revenue Market Share by Company (2019-2024)
- 3.2 Game Porting Services Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.3 Company Game Porting Services Market Size Sites, Area Served, Product Type
- 3.4 Game Porting Services Market Competitive Situation and Trends
  - 3.4.1 Game Porting Services Market Concentration Rate
  - 3.4.2 Global 5 and 10 Largest Game Porting Services Players Market Share by Revenue
  - 3.4.3 Mergers & Acquisitions, Expansion

### **4 GAME PORTING SERVICES VALUE CHAIN ANALYSIS**

- 4.1 Game Porting Services Value Chain Analysis
- 4.2 Midstream Market Analysis
- 4.3 Downstream Customer Analysis

### **5 THE DEVELOPMENT AND DYNAMICS OF GAME PORTING SERVICES MARKET**



- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Market Restraints
- 5.5 Industry News
  - 5.5.1 Mergers & Acquisitions
  - 5.5.2 Expansions
  - 5.5.3 Collaboration/Supply Contracts
- 5.6 Industry Policies

## **6 GAME PORTING SERVICES MARKET SEGMENTATION BY TYPE**

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global Game Porting Services Market Size Market Share by Type (2019-2024)
- 6.3 Global Game Porting Services Market Size Growth Rate by Type (2019-2024)

## **7 GAME PORTING SERVICES MARKET SEGMENTATION BY APPLICATION**

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Game Porting Services Market Size (M USD) by Application (2019-2024)
- 7.3 Global Game Porting Services Market Size Growth Rate by Application (2019-2024)

## **8 GAME PORTING SERVICES MARKET SEGMENTATION BY REGION**

- 8.1 Global Game Porting Services Market Size by Region
  - 8.1.1 Global Game Porting Services Market Size by Region
  - 8.1.2 Global Game Porting Services Market Size Market Share by Region
- 8.2 North America
  - 8.2.1 North America Game Porting Services Market Size by Country
  - 8.2.2 U.S.
  - 8.2.3 Canada
  - 8.2.4 Mexico
- 8.3 Europe
  - 8.3.1 Europe Game Porting Services Market Size by Country
  - 8.3.2 Germany
  - 8.3.3 France
  - 8.3.4 U.K.
  - 8.3.5 Italy

8.3.6 Russia

## 8.4 Asia Pacific

8.4.1 Asia Pacific Game Porting Services Market Size by Region

8.4.2 China

8.4.3 Japan

8.4.4 South Korea

8.4.5 India

8.4.6 Southeast Asia

## 8.5 South America

8.5.1 South America Game Porting Services Market Size by Country

8.5.2 Brazil

8.5.3 Argentina

8.5.4 Columbia

## 8.6 Middle East and Africa

8.6.1 Middle East and Africa Game Porting Services Market Size by Region

8.6.2 Saudi Arabia

8.6.3 UAE

8.6.4 Egypt

8.6.5 Nigeria

8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

### 9.1 Unity Technologies

9.1.1 Unity Technologies Game Porting Services Basic Information

9.1.2 Unity Technologies Game Porting Services Product Overview

9.1.3 Unity Technologies Game Porting Services Product Market Performance

9.1.4 Unity Technologies Game Porting Services SWOT Analysis

9.1.5 Unity Technologies Business Overview

9.1.6 Unity Technologies Recent Developments

### 9.2 Sony

9.2.1 Sony Game Porting Services Basic Information

9.2.2 Sony Game Porting Services Product Overview

9.2.3 Sony Game Porting Services Product Market Performance

9.2.4 Unity Technologies Game Porting Services SWOT Analysis

9.2.5 Sony Business Overview

9.2.6 Sony Recent Developments

### 9.3 Magic Media

9.3.1 Magic Media Game Porting Services Basic Information

- 9.3.2 Magic Media Game Porting Services Product Overview
- 9.3.3 Magic Media Game Porting Services Product Market Performance
- 9.3.4 Unity Technologies Game Porting Services SWOT Analysis
- 9.3.5 Magic Media Business Overview
- 9.3.6 Magic Media Recent Developments
- 9.4 Panic Button
  - 9.4.1 Panic Button Game Porting Services Basic Information
  - 9.4.2 Panic Button Game Porting Services Product Overview
  - 9.4.3 Panic Button Game Porting Services Product Market Performance
  - 9.4.4 Panic Button Business Overview
  - 9.4.5 Panic Button Recent Developments
- 9.5 Aspyr Media
  - 9.5.1 Aspyr Media Game Porting Services Basic Information
  - 9.5.2 Aspyr Media Game Porting Services Product Overview
  - 9.5.3 Aspyr Media Game Porting Services Product Market Performance
  - 9.5.4 Aspyr Media Business Overview
  - 9.5.5 Aspyr Media Recent Developments
- 9.6 Simlabs
  - 9.6.1 Simlabs Game Porting Services Basic Information
  - 9.6.2 Simlabs Game Porting Services Product Overview
  - 9.6.3 Simlabs Game Porting Services Product Market Performance
  - 9.6.4 Simlabs Business Overview
  - 9.6.5 Simlabs Recent Developments
- 9.7 Kevuru Games
  - 9.7.1 Kevuru Games Game Porting Services Basic Information
  - 9.7.2 Kevuru Games Game Porting Services Product Overview
  - 9.7.3 Kevuru Games Game Porting Services Product Market Performance
  - 9.7.4 Kevuru Games Business Overview
  - 9.7.5 Kevuru Games Recent Developments
- 9.8 Keyword Studios
  - 9.8.1 Keyword Studios Game Porting Services Basic Information
  - 9.8.2 Keyword Studios Game Porting Services Product Overview
  - 9.8.3 Keyword Studios Game Porting Services Product Market Performance
  - 9.8.4 Keyword Studios Business Overview
  - 9.8.5 Keyword Studios Recent Developments
- 9.9 Zaton Games
  - 9.9.1 Zaton Games Game Porting Services Basic Information
  - 9.9.2 Zaton Games Game Porting Services Product Overview
  - 9.9.3 Zaton Games Game Porting Services Product Market Performance

- 9.9.4 Zaton Games Business Overview
- 9.9.5 Zaton Games Recent Developments
- 9.10 N-iX Game and VR Studio
  - 9.10.1 N-iX Game and VR Studio Game Porting Services Basic Information
  - 9.10.2 N-iX Game and VR Studio Game Porting Services Product Overview
  - 9.10.3 N-iX Game and VR Studio Game Porting Services Product Market Performance
  - 9.10.4 N-iX Game and VR Studio Business Overview
  - 9.10.5 N-iX Game and VR Studio Recent Developments
- 9.11 Feral Interactive
  - 9.11.1 Feral Interactive Game Porting Services Basic Information
  - 9.11.2 Feral Interactive Game Porting Services Product Overview
  - 9.11.3 Feral Interactive Game Porting Services Product Market Performance
  - 9.11.4 Feral Interactive Business Overview
  - 9.11.5 Feral Interactive Recent Developments
- 9.12 Program-Ace
  - 9.12.1 Program-Ace Game Porting Services Basic Information
  - 9.12.2 Program-Ace Game Porting Services Product Overview
  - 9.12.3 Program-Ace Game Porting Services Product Market Performance
  - 9.12.4 Program-Ace Business Overview
  - 9.12.5 Program-Ace Recent Developments
- 9.13 VironIT
  - 9.13.1 VironIT Game Porting Services Basic Information
  - 9.13.2 VironIT Game Porting Services Product Overview
  - 9.13.3 VironIT Game Porting Services Product Market Performance
  - 9.13.4 VironIT Business Overview
  - 9.13.5 VironIT Recent Developments
- 9.14 Pingle Studio
  - 9.14.1 Pingle Studio Game Porting Services Basic Information
  - 9.14.2 Pingle Studio Game Porting Services Product Overview
  - 9.14.3 Pingle Studio Game Porting Services Product Market Performance
  - 9.14.4 Pingle Studio Business Overview
  - 9.14.5 Pingle Studio Recent Developments
- 9.15 Slavna Game Studio
  - 9.15.1 Slavna Game Studio Game Porting Services Basic Information
  - 9.15.2 Slavna Game Studio Game Porting Services Product Overview
  - 9.15.3 Slavna Game Studio Game Porting Services Product Market Performance
  - 9.15.4 Slavna Game Studio Business Overview
  - 9.15.5 Slavna Game Studio Recent Developments
- 9.16 Devoted Studios

- 9.16.1 Devoted Studios Game Porting Services Basic Information
- 9.16.2 Devoted Studios Game Porting Services Product Overview
- 9.16.3 Devoted Studios Game Porting Services Product Market Performance
- 9.16.4 Devoted Studios Business Overview
- 9.16.5 Devoted Studios Recent Developments
- 9.17 Juego Studios
  - 9.17.1 Juego Studios Game Porting Services Basic Information
  - 9.17.2 Juego Studios Game Porting Services Product Overview
  - 9.17.3 Juego Studios Game Porting Services Product Market Performance
  - 9.17.4 Juego Studios Business Overview
  - 9.17.5 Juego Studios Recent Developments
- 9.18 iLogos Game Studios
  - 9.18.1 iLogos Game Studios Game Porting Services Basic Information
  - 9.18.2 iLogos Game Studios Game Porting Services Product Overview
  - 9.18.3 iLogos Game Studios Game Porting Services Product Market Performance
  - 9.18.4 iLogos Game Studios Business Overview
  - 9.18.5 iLogos Game Studios Recent Developments
- 9.19 Gamix Labs
  - 9.19.1 Gamix Labs Game Porting Services Basic Information
  - 9.19.2 Gamix Labs Game Porting Services Product Overview
  - 9.19.3 Gamix Labs Game Porting Services Product Market Performance
  - 9.19.4 Gamix Labs Business Overview
  - 9.19.5 Gamix Labs Recent Developments
- 9.20 SneakyBox
  - 9.20.1 SneakyBox Game Porting Services Basic Information
  - 9.20.2 SneakyBox Game Porting Services Product Overview
  - 9.20.3 SneakyBox Game Porting Services Product Market Performance
  - 9.20.4 SneakyBox Business Overview
  - 9.20.5 SneakyBox Recent Developments
- 9.21 Klabater
  - 9.21.1 Klabater Game Porting Services Basic Information
  - 9.21.2 Klabater Game Porting Services Product Overview
  - 9.21.3 Klabater Game Porting Services Product Market Performance
  - 9.21.4 Klabater Business Overview
  - 9.21.5 Klabater Recent Developments
- 9.22 Big Way Games
  - 9.22.1 Big Way Games Game Porting Services Basic Information
  - 9.22.2 Big Way Games Game Porting Services Product Overview
  - 9.22.3 Big Way Games Game Porting Services Product Market Performance

- 9.22.4 Big Way Games Business Overview
- 9.22.5 Big Way Games Recent Developments

## **10 GAME PORTING SERVICES REGIONAL MARKET FORECAST**

- 10.1 Global Game Porting Services Market Size Forecast
- 10.2 Global Game Porting Services Market Forecast by Region
  - 10.2.1 North America Market Size Forecast by Country
  - 10.2.2 Europe Game Porting Services Market Size Forecast by Country
  - 10.2.3 Asia Pacific Game Porting Services Market Size Forecast by Region
  - 10.2.4 South America Game Porting Services Market Size Forecast by Country
  - 10.2.5 Middle East and Africa Forecasted Consumption of Game Porting Services by Country

## **11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)**

- 11.1 Global Game Porting Services Market Forecast by Type (2025-2030)
- 11.2 Global Game Porting Services Market Forecast by Application (2025-2030)

## **12 CONCLUSION AND KEY FINDINGS**

## List Of Tables

### LIST OF TABLES

- Table 1. Introduction of the Type
- Table 2. Introduction of the Application
- Table 3. Market Size (M USD) Segment Executive Summary
- Table 4. Game Porting Services Market Size Comparison by Region (M USD)
- Table 5. Global Game Porting Services Revenue (M USD) by Company (2019-2024)
- Table 6. Global Game Porting Services Revenue Share by Company (2019-2024)
- Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Game Porting Services as of 2022)
- Table 8. Company Game Porting Services Market Size Sites and Area Served
- Table 9. Company Game Porting Services Product Type
- Table 10. Global Game Porting Services Company Market Concentration Ratio (CR5 and HHI)
- Table 11. Mergers & Acquisitions, Expansion Plans
- Table 12. Value Chain Map of Game Porting Services
- Table 13. Midstream Market Analysis
- Table 14. Downstream Customer Analysis
- Table 15. Key Development Trends
- Table 16. Driving Factors
- Table 17. Game Porting Services Market Challenges
- Table 18. Global Game Porting Services Market Size by Type (M USD)
- Table 19. Global Game Porting Services Market Size (M USD) by Type (2019-2024)
- Table 20. Global Game Porting Services Market Size Share by Type (2019-2024)
- Table 21. Global Game Porting Services Market Size Growth Rate by Type (2019-2024)
- Table 22. Global Game Porting Services Market Size by Application
- Table 23. Global Game Porting Services Market Size by Application (2019-2024) & (M USD)
- Table 24. Global Game Porting Services Market Share by Application (2019-2024)
- Table 25. Global Game Porting Services Market Size Growth Rate by Application (2019-2024)
- Table 26. Global Game Porting Services Market Size by Region (2019-2024) & (M USD)
- Table 27. Global Game Porting Services Market Size Market Share by Region (2019-2024)
- Table 28. North America Game Porting Services Market Size by Country (2019-2024) & (M USD)

Table 29. Europe Game Porting Services Market Size by Country (2019-2024) & (M USD)

Table 30. Asia Pacific Game Porting Services Market Size by Region (2019-2024) & (M USD)

Table 31. South America Game Porting Services Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa Game Porting Services Market Size by Region (2019-2024) & (M USD)

Table 33. Unity Technologies Game Porting Services Basic Information

Table 34. Unity Technologies Game Porting Services Product Overview

Table 35. Unity Technologies Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 36. Unity Technologies Game Porting Services SWOT Analysis

Table 37. Unity Technologies Business Overview

Table 38. Unity Technologies Recent Developments

Table 39. Sony Game Porting Services Basic Information

Table 40. Sony Game Porting Services Product Overview

Table 41. Sony Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 42. Unity Technologies Game Porting Services SWOT Analysis

Table 43. Sony Business Overview

Table 44. Sony Recent Developments

Table 45. Magic Media Game Porting Services Basic Information

Table 46. Magic Media Game Porting Services Product Overview

Table 47. Magic Media Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 48. Unity Technologies Game Porting Services SWOT Analysis

Table 49. Magic Media Business Overview

Table 50. Magic Media Recent Developments

Table 51. Panic Button Game Porting Services Basic Information

Table 52. Panic Button Game Porting Services Product Overview

Table 53. Panic Button Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 54. Panic Button Business Overview

Table 55. Panic Button Recent Developments

Table 56. Aspyr Media Game Porting Services Basic Information

Table 57. Aspyr Media Game Porting Services Product Overview

Table 58. Aspyr Media Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)



- Table 59. Aspyr Media Business Overview
- Table 60. Aspyr Media Recent Developments
- Table 61. Simlabs Game Porting Services Basic Information
- Table 62. Simlabs Game Porting Services Product Overview
- Table 63. Simlabs Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 64. Simlabs Business Overview
- Table 65. Simlabs Recent Developments
- Table 66. Kevuru Games Game Porting Services Basic Information
- Table 67. Kevuru Games Game Porting Services Product Overview
- Table 68. Kevuru Games Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 69. Kevuru Games Business Overview
- Table 70. Kevuru Games Recent Developments
- Table 71. Keyword Studios Game Porting Services Basic Information
- Table 72. Keyword Studios Game Porting Services Product Overview
- Table 73. Keyword Studios Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 74. Keyword Studios Business Overview
- Table 75. Keyword Studios Recent Developments
- Table 76. Zatun Games Game Porting Services Basic Information
- Table 77. Zatun Games Game Porting Services Product Overview
- Table 78. Zatun Games Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 79. Zatun Games Business Overview
- Table 80. Zatun Games Recent Developments
- Table 81. N-iX Game and VR Studio Game Porting Services Basic Information
- Table 82. N-iX Game and VR Studio Game Porting Services Product Overview
- Table 83. N-iX Game and VR Studio Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 84. N-iX Game and VR Studio Business Overview
- Table 85. N-iX Game and VR Studio Recent Developments
- Table 86. Feral Interactive Game Porting Services Basic Information
- Table 87. Feral Interactive Game Porting Services Product Overview
- Table 88. Feral Interactive Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 89. Feral Interactive Business Overview
- Table 90. Feral Interactive Recent Developments
- Table 91. Program-Ace Game Porting Services Basic Information

Table 92. Program-Ace Game Porting Services Product Overview

Table 93. Program-Ace Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 94. Program-Ace Business Overview

Table 95. Program-Ace Recent Developments

Table 96. VironIT Game Porting Services Basic Information

Table 97. VironIT Game Porting Services Product Overview

Table 98. VironIT Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 99. VironIT Business Overview

Table 100. VironIT Recent Developments

Table 101. Pingle Studio Game Porting Services Basic Information

Table 102. Pingle Studio Game Porting Services Product Overview

Table 103. Pingle Studio Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 104. Pingle Studio Business Overview

Table 105. Pingle Studio Recent Developments

Table 106. Slavna Game Studio Game Porting Services Basic Information

Table 107. Slavna Game Studio Game Porting Services Product Overview

Table 108. Slavna Game Studio Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 109. Slavna Game Studio Business Overview

Table 110. Slavna Game Studio Recent Developments

Table 111. Devoted Studios Game Porting Services Basic Information

Table 112. Devoted Studios Game Porting Services Product Overview

Table 113. Devoted Studios Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 114. Devoted Studios Business Overview

Table 115. Devoted Studios Recent Developments

Table 116. Juego Studios Game Porting Services Basic Information

Table 117. Juego Studios Game Porting Services Product Overview

Table 118. Juego Studios Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

Table 119. Juego Studios Business Overview

Table 120. Juego Studios Recent Developments

Table 121. iLogos Game Studios Game Porting Services Basic Information

Table 122. iLogos Game Studios Game Porting Services Product Overview

Table 123. iLogos Game Studios Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)

- Table 124. iLogos Game Studios Business Overview
- Table 125. iLogos Game Studios Recent Developments
- Table 126. Gamix Labs Game Porting Services Basic Information
- Table 127. Gamix Labs Game Porting Services Product Overview
- Table 128. Gamix Labs Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 129. Gamix Labs Business Overview
- Table 130. Gamix Labs Recent Developments
- Table 131. SneakyBox Game Porting Services Basic Information
- Table 132. SneakyBox Game Porting Services Product Overview
- Table 133. SneakyBox Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 134. SneakyBox Business Overview
- Table 135. SneakyBox Recent Developments
- Table 136. Klabater Game Porting Services Basic Information
- Table 137. Klabater Game Porting Services Product Overview
- Table 138. Klabater Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 139. Klabater Business Overview
- Table 140. Klabater Recent Developments
- Table 141. Big Way Games Game Porting Services Basic Information
- Table 142. Big Way Games Game Porting Services Product Overview
- Table 143. Big Way Games Game Porting Services Revenue (M USD) and Gross Margin (2019-2024)
- Table 144. Big Way Games Business Overview
- Table 145. Big Way Games Recent Developments
- Table 146. Global Game Porting Services Market Size Forecast by Region (2025-2030) & (M USD)
- Table 147. North America Game Porting Services Market Size Forecast by Country (2025-2030) & (M USD)
- Table 148. Europe Game Porting Services Market Size Forecast by Country (2025-2030) & (M USD)
- Table 149. Asia Pacific Game Porting Services Market Size Forecast by Region (2025-2030) & (M USD)
- Table 150. South America Game Porting Services Market Size Forecast by Country (2025-2030) & (M USD)
- Table 151. Middle East and Africa Game Porting Services Market Size Forecast by Country (2025-2030) & (M USD)
- Table 152. Global Game Porting Services Market Size Forecast by Type (2025-2030) &

(M USD)

Table 153. Global Game Porting Services Market Size Forecast by Application  
(2025-2030) & (M USD)

## List Of Figures

### LIST OF FIGURES

Figure 1. Industrial Chain of Game Porting Services

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global Game Porting Services Market Size (M USD), 2019-2030

Figure 5. Global Game Porting Services Market Size (M USD) (2019-2030)

Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 8. Evaluation Matrix of Regional Market Development Potential

Figure 9. Game Porting Services Market Size by Country (M USD)

Figure 10. Global Game Porting Services Revenue Share by Company in 2023

Figure 11. Game Porting Services Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023

Figure 12. The Global 5 and 10 Largest Players: Market Share by Game Porting Services Revenue in 2023

Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 14. Global Game Porting Services Market Share by Type

Figure 15. Market Size Share of Game Porting Services by Type (2019-2024)

Figure 16. Market Size Market Share of Game Porting Services by Type in 2022

Figure 17. Global Game Porting Services Market Size Growth Rate by Type (2019-2024)

Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 19. Global Game Porting Services Market Share by Application

Figure 20. Global Game Porting Services Market Share by Application (2019-2024)

Figure 21. Global Game Porting Services Market Share by Application in 2022

Figure 22. Global Game Porting Services Market Size Growth Rate by Application (2019-2024)

Figure 23. Global Game Porting Services Market Size Market Share by Region (2019-2024)

Figure 24. North America Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 25. North America Game Porting Services Market Size Market Share by Country in 2023

Figure 26. U.S. Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 27. Canada Game Porting Services Market Size (M USD) and Growth Rate

(2019-2024)

Figure 28. Mexico Game Porting Services Market Size (Units) and Growth Rate

(2019-2024)

Figure 29. Europe Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe Game Porting Services Market Size Market Share by Country in 2023

Figure 31. Germany Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific Game Porting Services Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific Game Porting Services Market Size Market Share by Region in 2023

Figure 38. China Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America Game Porting Services Market Size and Growth Rate (M USD)

Figure 44. South America Game Porting Services Market Size Market Share by Country in 2023

Figure 45. Brazil Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 47. Columbia Game Porting Services Market Size and Growth Rate (2019-2024)

& (M USD)

Figure 48. Middle East and Africa Game Porting Services Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa Game Porting Services Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa Game Porting Services Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global Game Porting Services Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global Game Porting Services Market Share Forecast by Type (2025-2030)

Figure 57. Global Game Porting Services Market Share Forecast by Application (2025-2030)

## I would like to order

Product name: Global Game Porting Services Market Research Report 2024(Status and Outlook)

Product link: <https://marketpublishers.com/r/G67298877AF9EN.html>

Price: US\$ 2,800.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G67298877AF9EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970