

Global (North America, Europe, Asia-Pacific, South America, Middle East and Africa) Game Engines Market 2018, Forecast to 2023

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Abstracts

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.

SCOPE OF THE REPORT:

This report focuses on the Game Engines in global market, especially in North America, Europe and Asia-Pacific, South America, Middle East and Africa. This report categorizes the market based on manufacturers, regions, type and application.

Game Engines is mainly used for two applications: PC Games (Desktops, laptops), Mobile Games (Smart phones, PS devices, tablets, etc.), TV Games and Other Games. And PC Games was the most widely used area which took up about 56% of the global total in 2016. And Mobile game is the fast growing market in the world, especially in China where led by Tencent and Netease, etc.

Game Engines can be classified into 3D (includes VR, AR), 2.5D (2D & 3D blended), 2D. There are few 2.5D engines and 2D is usually free, e.g. Cocos2d. The revenue market of 3D game engines took up more than 90% of the global market in 2016. The most type of game engines are written by C++.

The global Game Engines average price is influenced by the global trend. Complete software is usually 0 USDs to 200 USD per month from abroad vendors, if you want to buy new Game Engines. Some of the developers also get money by a smaller share of the game publishers' revenue, such as 5%, 30%, etc. The average price will be in decline trend if more vendors go into operation in the future.

Europe and USA are the two largest consumption countries of Game Engines in the world in the past few years and it will keep increasing in the next few years. European

and USA's market respectively took up about 29% the global market in 2016, while Japan and Korea are about 13%, and China is followed with the share about 4% as Chinese game developers usually use free game engines.

USA, Germany, China, UK and Japan are now the key developers of Game Engines. There are some vendors with paid engines, but the Chinese market is still controlled by the free engines. And the high quality engines are mainly supplied by overseas producers.

Unity Technologies, Epic Games, Chukong Tech, Crytek, Valve Corporation, YoYo Games, The Game Creators, Marmalade Tech, Idea Fabrik, Leadwerks Software, Sony, Amazon, GameSalad, Scirra, Corona Labs (Organization) and Silicon Studio Corp are the key suppliers in the global Game Engines market. Top 10 took up about 80% of the global market in 2016. Free engines took up more than 80% of the Chinese market. Unity Technologies, Epic Games, Chukong Tech, Crytek, Valve Corporation Sony and Amazon which have leading technology and market position, are well-known suppliers around the world.

The worldwide market for Game Engines is expected to grow at a CAGR of roughly 18.7% over the next five years, will reach 4870 million US\$ in 2023, from 1740 million US\$ in 2017, according to a new GIR (Global Info Research) study.

Market Segment by Manufacturers, this report covers

Unity Technologies

Epic Games

Chukong Tech

Crytek

Valve Corporation

YoYo Games

The Game Creators

Marmalade Tech

Idea Fabrik

Leadwerks Software

Sony

Amazon

GameSalad

Scirra

Corona Labs (Organization)

Silicon Studio Corp

Garage Games

Briar Wallace/Blender Foundation (Organization)

The OGRE Team (Organization)

Godot Engine (Community developed)

Mario Zechner (Personal)

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia etc.)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

3D Game Engines

2.5D Game Engines

2D Game Engines

Market Segment by Applications, can be divided into

PC Games

Mobile Games

TV Games

Other Games

There are 15 Chapters to deeply display the global Game Engines market.

Chapter 1, to describe Game Engines Introduction, product scope, market overview, market opportunities, market risk, market driving force;

Chapter 2, to analyze the top manufacturers of Game Engines, with sales, revenue, and price of Game Engines, in 2016 and 2017;

Chapter 3, to display the competitive situation among the top manufacturers, with sales, revenue and market share in 2016 and 2017;

Chapter 4, to show the global market by regions, with sales, revenue and market share of Game Engines, for each region, from 2013 to 2018;

Chapter 5, 6, 7, 8 and 9, to analyze the market by countries, by type, by application and by manufacturers, with sales, revenue and market share by key countries in these regions;

Chapter 10 and 11, to show the market by type and application, with sales market share

and growth rate by type, application, from 2013 to 2018;

Chapter 12, Game Engines market forecast, by regions, type and application, with sales and revenue, from 2018 to 2023;

Chapter 13, 14 and 15, to describe Game Engines sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source

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