

North America Game Engines Market by Manufacturers, Countries, Type and Application, Forecast to 2022

<https://marketpublishers.com/r/N48C0F1D96CEN.html>

Date: November 2017

Pages: 117

Price: US\$ 4,480.00 (Single User License)

ID: N48C0F1D96CEN

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.

Game engines are tools available for game designers to code and plan out a game quickly and easily without building one from the ground up. Whether they are 2D or 3D based, they offer tools to aid in asset creation and placement.'

Scope of the Report:

This report focuses on the Game Engines in North America market, especially in United States, Canada and Mexico. This report categorizes the market based on manufacturers, countries, type and application.

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 Countries, covering

United States

Canada

Mexico

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 North America Game Engines market.

Chapter 1, to describe Game Engines Introduction, product type and application, market overview, market analysis by countries, market opportunities, market risk, market driving force;

Chapter 2, to analyze the manufacturers of Game Engines, with profile, main business, news, sales, price, revenue and market share in 2016 and 2017;

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

Chapter 4, to show the North America market by countries, covering United States, Canada and Mexico, with sales, revenue and market share of Game Engines, for each country, from 2012 to 2017;

Chapter 5 and 6, to show the market by type and application, with sales, price, revenue, market share and growth rate by type, application, from 2012 to 2017;

Chapter 7, 8 and 9, to analyze the segment market in United States, Canada and Mexico, by manufacturers, type and application, with sales, price, revenue and market share by manufacturers, types and applications;

Chapter 10, Game Engines market forecast, by countries, type and application, with sales, price and revenue, from 2017 to 2022;

Chapter 11, to analyze the manufacturing cost, key raw materials and manufacturing process etc.

Chapter 12, to analyze the industrial chain, sourcing strategy and downstream end users (buyers);

Chapter 13, to describe sales channel, distributors, traders, dealers etc.

Chapter 14 and 15, to describe Game Engines Research Findings and Conclusion, Appendix, methodology and data source

Contents

1 MARKET OVERVIEW

- 1.1 Game Engines Introduction
- 1.2 Market Analysis by Type
 - 1.2.1 3D Game Engines
 - 1.2.2 2.5D Game Engines
 - 1.2.3 2D Game Engines
- 1.3 Market Analysis by Applications
 - 1.3.1 PC Games
 - 1.3.2 Mobile Games
 - 1.3.3 TV Games
 - 1.3.4 Other Games
- 1.4 Market Analysis by Countries
 - 1.4.1 United States Status and Prospect (2012-2022)
 - 1.4.2 Mexico Status and Prospect (2012-2022)
 - 1.4.3 Canada Status and Prospect (2012-2022)
- 1.5 Market Dynamics
 - 1.5.1 Market Opportunities
 - 1.5.2 Market Risk
 - 1.5.3 Market Driving Force

2 MANUFACTURERS PROFILES

- 2.1 Unity Technologies
 - 2.1.1 Profile
 - 2.1.2 Game Engines Type and Applications
 - 2.1.2.1 Type
 - 2.1.2.2 Type
 - 2.1.3 Unity Technologies Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.1.4 Business Overview
 - 2.1.5 Unity Technologies News
- 2.2 Epic Games
 - 2.2.1 Profile
 - 2.2.2 Game Engines Type and Applications
 - 2.2.2.1 Type
 - 2.2.2.2 Type

2.2.3 Epic Games Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.2.4 Business Overview

2.2.5 Epic Games News

2.3 Chukong Tech

2.3.1 Profile

2.3.2 Game Engines Type and Applications

2.3.2.1 Type

2.3.2.2 Type

2.3.3 Chukong Tech Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.3.4 Business Overview

2.3.5 Chukong Tech News

2.4 Crytek

2.4.1 Profile

2.4.2 Game Engines Type and Applications

2.4.2.1 Type

2.4.2.2 Type

2.4.3 Crytek Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.4.4 Business Overview

2.4.5 Crytek News

2.5 Valve Corporation

2.5.1 Profile

2.5.2 Game Engines Type and Applications

2.5.2.1 Type

2.5.2.2 Type

2.5.3 Valve Corporation Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.5.4 Business Overview

2.5.5 Valve Corporation News

2.6 YoYo Games

2.6.1 Profile

2.6.2 Game Engines Type and Applications

2.6.2.1 Type

2.6.2.2 Type

2.6.3 YoYo Games Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.6.4 Business Overview

- 2.6.5 YoYo Games News
- 2.7 The Game Creators
 - 2.7.1 Profile
 - 2.7.2 Game Engines Type and Applications
 - 2.7.2.1 Type
 - 2.7.2.2 Type
 - 2.7.3 The Game Creators Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.7.4 Business Overview
 - 2.7.5 The Game Creators News
- 2.8 Marmalade Tech
 - 2.8.1 Profile
 - 2.8.2 Game Engines Type and Applications
 - 2.8.2.1 Type
 - 2.8.2.2 Type
 - 2.8.3 Marmalade Tech Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.8.4 Business Overview
 - 2.8.5 Marmalade Tech News
- 2.9 Idea Fabrik
 - 2.9.1 Profile
 - 2.9.2 Game Engines Type and Applications
 - 2.9.2.1 Type
 - 2.9.2.2 Type
 - 2.9.3 Idea Fabrik Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.9.4 Business Overview
 - 2.9.5 Idea Fabrik News
- 2.10 Leadwerks Software
 - 2.10.1 Profile
 - 2.10.2 Game Engines Type and Applications
 - 2.10.2.1 Type
 - 2.10.2.2 Type
 - 2.10.3 Leadwerks Software Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.10.4 Business Overview
 - 2.10.5 Leadwerks Software News
- 2.11 Sony
 - 2.11.1 Profile

- 2.11.2 Game Engines Type and Applications
 - 2.11.2.1 Type
 - 2.11.2.2 Type
- 2.11.3 Sony Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
- 2.11.4 Business Overview
- 2.11.5 Sony News
- 2.12 Amazon
 - 2.12.1 Profile
 - 2.12.2 Game Engines Type and Applications
 - 2.12.2.1 Type
 - 2.12.2.2 Type
 - 2.12.3 Amazon Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.12.4 Business Overview
 - 2.12.5 Amazon News
- 2.13 GameSalad
 - 2.13.1 Profile
 - 2.13.2 Game Engines Type and Applications
 - 2.13.2.1 Type
 - 2.13.2.2 Type
 - 2.13.3 GameSalad Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.13.4 Business Overview
 - 2.13.5 GameSalad News
- 2.14 Scirra
 - 2.14.1 Profile
 - 2.14.2 Game Engines Type and Applications
 - 2.14.2.1 Type
 - 2.14.2.2 Type
 - 2.14.3 Scirra Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.14.4 Business Overview
 - 2.14.5 Scirra News
- 2.15 Corona Labs (Organization)
 - 2.15.1 Profile
 - 2.15.2 Game Engines Type and Applications
 - 2.15.2.1 Type
- .2.2 Type

2.15.3 Corona Labs (Organization) Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.15.4 Business Overview

2.15.5 Corona Labs (Organization) News

2.16 Silicon Studio Corp

2.16.1 Profile

2.16.2 Game Engines Type and Applications

2.16.2.1 Type

2.16.2.2 Type

2.16.3 Silicon Studio Corp Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.16.4 Business Overview

2.16.5 Silicon Studio Corp News

2.17 Garage Games

2.17.1 Profile

2.17.2 Game Engines Type and Applications

2.17.2.1 Type

2.17.2.2 Type

2.17.3 Garage Games Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.17.4 Business Overview

2.17.5 Garage Games News

2.18 Briar Wallace/Blender Foundation (Organization)

2.18.1 Profile

2.18.2 Game Engines Type and Applications

2.18.2.1 Type

2.18.2.2 Type

2.18.3 Briar Wallace/Blender Foundation (Organization) Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.18.4 Business Overview

2.18.5 Briar Wallace/Blender Foundation (Organization) News

2.19 The OGRE Team (Organization)

2.19.1 Profile

2.19.2 Game Engines Type and Applications

2.19.2.1 Type

2.19.2.2 Type

2.19.3 The OGRE Team (Organization) Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)

2.19.4 Business Overview

- 2.19.5 The OGRE Team (Organization) News
- 2.20 Godot Engine (Community developed)
 - 2.20.1 Profile
 - 2.20.2 Game Engines Type and Applications
 - 2.20.2.1 Type
 - 2.20.2.2 Type
 - 2.20.3 Godot Engine (Community developed) Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.20.4 Business Overview
 - 2.20.5 Godot Engine (Community developed) News
- 2.21 Mario Zechner (Personal)
 - 2.21.1 Profile
 - 2.21.2 Game Engines Type and Applications
 - 2.21.2.1 Type
 - 2.21.2.2 Type
 - 2.21.3 Mario Zechner (Personal) Game Engines Sales, Price, Revenue, Gross Margin and Market Share (2016-2017)
 - 2.21.4 Business Overview
 - 2.21.5 Mario Zechner (Personal) News

3 NORTH AMERICA GAME ENGINES MARKET COMPETITION, BY MANUFACTURER

- 3.1 North America Game Engines Sales and Market Share by Manufacturer (2016-2017)
- 3.2 North America Game Engines Revenue and Market Share by Manufacturer (2016-2017)
- 3.3 North America Game Engines Price by Manufacturers (2016-2017)
- 3.4 Market Concentration Rate
 - 3.4.1 Top 3 Game Engines Manufacturer Market Share
 - 3.4.2 Top 5 Game Engines Manufacturer Market Share
- 3.5 Market Competition Trend

4 NORTH AMERICA GAME ENGINES MARKET ANALYSIS BY COUNTRIES

- 4.1 North America Game Engines Sales Market Share by Countries
- 4.2 North America Game Engines Sales by Countries (2012-2017)
- 4.3 North America Game Engines Revenue (Value) by Countries (2012-2017)

5 NORTH AMERICA MARKET SEGMENTATION GAME ENGINES BY TYPE

5.1 North America Game Engines Sales, Revenue and Market Share by Type (2012-2017)

5.1.1 North America Game Engines Sales and Market Share by Type (2012-2017)

5.1.2 North America Game Engines Revenue and Market Share by Type (2012-2017)

5.2 3D Game Engines Sales Growth and Price

5.2.1 North America 3D Game Engines Sales Growth (2012-2017)

5.2.2 North America 3D Game Engines Price (2012-2017)

5.3 2.5D Game Engines Sales Growth and Price

5.3.1 North America 2.5D Game Engines Sales Growth (2012-2017)

5.3.2 North America 2.5D Game Engines Price (2012-2017)

5.4 2D Game Engines Sales Growth and Price

5.4.1 North America 2D Game Engines Sales Growth (2012-2017)

5.4.2 North America 2D Game Engines Price (2012-2017)

6 NORTH AMERICA MARKET SEGMENTATION GAME ENGINES BY APPLICATION

6.1 North America Game Engines Sales Market Share by Application (2012-2017)

6.2 PC Games Sales Growth (2012-2017)

6.3 Mobile Games Sales Growth (2012-2017)

6.4 TV Games Sales Growth (2012-2017)

6.5 Other Games Sales Growth (2012-2017)

7 UNITED STATES GAME ENGINES SALES, REVENUE, BY TYPE, APPLICATION AND MANUFACTURERS

7.1 United States Game Engines Revenue, Sales and Growth Rate (2012-2017)

7.2 United States Game Engines Sales and Market Share by Type

7.3 United States Game Engines Sales by Application (2012-2017)

7.4 United States Game Engines Sales, Revenue and Market Share by Manufacturer

7.4.1 United States Game Engines Sales and Market Share by Manufacturer

7.4.2 United States Game Engines Revenue and Market Share by Manufacturer

7.5 United States Game Engines Export and Import (2012-2017)

8 CANADA GAME ENGINES SALES, REVENUE, BY TYPE, APPLICATION AND MANUFACTURERS

- 8.1 Canada Game Engines Revenue, Sales and Growth Rate (2012-2017)
- 8.2 Canada Game Engines Sales and Market Share by Type
- 8.3 Canada Game Engines Sales by Application (2012-2017)
- 8.4 Canada Game Engines Sales, Revenue and Market Share by Manufacturer
 - 8.4.1 Canada Game Engines Sales and Market Share by Manufacturer
 - 8.4.2 Canada Game Engines Revenue and Market Share by Manufacturer
- 8.5 Canada Game Engines Export and Import (2012-2017)

9 MEXICO GAME ENGINES SALES, REVENUE, BY TYPE, APPLICATION AND MANUFACTURERS

- 9.1 Mexico Game Engines Revenue, Sales and Growth Rate (2012-2017)
- 9.2 Mexico Game Engines Sales and Market Share by Type
- 9.3 Mexico Game Engines Sales by Application (2012-2017)
- 9.4 Mexico Game Engines Sales, Revenue and Market Share by Manufacturer
 - 9.4.1 Mexico Game Engines Sales and Market Share by Manufacturer
 - 9.4.2 Mexico Game Engines Revenue and Market Share by Manufacturer
- 9.5 Mexico Game Engines Export and Import (2012-2017)

10 GAME ENGINES MARKET FORECAST (2017-2022)

- 10.1 North America Game Engines Sales, Revenue and Growth Rate (2017-2022)
- 10.2 Game Engines Market Forecast by Countries (2017-2022)
 - 10.2.1 United States Game Engines Forecast (2017-2022)
 - 10.2.2 Canada Game Engines Forecast (2017-2022)
 - 10.2.3 Mexico Game Engines Forecast (2017-2022)
- 10.3 Game Engines Market Forecast by Type (2017-2022)
- 10.4 Game Engines Market Forecast by Application (2017-2022)

11 GAME ENGINES MANUFACTURING COST ANALYSIS

- 11.1 Game Engines Key Raw Materials Analysis
 - 11.1.1 Key Raw Materials
 - 11.1.2 Price Trend of Key Raw Materials
 - 11.1.3 Key Suppliers of Raw Materials
 - 11.1.4 Market Concentration Rate of Raw Materials
- 11.2 Proportion of Manufacturing Cost Structure
 - 11.2.1 Raw Materials
 - 11.2.2 Labor Cost

- 11.2.3 Manufacturing Expenses
- 11.3 Manufacturing Process Analysis of Game Engines

12 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

- 12.1 Game Engines Industrial Chain Analysis
- 12.2 Upstream Raw Materials Sourcing
- 12.3 Raw Materials Sources of Game Engines Major Manufacturers in 2016
- 12.4 Downstream Buyers

13 SALES CHANNEL, DISTRIBUTORS, TRADERS AND DEALERS

- 13.1 Sales Channel
 - 13.1.1 Direct Marketing
 - 13.1.2 Indirect Marketing
 - 13.1.3 Marketing Channel Future Trend
- 13.2 Distributors, Traders and Dealers

14 RESEARCH FINDINGS AND CONCLUSION

15 APPENDIX

- 15.1 Methodology
- 15.2 Analyst Introduction
- 15.3 Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Figure Game Engines Picture

Table Product Specifications of Game Engines

Figure North America Sales Market Share of Game Engines by Types in 2016

Table Types of Game Engines

Figure 3D Game Engine

I would like to order

Product name: North America Game Engines Market by Manufacturers, Countries, Type and Application, Forecast to 2022

Product link: <https://marketpublishers.com/r/N48C0F1D96CEN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

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

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/N48C0F1D96CEN.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

