

Global Game Engines Market Data Survey Report 2015-2025

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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. 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. The global Game Engines market will reach xxx Million USD in 2020 with CAGR xx% 2020-2025. The main contents of the report including:

Global market size and forecast

Regional market size, production data and export & import

Key manufacturers profile, products & services, sales data of business

Global market size by Major End-Use

Global market size by Major Type

Key manufacturers are included based on company profile, sales data and product specifications etc.:

Epic Games

Unity Technologies

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)

Major applications as follows:

PC Games

Mobile Games

TV Games

Other Games

Major Type as follows:

3D Game Engines

2.5D Game Engines

2D Game Engines

Regional market size, production data and export & import:

Asia-Pacific

North America

Europe

South America

Middle East & Africa

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