

Global and Regional Game Engines Market Research Report 2017

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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.

Market Segment as follows:

By Region

Asia-Pacific

North America

Europe

South America

Middle East & Africa

By Type

3D Game Engines

2.5D Game Engines

2D Game Engines

By Application

PC Games

Mobile Games

TV Games

Other Games

By Company

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)

The main contents of the report including:

Section 1:

Product definition, type and application, global and regional market overview;

Section 2:

Global and regional Market competition by company;

Section 3:

Global and regional sales revenue, volume and price by type;

Section 4:

Global and regional sales revenue, volume and price by application;

Section 5:

Regional export and import;

Section 6:

Company information, business overview, sales data and product specifications;

Section 7:

Industry chain and raw materials;

Section 8:
SWOT and Porter's Five Forces;
Section 9:
Conclusion.

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