

Global and United States Game Engines Market Research by Company, Type & Application 2013-2025

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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.

Market Segment as follows:

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 United States market overview;

Section 2:

Global and United States Market competition by company;

Section 3:

Global and United States sales revenue, volume and price by type;

Section 4:

Global and United States sales revenue, volume and price by application;

Section 5:

United States 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.

Contents

1 MARKET OVERVIEW

1.1 Market Segment Overview

1.1.1 Product Definition

1.1.2 Market by Type

1.1.2.1 3D Game Engines

1.1.2.2 2.5D Game Engines

1.1.2.3 2D Game Engines

1.1.3 Market by Application

1.1.3.1 PC Games

1.1.3.2 Mobile Games

1.1.3.3 TV Games

1.1.3.4 Other Games

1.2 Global and Regional Market Size

1.2.1 Global Overview

1.2.2 United States Overview

2 GLOBAL AND REGIONAL MARKET BY COMPANY

2.1 Global

2.1.1 Global Sales by Company

2.1.2 Global Price by Company

2.2 United States

2.2.1 United States Sales by Company

2.2.2 United States Price by Company

3 GLOBAL AND REGIONAL MARKET BY TYPE

3.1 Global

3.1.1 Global Sales by Type

3.1.2 Global Price by Type

3.2 United States

3.2.1 United States Sales by Type

3.2.2 United States Price by Type

4 GLOBAL AND REGIONAL MARKET BY APPLICATION

4.1 Global

4.1.1 Global Sales by Application

4.1.2 Global Price by Application

4.2 United States

4.2.1 United States Sales by Application

4.2.2 United States Price by Application

5 REGIONAL TRADE

5.1 Export

5.2 Import

6 KEY MANUFACTURERS

6.1 Epic Games

6.1.2 Company Information

6.1.2 Product Specifications

6.1.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.2 Unity Technologies

6.2.1 Company Information

6.2.2 Product Specifications

6.2.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.3 Chukong Tech

6.3.1 Company Information

6.3.2 Product Specifications

6.3.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.4 Crytek

6.4.1 Company Information

6.4.2 Product Specifications

6.4.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.5 Valve Corporation

6.5.1 Company Information

6.5.2 Product Specifications

6.5.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.6 YoYo Games

6.6.1 Company Information

6.6.2 Product Specifications

6.6.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.7 The Game Creators

- 6.7.1 Company Information
- 6.7.2 Product Specifications
- 6.7.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)
- 6.8 Marmalade Tech
 - 6.8.1 Company Information
 - 6.8.2 Product Specifications
 - 6.8.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)
- 6.9 Idea Fabrik
 - 6.9.1 Company Information
 - 6.9.2 Product Specifications
 - 6.9.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)
- 6.10 Leadwerks Software
 - 6.10.1 Company Information
 - 6.10.2 Product Specifications
 - 6.10.3 Business Data (Capacity, Sales Revenue, Volume, Price, Cost and Margin)
- 6.11 Sony
- 6.12 Amazon
- 6.13 GameSalad
- 6.14 Scirra
- 6.15 Corona Labs (Organization)
- 6.16 Silicon Studio Corp
- 6.17 Garage Games
- 6.18 Briar Wallace/Blender Foundation (Organization)
- 6.19 The OGRE Team (Organization)
- 6.20 Godot Engine (Community developed)
- 6.21 Mario Zechner (Personal)

7 INDUSTRY UPSTREAM

- 7.1 Industry Chain
- 7.2 Raw Materials

8 MARKET ENVIRONMENT

- 8.1 SWOT
- 8.2 Porter's Five Forces

9 CONCLUSION

List Of Tables

LIST OF TABLES

List Of Figures

LIST OF FIGURES

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