+44 20 8123 2220
info@marketpublishers.com

2018-2023 Global Virtual Reality Game Engines Market Report (Status and Outlook)

https://marketpublishers.com/r/2F83695AB20EN.html
Date: September 2018
Pages: 136
Price: US$ 4,660.00 (Single User License)
ID: 2F83695AB20EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

In this report, LP Information studies the present scenario (with the base year being 2017) and the growth prospects of global Virtual Reality Game Engines market for 2018-2023.

A game engine is a software development environment designed for people to build video games. Developers use them to create games for consoles, mobile devices, and personal computers. The core functionality typically provided by a game engine includes a rendering engine, a physics engine or collision detection (and collision response), sound, scripting, animation, artificial intelligence, networking, streaming, memory management, threading, localization support, scene graph, and may include video support for cinematics. The process of game development is often economized, in large part, by reusing/adapting the same game engine to create different games[1] or to make it easier to port games to multiple platforms.
Over the next five years, LPI(LP Information) projects that Virtual Reality Game Engines will register a xx% CAGR in terms of revenue, reach US$ xx million by 2023, from US$ xx million in 2017.

This report presents a comprehensive overview, market shares and growth opportunities of Virtual Reality Game Engines market by product type, application, key companies and key regions.

To calculate the market size, LP Information considers value generated from the sales of the following segments:

+44 20 8123 2220
info@marketpublishers.com

Segmentation by product type:

Type I

Type II

Segmentation by application:

Mobilephone

VR headset

Other

We can also provide the customized separate regional or country-level reports, for the following regions:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

+44 20 8123 2220
info@marketpublishers.com

India

Australia

Europe

Germany

France

UK

Italy

Russia

Spain

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:

Unity Technologies

Unreal Engine

+44 20 8123 2220
info@marketpublishers.com

Epic Games

Crytek

Sony

Corona Labs (Organization)

The Game Creators

Valve Corporation

Silicon Studio

libGDX

Ambiera

GarageGames

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key players and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

Research objectives

To study and analyze the global Virtual Reality Game Engines market size by key regions/countries, product type and application, history data from 2013 to 2017, and forecast to 2023.

To understand the structure of Virtual Reality Game Engines market by identifying its various subsegments.

Focuses on the key global Virtual Reality Game Engines players, to define, describe and analyze the value, market share, market competition landscape, SWOT analysis and development plans in next few years.

+44 20 8123 2220
info@marketpublishers.com

To analyze the Virtual Reality Game Engines with respect to individual growth trends, future prospects, and their contribution to the total market.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

To project the size of Virtual Reality Game Engines submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.

+44 20 8123 2220
info@marketpublishers.com

Contents

1 SCOPE OF THE REPORT

1.1 Market Introduction
1.2 Research Objectives
1.3 Years Considered
1.4 Market Research Methodology
1.5 Economic Indicators
1.6 Currency Considered

2 EXECUTIVE SUMMARY

2.1 World Market Overview
  2.1.1 Global Virtual Reality Game Engines Market Size 2013-2023
  2.1.2 Virtual Reality Game Engines Market Size CAGR by Region
2.2 Virtual Reality Game Engines Segment by Type
  2.2.1 Type I
  2.2.2 Type II
2.3 Virtual Reality Game Engines Market Size by Type
  2.3.1 Global Virtual Reality Game Engines Market Size Market Share by Type (2013-2018)
  2.3.2 Global Virtual Reality Game Engines Market Size Growth Rate by Type (2013-2018)
2.4 Virtual Reality Game Engines Segment by Application
  2.4.1 Mobilephone
  2.4.2 VR headset
  2.4.3 Other
2.5 Virtual Reality Game Engines Market Size by Application
  2.5.1 Global Virtual Reality Game Engines Market Size Market Share by Application (2013-2018)
  2.5.2 Global Virtual Reality Game Engines Market Size Growth Rate by Application (2013-2018)

3 GLOBAL VIRTUAL REALITY GAME ENGINES BY PLAYERS

3.1 Global Virtual Reality Game Engines Market Size Market Share by Players
  3.1.1 Global Virtual Reality Game Engines Market Size by Players (2016-2018)
  3.1.2 Global Virtual Reality Game Engines Market Size Market Share by Players

+44 20 8123 2220
info@marketpublishers.com

(2016-2018)
3.2 Global Virtual Reality Game Engines Key Players Head office and Products Offered
3.3 Market Concentration Rate Analysis
3.3.1 Competition Landscape Analysis
3.3.2 Concentration Ratio (CR3, CR5 and CR10) (2016-2018)
3.4 New Products and Potential Entrants
3.5 Mergers & Acquisitions, Expansion

4 VIRTUAL REALITY GAME ENGINES BY REGIONS

4.1 Virtual Reality Game Engines Market Size by Regions
4.2 Americas Virtual Reality Game Engines Market Size Growth
4.3 APAC Virtual Reality Game Engines Market Size Growth
4.4 Europe Virtual Reality Game Engines Market Size Growth
4.5 Middle East & Africa Virtual Reality Game Engines Market Size Growth

5 AMERICAS

5.1 Americas Virtual Reality Game Engines Market Size by Countries
5.2 Americas Virtual Reality Game Engines Market Size by Type
5.3 Americas Virtual Reality Game Engines Market Size by Application
5.4 United States
5.5 Canada
5.6 Mexico
5.7 Key Economic Indicators of Few Americas Countries

6 APAC

6.1 APAC Virtual Reality Game Engines Market Size by Countries
6.2 APAC Virtual Reality Game Engines Market Size by Type
6.3 APAC Virtual Reality Game Engines Market Size by Application
6.4 China
6.5 Japan
6.6 Korea
6.7 Southeast Asia
6.8 India
6.9 Australia
6.10 Key Economic Indicators of Few APAC Countries

+44 20 8123 2220
info@marketpublishers.com

7 EUROPE

7.1 Europe Virtual Reality Game Engines by Countries
7.2 Europe Virtual Reality Game Engines Market Size by Type
7.3 Europe Virtual Reality Game Engines Market Size by Application
7.4 Germany
7.5 France
7.6 UK
7.7 Italy
7.8 Russia
7.9 Spain
7.10 Key Economic Indicators of Few Europe Countries

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Virtual Reality Game Engines by Countries
8.2 Middle East & Africa Virtual Reality Game Engines Market Size by Type
8.3 Middle East & Africa Virtual Reality Game Engines Market Size by Application
8.4 Egypt
8.5 South Africa
8.6 Israel
8.7 Turkey
8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers and Impact
  9.1.1 Growing Demand from Key Regions
  9.1.2 Growing Demand from Key Applications and Potential Industries
9.2 Market Challenges and Impact
9.3 Market Trends

10 GLOBAL VIRTUAL REALITY GAME ENGINES MARKET FORECAST

10.1 Global Virtual Reality Game Engines Market Size Forecast (2018-2023)
10.2 Global Virtual Reality Game Engines Forecast by Regions
  10.2.1 Global Virtual Reality Game Engines Forecast by Regions (2018-2023)
  10.2.2 Americas Market Forecast
  10.2.3 APAC Market Forecast

+44 20 8123 2220
info@marketpublishers.com

10.2.4 Europe Market Forecast
10.2.5 Middle East & Africa Market Forecast
10.3 Americas Forecast by Countries
10.3.1 United States Market Forecast
10.3.2 Canada Market Forecast
10.3.3 Mexico Market Forecast
10.3.4 Brazil Market Forecast
10.4 APAC Forecast by Countries
10.4.1 China Market Forecast
10.4.2 Japan Market Forecast
10.4.3 Korea Market Forecast
10.4.4 Southeast Asia Market Forecast
10.4.5 India Market Forecast
10.4.6 Australia Market Forecast
10.5 Europe Forecast by Countries
10.5.1 Germany Market Forecast
10.5.2 France Market Forecast
10.5.3 UK Market Forecast
10.5.4 Italy Market Forecast
10.5.5 Russia Market Forecast
10.5.6 Spain Market Forecast
10.6 Middle East & Africa Forecast by Countries
10.6.1 Egypt Market Forecast
10.6.2 South Africa Market Forecast
10.6.3 Israel Market Forecast
10.6.4 Turkey Market Forecast
10.6.5 GCC Countries Market Forecast
10.7 Global Virtual Reality Game Engines Forecast by Type
10.8 Global Virtual Reality Game Engines Forecast by Application

11 KEY PLAYERS ANALYSIS

11.1 Unity Technologies
11.1.1 Company Details
11.1.2 Virtual Reality Game Engines Product Offered
11.1.3 Unity Technologies Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.1.4 Main Business Overview
11.1.5 Unity Technologies News

+44 20 8123 2220
info@marketpublishers.com

11.2 Unreal Engine
11.2.1 Company Details
11.2.2 Virtual Reality Game Engines Product Offered
11.2.3 Unreal Engine Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.2.4 Main Business Overview
11.2.5 Unreal Engine News
11.3 Epic Games
11.3.1 Company Details
11.3.2 Virtual Reality Game Engines Product Offered
11.3.3 Epic Games Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.3.4 Main Business Overview
11.3.5 Epic Games News
11.4 Crytek
11.4.1 Company Details
11.4.2 Virtual Reality Game Engines Product Offered
11.4.3 Crytek Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.4.4 Main Business Overview
11.4.5 Crytek News
11.5 Sony
11.5.1 Company Details
11.5.2 Virtual Reality Game Engines Product Offered
11.5.3 Sony Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.5.4 Main Business Overview
11.5.5 Sony News
11.6 Corona Labs (Organization)
11.6.1 Company Details
11.6.2 Virtual Reality Game Engines Product Offered
11.6.3 Corona Labs (Organization) Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.6.4 Main Business Overview
11.6.5 Corona Labs (Organization) News
11.7 The Game Creators
11.7.1 Company Details
11.7.2 Virtual Reality Game Engines Product Offered
11.7.3 The Game Creators Virtual Reality Game Engines Revenue, Gross Margin and

+44 20 8123 2220
info@marketpublishers.com

Market Share (2016-2018)
11.7.4 Main Business Overview
11.7.5 The Game Creators News
11.8 Valve Corporation
11.8.1 Company Details
11.8.2 Virtual Reality Game Engines Product Offered
11.8.3 Valve Corporation Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.8.4 Main Business Overview
11.8.5 Valve Corporation News
11.9 Silicon Studio
11.9.1 Company Details
11.9.2 Virtual Reality Game Engines Product Offered
11.9.3 Silicon Studio Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.9.4 Main Business Overview
11.9.5 Silicon Studio News
11.10 libGDX
11.10.1 Company Details
11.10.2 Virtual Reality Game Engines Product Offered
11.10.3 libGDX Virtual Reality Game Engines Revenue, Gross Margin and Market Share (2016-2018)
11.10.4 Main Business Overview
11.10.5 libGDX News
11.11 Ambiera
11.12 GarageGames

12 RESEARCH FINDINGS AND CONCLUSION

+44 20 8123 2220
info@marketpublishers.com

List Of Tables

LIST OF TABLES AND FIGURES

Table Product Specifications of Virtual Reality Game Engines
Figure Virtual Reality Game Engines Report Years Considered
Figure Market Research Methodology
Figure Global Virtual Reality Game Engi

+44 20 8123 2220
info@marketpublishers.com

I would like to order

Product name: 2018-2023 Global Virtual Reality Game Engines Market Report (Status and Outlook)
Product link: https://marketpublishers.com/r/2F83695AB20EN.html
Price: US$ 4,660.00 (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/2F83695AB20EN.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

Custumer 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