

2018-2023 United States Game Engines Market Report (Status and Outlook)

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Abstracts

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In 2017, the Game Engines market size was xx million USD in United States, and it will be xx million USD in 2023, with a CAGR of xx% between 2017 and 2023.

In United States market, the top players include

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)

Split by product types/category, covering

3D Game Engines

2.5D Game Engines

2D Game Engines

Split by applications/end use industries, covers

PC Games

Mobile Games

TV Games

Other Games

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