

Global Augmented Reality (AR) Game Engine Market Growth (Status and Outlook) 2023-2029

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Abstracts

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An augmented reality game engine, or AR game engine, provides game developers with the framework for creating AR video game experiences. An AR game engine often contains an augmented reality SDK, which allows developers to design, build, and test their games. These tools enable developers to create and edit 3D characters that interact with the real world. With the help of these platforms, developers can assign behaviors to 3D objects and upload them for display in a camera view. AR game engines perform similar functionality to game engine software, but are unique in that they support AR operating systems and hardware either directly or through an API. AR game engines create games for devices that support augmented reality, such as mobile phones. While some AR game engines can also create augmented reality experiences, they should not be confused with virtual reality game engines, which allow developers to create augmented reality video game experiences that superimpose 3D objects into the real world.

LPI (LP Information)' newest research report, the “Augmented Reality (AR) Game Engine Industry Forecast” looks at past sales and reviews total world Augmented Reality (AR) Game Engine sales in 2022, providing a comprehensive analysis by region and market sector of projected Augmented Reality (AR) Game Engine sales for 2023 through 2029. With Augmented Reality (AR) Game Engine sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Augmented Reality (AR) Game Engine industry.

This Insight Report provides a comprehensive analysis of the global Augmented Reality (AR) Game Engine landscape and highlights key trends related to product

segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Augmented Reality (AR) Game Engine portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Augmented Reality (AR) Game Engine market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Augmented Reality (AR) Game Engine and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Augmented Reality (AR) Game Engine.

The global Augmented Reality (AR) Game Engine market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Augmented Reality (AR) Game Engine is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Augmented Reality (AR) Game Engine is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Augmented Reality (AR) Game Engine is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Augmented Reality (AR) Game Engine players cover Unity Technologies, Epic Games, Apple, PTC, Foundry and Industry, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of Augmented Reality (AR) Game Engine market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Cloud Based

On Premises

Segmentation by application

Large Enterprises

SMEs

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Unity Technologies

Epic Games

Apple

PTC

Foundry

Indestry

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