

# Global Game-Making Software Market Growth (Status and Outlook) 2026-2032

<https://marketpublishers.com/r/GD2F388C029BEN.html>

Date: May 2026

Pages: 80

Price: US\$ 3,660.00 (Single User License)

ID: GD2F388C029BEN

## Abstracts

The global Game-Making Software market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

Game-making software is a type of software that allows users to create their own video games without the need for extensive programming knowledge or skills. Game-making software typically provides a graphical user interface (GUI) that lets users design and edit various aspects of a game, such as graphics, sound, logic, physics, and gameplay. Some game-making software also offers scripting languages or visual coding systems that enable users to customize the behavior and functionality of their games. Game-making software can be used for various purposes, such as education, entertainment, hobby, or professional development.

United States market for Game-Making Software is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Game-Making Software is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Game-Making Software is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Game-Making Software players cover Unity, Unreal Engine, GameMaker Studio 2, Construct 3, Gdevelop, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the "Game-Making Software Industry

Forecast” looks at past sales and reviews total world Game-Making Software sales in 2025, providing a comprehensive analysis by region and market sector of projected Game-Making Software sales for 2026 through 2032. With Game-Making Software sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Game-Making Software industry.

This Insight Report provides a comprehensive analysis of the global Game-Making Software landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Game-Making Software portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms’ unique position in an accelerating global Game-Making Software market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Game-Making Software 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 Game-Making Software.

This report presents a comprehensive overview, market shares, and growth opportunities of Game-Making Software market by product type, application, key players and key regions and countries.

#### Segmentation by Type:

2D Game Making Software

3D Game Making Software

Others

#### Segmentation by Application:

For Commercial

For education

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

Unreal Engine

GameMaker Studio 2

Construct 3

Gdevelop

## Contents

### 1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

### 2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
  - 2.1.1 Global Game-Making Software Market Size (2021-2032)
  - 2.1.2 Game-Making Software Market Size CAGR by Region (2021 VS 2025 VS 2032)
  - 2.1.3 World Current & Future Analysis for Game-Making Software by Country/Region (2021, 2025 & 2032)
- 2.2 Game-Making Software Segment by Type
  - 2.2.1 2D Game Making Software
  - 2.2.2 3D Game Making Software
  - 2.2.3 Others
  - 2.2.4 Game-Making Software Market Size by Type
    - 2.2.4.1 Game-Making Software Market Size CAGR by Type (2021 VS 2025 VS 2032)
    - 2.2.4.2 Global Game-Making Software Market Size Market Share by Type (2021-2026)
- 2.3 Game-Making Software Segment by Application
  - 2.3.1 For Commercial
  - 2.3.2 For education
  - 2.3.3 Game-Making Software Market Size by Application
    - 2.3.3.1 Game-Making Software Market Size CAGR by Application (2021 VS 2025 VS 2032)
    - 2.3.3.2 Global Game-Making Software Market Size Market Share by Application (2021-2026)

### 3 GAME-MAKING SOFTWARE MARKET SIZE BY PLAYER

- 3.1 Game-Making Software Market Size Market Share by Player
  - 3.1.1 Global Game-Making Software Revenue by Player (2021-2026)
  - 3.1.2 Global Game-Making Software Revenue Market Share by Player (2021-2026)
- 3.2 Global Game-Making Software 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) & (2024-2026)
- 3.4 New Products and Potential Entrants
- 3.5 Mergers & Acquisitions, Expansion

## **4 GAME-MAKING SOFTWARE BY REGION**

- 4.1 Game-Making Software Market Size by Region (2021-2026)
- 4.2 Global Game-Making Software Annual Revenue by Country/Region (2021-2026)
- 4.3 Americas Game-Making Software Market Size Growth (2021-2026)
- 4.4 APAC Game-Making Software Market Size Growth (2021-2026)
- 4.5 Europe Game-Making Software Market Size Growth (2021-2026)
- 4.6 Middle East & Africa Game-Making Software Market Size Growth (2021-2026)

## **5 AMERICAS**

- 5.1 Americas Game-Making Software Market Size by Country (2021-2026)
- 5.2 Americas Game-Making Software Market Size by Type (2021-2026)
- 5.3 Americas Game-Making Software Market Size by Application (2021-2026)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

## **6 APAC**

- 6.1 APAC Game-Making Software Market Size by Region (2021-2026)
- 6.2 APAC Game-Making Software Market Size by Type (2021-2026)
- 6.3 APAC Game-Making Software Market Size by Application (2021-2026)
- 6.4 China
- 6.5 Japan
- 6.6 South Korea
- 6.7 Southeast Asia
- 6.8 India

## 6.9 Australia

## **7 EUROPE**

### 7.1 Europe Game-Making Software Market Size by Country (2021-2026)

### 7.2 Europe Game-Making Software Market Size by Type (2021-2026)

### 7.3 Europe Game-Making Software Market Size by Application (2021-2026)

### 7.4 Germany

### 7.5 France

### 7.6 UK

### 7.7 Italy

### 7.8 Russia

## **8 MIDDLE EAST & AFRICA**

### 8.1 Middle East & Africa Game-Making Software by Region (2021-2026)

### 8.2 Middle East & Africa Game-Making Software Market Size by Type (2021-2026)

### 8.3 Middle East & Africa Game-Making Software Market Size by Application (2021-2026)

### 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 & Growth Opportunities

### 9.2 Market Challenges & Risks

### 9.3 Industry Trends

## **10 GLOBAL GAME-MAKING SOFTWARE MARKET FORECAST**

### 10.1 Global Game-Making Software Forecast by Region (2027-2032)

#### 10.1.1 Global Game-Making Software Forecast by Region (2027-2032)

#### 10.1.2 Americas Game-Making Software Forecast

#### 10.1.3 APAC Game-Making Software Forecast

#### 10.1.4 Europe Game-Making Software Forecast

#### 10.1.5 Middle East & Africa Game-Making Software Forecast

- 10.2 Americas Game-Making Software Forecast by Country (2027-2032)
  - 10.2.1 United States Market Game-Making Software Forecast
  - 10.2.2 Canada Market Game-Making Software Forecast
  - 10.2.3 Mexico Market Game-Making Software Forecast
  - 10.2.4 Brazil Market Game-Making Software Forecast
- 10.3 APAC Game-Making Software Forecast by Region (2027-2032)
  - 10.3.1 China Game-Making Software Market Forecast
  - 10.3.2 Japan Market Game-Making Software Forecast
  - 10.3.3 Korea Market Game-Making Software Forecast
  - 10.3.4 Southeast Asia Market Game-Making Software Forecast
  - 10.3.5 India Market Game-Making Software Forecast
  - 10.3.6 Australia Market Game-Making Software Forecast
- 10.4 Europe Game-Making Software Forecast by Country (2027-2032)
  - 10.4.1 Germany Market Game-Making Software Forecast
  - 10.4.2 France Market Game-Making Software Forecast
  - 10.4.3 UK Market Game-Making Software Forecast
  - 10.4.4 Italy Market Game-Making Software Forecast
  - 10.4.5 Russia Market Game-Making Software Forecast
- 10.5 Middle East & Africa Game-Making Software Forecast by Region (2027-2032)
  - 10.5.1 Egypt Market Game-Making Software Forecast
  - 10.5.2 South Africa Market Game-Making Software Forecast
  - 10.5.3 Israel Market Game-Making Software Forecast
  - 10.5.4 Turkey Market Game-Making Software Forecast
- 10.6 Global Game-Making Software Forecast by Type (2027-2032)
- 10.7 Global Game-Making Software Forecast by Application (2027-2032)
  - 10.7.1 GCC Countries Market Game-Making Software Forecast

## **11 KEY PLAYERS ANALYSIS**

- 11.1 Unity
  - 11.1.1 Unity Company Information
  - 11.1.2 Unity Game-Making Software Product Offered
  - 11.1.3 Unity Game-Making Software Revenue, Gross Margin and Market Share (2021-2026)
  - 11.1.4 Unity Main Business Overview
  - 11.1.5 Unity Latest Developments
- 11.2 Unreal Engine
  - 11.2.1 Unreal Engine Company Information
  - 11.2.2 Unreal Engine Game-Making Software Product Offered

11.2.3 Unreal Engine Game-Making Software Revenue, Gross Margin and Market Share (2021-2026)

11.2.4 Unreal Engine Main Business Overview

11.2.5 Unreal Engine Latest Developments

11.3 GameMaker Studio

11.3.1 GameMaker Studio 2 Company Information

11.3.2 GameMaker Studio 2 Game-Making Software Product Offered

11.3.3 GameMaker Studio 2 Game-Making Software Revenue, Gross Margin and Market Share (2021-2026)

11.3.4 GameMaker Studio 2 Main Business Overview

11.3.5 GameMaker Studio 2 Latest Developments

11.4 Construct

11.4.1 Construct 3 Company Information

11.4.2 Construct 3 Game-Making Software Product Offered

11.4.3 Construct 3 Game-Making Software Revenue, Gross Margin and Market Share (2021-2026)

11.4.4 Construct 3 Main Business Overview

11.4.5 Construct 3 Latest Developments

11.5 Gdevelop

11.5.1 Gdevelop Company Information

11.5.2 Gdevelop Game-Making Software Product Offered

11.5.3 Gdevelop Game-Making Software Revenue, Gross Margin and Market Share (2021-2026)

11.5.4 Gdevelop Main Business Overview

11.5.5 Gdevelop Latest Developments

## **12 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

Table 1. Game-Making Software Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)

Table 2. Game-Making Software Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of 2D Game Making Software

Table 4. Major Players of 3D Game Making Software

Table 5. Major Players of Others

Table 6. Game-Making Software Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 7. Global Game-Making Software Market Size by Type (2021-2026) & (\$ millions)

Table 8. Global Game-Making Software Market Size Market Share by Type (2021-2026)

Table 9. Game-Making Software Market Size CAGR by Application (2021 VS 2025 VS 2032) & (\$ millions)

Table 10. Global Game-Making Software Market Size by Application (2021-2026) & (\$ millions)

Table 11. Global Game-Making Software Market Size Market Share by Application (2021-2026)

Table 12. Global Game-Making Software Revenue by Player (2021-2026) & (\$ millions)

Table 13. Global Game-Making Software Revenue Market Share by Player (2021-2026)

Table 14. Game-Making Software Key Players Head office and Products Offered

Table 15. Game-Making Software Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 16. New Products and Potential Entrants

Table 17. Mergers & Acquisitions, Expansion

Table 18. Global Game-Making Software Market Size by Region (2021-2026) & (\$ millions)

Table 19. Global Game-Making Software Market Size Market Share by Region (2021-2026)

Table 20. Global Game-Making Software Revenue by Country/Region (2021-2026) & (\$ millions)

Table 21. Global Game-Making Software Revenue Market Share by Country/Region (2021-2026)

Table 22. Americas Game-Making Software Market Size by Country (2021-2026) & (\$ millions)

Table 23. Americas Game-Making Software Market Size Market Share by Country

(2021-2026)

Table 24. Americas Game-Making Software Market Size by Type (2021-2026) & (\$ millions)

Table 25. Americas Game-Making Software Market Size Market Share by Type (2021-2026)

Table 26. Americas Game-Making Software Market Size by Application (2021-2026) & (\$ millions)

Table 27. Americas Game-Making Software Market Size Market Share by Application (2021-2026)

Table 28. APAC Game-Making Software Market Size by Region (2021-2026) & (\$ millions)

Table 29. APAC Game-Making Software Market Size Market Share by Region (2021-2026)

Table 30. APAC Game-Making Software Market Size by Type (2021-2026) & (\$ millions)

Table 31. APAC Game-Making Software Market Size by Application (2021-2026) & (\$ millions)

Table 32. Europe Game-Making Software Market Size by Country (2021-2026) & (\$ millions)

Table 33. Europe Game-Making Software Market Size Market Share by Country (2021-2026)

Table 34. Europe Game-Making Software Market Size by Type (2021-2026) & (\$ millions)

Table 35. Europe Game-Making Software Market Size by Application (2021-2026) & (\$ millions)

Table 36. Middle East & Africa Game-Making Software Market Size by Region (2021-2026) & (\$ millions)

Table 37. Middle East & Africa Game-Making Software Market Size by Type (2021-2026) & (\$ millions)

Table 38. Middle East & Africa Game-Making Software Market Size by Application (2021-2026) & (\$ millions)

Table 39. Key Market Drivers & Growth Opportunities of Game-Making Software

Table 40. Key Market Challenges & Risks of Game-Making Software

Table 41. Key Industry Trends of Game-Making Software

Table 42. Global Game-Making Software Market Size Forecast by Region (2027-2032) & (\$ millions)

Table 43. Global Game-Making Software Market Size Market Share Forecast by Region (2027-2032)

Table 44. Global Game-Making Software Market Size Forecast by Type (2027-2032) &

(\$ millions)

Table 45. Global Game-Making Software Market Size Forecast by Application (2027-2032) & (\$ millions)

Table 46. Unity Details, Company Type, Game-Making Software Area Served and Its Competitors

Table 47. Unity Game-Making Software Product Offered

Table 48. Unity Game-Making Software Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 49. Unity Main Business

Table 50. Unity Latest Developments

Table 51. Unreal Engine Details, Company Type, Game-Making Software Area Served and Its Competitors

Table 52. Unreal Engine Game-Making Software Product Offered

Table 53. Unreal Engine Game-Making Software Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 54. Unreal Engine Main Business

Table 55. Unreal Engine Latest Developments

Table 56. GameMaker Studio 2 Details, Company Type, Game-Making Software Area Served and Its Competitors

Table 57. GameMaker Studio 2 Game-Making Software Product Offered

Table 58. GameMaker Studio 2 Game-Making Software Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 59. GameMaker Studio 2 Main Business

Table 60. GameMaker Studio 2 Latest Developments

Table 61. Construct 3 Details, Company Type, Game-Making Software Area Served and Its Competitors

Table 62. Construct 3 Game-Making Software Product Offered

Table 63. Construct 3 Game-Making Software Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 64. Construct 3 Main Business

Table 65. Construct 3 Latest Developments

Table 66. Gdevelop Details, Company Type, Game-Making Software Area Served and Its Competitors

Table 67. Gdevelop Game-Making Software Product Offered

Table 68. Gdevelop Game-Making Software Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 69. Gdevelop Main Business

Table 70. Gdevelop Latest Developments

## List Of Figures

### LIST OF FIGURES

Figure 1. Game-Making Software Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Game-Making Software Market Size Growth Rate (2021-2032) (\$ millions)

Figure 6. Game-Making Software Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)

Figure 7. Game-Making Software Sales Market Share by Country/Region (2025)

Figure 8. Game-Making Software Sales Market Share by Country/Region (2021, 2025 & 2032)

Figure 9. Global Game-Making Software Market Size Market Share by Type in 2025

Figure 10. Game-Making Software in For Commercial

Figure 11. Global Game-Making Software Market: For Commercial (2021-2026) & (\$ millions)

Figure 12. Game-Making Software in For education

Figure 13. Global Game-Making Software Market: For education (2021-2026) & (\$ millions)

Figure 14. Global Game-Making Software Market Size Market Share by Application in 2025

Figure 15. Global Game-Making Software Revenue Market Share by Player in 2025

Figure 16. Global Game-Making Software Market Size Market Share by Region (2021-2026)

Figure 17. Americas Game-Making Software Market Size 2021-2026 (\$ millions)

Figure 18. APAC Game-Making Software Market Size 2021-2026 (\$ millions)

Figure 19. Europe Game-Making Software Market Size 2021-2026 (\$ millions)

Figure 20. Middle East & Africa Game-Making Software Market Size 2021-2026 (\$ millions)

Figure 21. Americas Game-Making Software Value Market Share by Country in 2025

Figure 22. United States Game-Making Software Market Size Growth 2021-2026 (\$ millions)

Figure 23. Canada Game-Making Software Market Size Growth 2021-2026 (\$ millions)

Figure 24. Mexico Game-Making Software Market Size Growth 2021-2026 (\$ millions)

Figure 25. Brazil Game-Making Software Market Size Growth 2021-2026 (\$ millions)

Figure 26. APAC Game-Making Software Market Size Market Share by Region in 2025

- Figure 27. APAC Game-Making Software Market Size Market Share by Type (2021-2026)
- Figure 28. APAC Game-Making Software Market Size Market Share by Application (2021-2026)
- Figure 29. China Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 30. Japan Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 31. South Korea Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 32. Southeast Asia Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 33. India Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 34. Australia Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 35. Europe Game-Making Software Market Size Market Share by Country in 2025
- Figure 36. Europe Game-Making Software Market Size Market Share by Type (2021-2026)
- Figure 37. Europe Game-Making Software Market Size Market Share by Application (2021-2026)
- Figure 38. Germany Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 39. France Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 40. UK Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 41. Italy Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 42. Russia Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 43. Middle East & Africa Game-Making Software Market Size Market Share by Region (2021-2026)
- Figure 44. Middle East & Africa Game-Making Software Market Size Market Share by Type (2021-2026)
- Figure 45. Middle East & Africa Game-Making Software Market Size Market Share by Application (2021-2026)
- Figure 46. Egypt Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 47. South Africa Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 48. Israel Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 49. Turkey Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 50. GCC Countries Game-Making Software Market Size Growth 2021-2026 (\$ millions)
- Figure 51. Americas Game-Making Software Market Size 2027-2032 (\$ millions)
- Figure 52. APAC Game-Making Software Market Size 2027-2032 (\$ millions)
- Figure 53. Europe Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 54. Middle East & Africa Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 55. United States Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 56. Canada Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 57. Mexico Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 58. Brazil Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 59. China Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 60. Japan Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 61. Korea Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 62. Southeast Asia Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 63. India Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 64. Australia Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 65. Germany Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 66. France Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 67. UK Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 68. Italy Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 69. Russia Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 70. Egypt Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 71. South Africa Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 72. Israel Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 73. Turkey Game-Making Software Market Size 2027-2032 (\$ millions)

Figure 74. Global Game-Making Software Market Size Market Share Forecast by Type (2027-2032)

Figure 75. Global Game-Making Software Market Size Market Share Forecast by Application (2027-2032)

Figure 76. GCC Countries Game-Making Software Market Size 2027-2032 (\$ millions)

## I would like to order

Product name: Global Game-Making Software Market Growth (Status and Outlook) 2026-2032

Product link: <https://marketpublishers.com/r/GD2F388C029BEN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GD2F388C029BEN.html>