

COVID-19 Outbreak-Global Game Engines Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

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Abstracts

A game engine is a software-development environment designed for people to build video games. Developers use game engines to construct games for consoles, mobile devices, and personal computers. The core functionality typically provided by a game engine includes a rendering engine ('renderer') for 2D or 3D graphics, 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. Implementers often economize on the process of game development by reusing/adapting, in large part, the same game engine to produce different games or to aid in porting games to multiple platforms.

The Game Engines market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of

COVID-19 on the global economy and the Game Engines industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Game Engines market can be split based on product types, major applications, and important countries as follows:

Key players in the global Game Engines market covered in Chapter 12:

Leadwerks Software
Silicon Studio Corp
GameSalad
Godot Engine (Community developed)
Briar Wallace/Blender Foundation (Organization)
Marmalade Tech
Amazon
Valve Corporation
Epic Games
YoYo Games
Idea Fabrik
Mario Zechner (Personal)
Chukong Tech
Corona Labs (Organization)
Sony
The OGRE Team (Organization)
Crytek
Scirra
The Game Creators
Garage Games
Unity Technologies

In Chapter 4 and 14.1, on the basis of types, the Game Engines market from 2015 to 2025 is primarily split into:

3D Game Engines
2.5D Game Engines
2D Game Engine

In Chapter 5 and 14.2, on the basis of applications, the Game Engines market from 2015 to 2025 covers:

PC Games
Mobile Games
TV Games
Other Games

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 9 and 14)

China

Japan

South Korea

Australia

India

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 10 and 14)

Saudi Arabia

UAE

Egypt

Nigeria

South Africa

Others

South America (Covered in Chapter 11 and 14)

Brazil

Argentina

Columbia

Chile
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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