

# Global Game Engines Market Research Report with Opportunities and Strategies to Boost Growth-COVID-19 Impact and Recovery

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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.

Based on the Game Engines market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.



Key players in the global Game Engines market covered in Chapter 5:

Leadwerks Software

Chukong Tech

Amazon

The OGRE Team

Silicon Studio Corp

**Epic Games** 

Idea Fabrik

Sony

Marmalade Tech

Crytek

Mario Zechner

GameSalad

Corona Labs

Godot Engine

Scirra

Valve Corporation

The Game Creators

**Garage Games** 

Unity Technologies

YoYo Games

In Chapter 6, 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 7, 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 8-13:



North America (Covered in Chapter 9)

**United States** 

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea

Australia

India

South America (Covered in Chapter 12)

Brazil

Argentina

Columbia

Middle East and Africa (Covered in Chapter 13)

UAE

Egypt

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025



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