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Game Engines Market - Global Outlook and Forecast 2021-2027

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Abstracts

This report contains market size and forecasts of Game Engines in Global, including the following market information:
Global Game Engines Market Revenue, 2016-2021, 2022-2027, ($ millions)
Global top five companies in 2020 (%)
The global Game Engines market was valued at 2652.1 million in 2020 and is projected to reach US$ 4224.9 million by 2027, at a CAGR of 12.3% during the forecast period.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Game Engines companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Game Engines Market, By Type, 2016-2021, 2022-2027 ($ millions)
Global Game Engines Market Segment Percentages, By Type, 2020 (%)

3D Game Engines

2.5D Game Engines

2D Game Engines

China Game Engines Market, By Application, 2016-2021, 2022-2027 ($ millions)
China Game Engines Market Segment Percentages, By Application, 2020 (%)

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Computer Games

Mobile Games

Other Games

Global Game Engines Market, By Region and Country, 2016-2021, 2022-2027 ($ Millions)
Global Game Engines Market Segment Percentages, By Region and Country, 2020 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

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- China
- Japan
- South Korea
- Southeast Asia
- India
- Rest of Asia

South America

- Brazil
- Argentina
- Rest of South America

Middle East & Africa

- Turkey
- Israel
- Saudi Arabia
- UAE
- Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Total Game Engines Market Competitors Revenues in Global, by Players 2016-2021 (Estimated), ($ millions)

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Total Game Engines Market Competitors Revenues Share in Global, by Players 2020 (%)

Further, the report presents profiles of competitors in the market, including the following:

Unity Technologies

Epic Games

Chukong Tech

Crytek

Valve

YoYo Games

The Game Creators

Marmalade Tech

Idea Fabrik

Leadwerks Software

Sony

Amazon

GameSalad

Scirra

Corona Labs (Organization)

Silicon Studio

Garage Games

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Briar Wallace/Blender Foundation

The OGRE Team (Organization)

Godot Engine (Community developed)

Mario Zechner (Personal)

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