

Game Engines Market in Japan - Industry Outlook and Forecast 2020-2026

<https://marketpublishers.com/r/G5547EE46647EN.html>

Date: April 2020

Pages: 106

Price: US\$ 2,700.00 (Single User License)

ID: G5547EE46647EN

Abstracts

A game engine is a software framework designed for the creation and development of video games. Developers use them to create games for consoles, mobile devices and personal computers.

This report contains market size and forecasts of Game Engines in Japan, including the following market information:

Japan Game Engines Market Revenue, 2015-2020, 2021-2026, (\$ millions)

Top Five Competitors in Japan Game Engines Market 2019 (%)

The global Game Engines market was valued at 2327.8 million in 2019 and is projected to reach US\$ 3708.2 million by 2026, at a CAGR of 12.3% during the forecast period.

While the Game Engines market size in Japan was US\$ XX million in 2019, and it is expected to reach US\$ XX million by the end of 2026, with a CAGR of XX% during 2020-2026.

COVID-19 pandemic has big impact on Game Engines businesses, with lots of challenges and uncertainty faced by many players of Game Engines in Japan. This report also analyses and evaluates the COVID-19 impact on Game Engines market size in 2020 and the next few years in Japan

Total Market by Segment:

Japan Game Engines Market, By Type, 2015-2020, 2021-2026 (\$ millions)

Japan Game Engines Market Segment Percentages, By Type, 2019 (%)

3D Game Engines

2.5D Game Engines

2D Game Engines

Japan Game Engines Market, By Application, 2015-2020, 2021-2026 (\$ millions)

Japan Game Engines Market Segment Percentages, By Application, 2019 (%)

PC Games

Mobile Games

TV Games

Other Games

Competitor Analysis

The report also provides analysis of leading market participants including:

Total Game Engines Market Competitors Revenues in Japan, by Players 2015-2020 (Estimated), (\$ millions)

Total Game Engines Market Competitors Revenues Share in Japan, by Players 2019 (%)

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

Briar Wallace/Blender Foundation

The OGRE Team (Organization)

Godot Engine (Community developed)

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Game Engines Market Definition
- 1.2 Market Segments
 - 1.2.1 Segment by Type
 - 1.2.2 Segment by Application
- 1.3 COVID-19 Impact: Japan Game Engines Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 JAPAN GAME ENGINES OVERALL MARKET SIZE

- 2.1 Japan Game Engines Market Size: 2020 VS 2026
- 2.2 Japan Game Engines Revenue, Prospects & Forecasts: 2015-2026

3 COMPANY LANDSCAPE

- 3.1 Top Game Engines Players in Japan (including Foreign and Local Companies)
- 3.2 Top Japan Game Engines Companies Ranked by Revenue
- 3.3 Japan Game Engines Revenue by Companies (including Foreign and Local Companies)
- 3.4 Top 3 and Top 5 Game Engines Companies in Japan, by Revenue in 2019
- 3.5 Japan Manufacturers Game Engines Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Game Engines Players in Japan
 - 3.6.1 List of Japan Tier 1 Game Engines Companies
 - 3.6.2 List of Japan Tier 2 and Tier 3 Game Engines Companies

4 SIGHTS BY PRODUCT

- 4.1 Overview
 - 4.1.1 By Type - Japan Game Engines Market Size Markets, 2020 & 2026
 - 4.1.2 3D Game Engines
 - 4.1.3 2.5D Game Engines

- 4.1.4 2D Game Engines
- 4.2 By Type - Japan Game Engines Revenue & Forecasts
 - 4.2.1 By Type - Japan Game Engines Revenue, 2015-2020
 - 4.2.2 By Type - Japan Game Engines Revenue, 2021-2026
 - 4.2.3 By Type - Japan Game Engines Revenue Market Share, 2015-2026

5 SIGHTS BY APPLICATION

- 5.1 Overview
 - 5.1.1 By Application - Japan Game Engines Market Size, 2020 & 2026
 - 5.1.2 PC Games
 - 5.1.3 Mobile Games
 - 5.1.4 TV Games
 - 5.1.5 Other Games
- 5.2 By Application - Japan Game Engines Revenue & Forecasts
 - 5.2.1 By Application - Japan Game Engines Revenue, 2015-2020
 - 5.2.2 By Application - Japan Game Engines Revenue, 2021-2026
 - 5.2.3 By Application - Japan Game Engines Revenue Market Share, 2015-2026

6 PLAYERS PROFILES

- 6.1 Unity Technologies
 - 6.1.1 Unity Technologies Corporate Summary
 - 6.1.2 Unity Technologies Business Overview
 - 6.1.3 Unity Technologies Game Engines Major Product Offerings
 - 6.1.4 Unity Technologies Revenue in Japan (2015-2020)
 - 6.1.5 Unity Technologies Key News
- 6.2 Epic Games
 - 6.2.1 Epic Games Corporate Summary
 - 6.2.2 Epic Games Business Overview
 - 6.2.3 Epic Games Game Engines Major Product Offerings
 - 6.2.4 Epic Games Revenue in Japan (2015-2020)
 - 6.2.5 Epic Games Key News
- 6.3 Chukong Tech
 - 6.3.1 Chukong Tech Corporate Summary
 - 6.3.2 Chukong Tech Business Overview
 - 6.3.3 Chukong Tech Game Engines Major Product Offerings
 - 6.3.4 Chukong Tech Revenue in Japan (2015-2020)
 - 6.3.5 Chukong Tech Key News

6.4 Crytek

- 6.4.1 Crytek Corporate Summary
- 6.4.2 Crytek Business Overview
- 6.4.3 Crytek Game Engines Major Product Offerings
- 6.4.4 Crytek Revenue in Japan (2015-2020)
- 6.4.5 Crytek Key News

6.5 Valve

- 6.5.1 Valve Corporate Summary
- 6.5.2 Valve Business Overview
- 6.5.3 Valve Game Engines Major Product Offerings
- 6.5.4 Valve Revenue in Japan (2015-2020)
- 6.5.5 Valve Key News

6.6 YoYo Games

- 6.6.1 YoYo Games Corporate Summary
- 6.6.2 YoYo Games Business Overview
- 6.6.3 YoYo Games Game Engines Major Product Offerings
- 6.6.4 YoYo Games Revenue in Japan (2015-2020)
- 6.6.5 YoYo Games Key News

6.7 The Game Creators

- 6.6.1 The Game Creators Corporate Summary
- 6.6.2 The Game Creators Business Overview
- 6.6.3 The Game Creators Game Engines Major Product Offerings
- 6.4.4 The Game Creators Revenue in Japan (2015-2020)
- 6.7.5 The Game Creators Key News

6.8 Marmalade Tech

- 6.8.1 Marmalade Tech Corporate Summary
- 6.8.2 Marmalade Tech Business Overview
- 6.8.3 Marmalade Tech Game Engines Major Product Offerings
- 6.8.4 Marmalade Tech Revenue in Japan (2015-2020)
- 6.8.5 Marmalade Tech Key News

6.9 Idea Fabrik

- 6.9.1 Idea Fabrik Corporate Summary
- 6.9.2 Idea Fabrik Business Overview
- 6.9.3 Idea Fabrik Game Engines Major Product Offerings
- 6.9.4 Idea Fabrik Revenue in Japan (2015-2020)
- 6.9.5 Idea Fabrik Key News

6.10 Leadwerks Software

- 6.10.1 Leadwerks Software Corporate Summary
- 6.10.2 Leadwerks Software Business Overview

- 6.10.3 Leadwerks Software Game Engines Major Product Offerings
- 6.10.4 Leadwerks Software Revenue in Japan (2015-2020)
- 6.10.5 Leadwerks Software Key News
- 6.11 Sony
 - 6.11.1 Sony Corporate Summary
 - 6.11.2 Sony Game Engines Business Overview
 - 6.11.3 Sony Game Engines Major Product Offerings
 - 6.11.4 Sony Revenue in Japan (2015-2020)
 - 6.11.5 Sony Key News
- 6.12 Amazon
 - 6.12.1 Amazon Corporate Summary
 - 6.12.2 Amazon Game Engines Business Overview
 - 6.12.3 Amazon Game Engines Major Product Offerings
 - 6.12.4 Amazon Revenue in Japan (2015-2020)
 - 6.12.5 Amazon Key News
- 6.13 GameSalad
 - 6.13.1 GameSalad Corporate Summary
 - 6.13.2 GameSalad Game Engines Business Overview
 - 6.13.3 GameSalad Game Engines Major Product Offerings
 - 6.13.4 GameSalad Revenue in Japan (2015-2020)
 - 6.13.5 GameSalad Key News
- 6.14 Scirra
 - 6.14.1 Scirra Corporate Summary
 - 6.14.2 Scirra Game Engines Business Overview
 - 6.14.3 Scirra Game Engines Major Product Offerings
 - 6.14.4 Scirra Revenue in Japan (2015-2020)
 - 6.14.5 Scirra Key News
- 6.15 Corona Labs (Organization)
 - 6.15.1 Corona Labs (Organization) Corporate Summary
 - 6.15.2 Corona Labs (Organization) Game Engines Business Overview
 - 6.15.3 Corona Labs (Organization) Game Engines Major Product Offerings
 - 6.15.4 Corona Labs (Organization) Revenue in Japan (2015-2020)
 - 6.15.5 Corona Labs (Organization) Key News
- 6.16 Silicon Studio
 - 6.16.1 Silicon Studio Corporate Summary
 - 6.16.2 Silicon Studio Game Engines Business Overview
 - 6.16.3 Silicon Studio Game Engines Major Product Offerings
 - 6.16.4 Silicon Studio Revenue in Japan (2015-2020)
 - 6.16.5 Silicon Studio Key News

6.17 Garage Games

- 6.17.1 Garage Games Corporate Summary
- 6.17.2 Garage Games Game Engines Business Overview
- 6.17.3 Garage Games Game Engines Major Product Offerings
- 6.17.4 Garage Games Revenue in Japan (2015-2020)
- 6.17.5 Garage Games Key News

6.18 Briar Wallace/Blender Foundation

- 6.18.1 Briar Wallace/Blender Foundation Corporate Summary
- 6.18.2 Briar Wallace/Blender Foundation Game Engines Business Overview
- 6.18.3 Briar Wallace/Blender Foundation Game Engines Major Product Offerings
- 6.18.4 Briar Wallace/Blender Foundation Revenue in Japan (2015-2020)
- 6.18.5 Briar Wallace/Blender Foundation Key News

6.19 The OGRE Team (Organization)

- 6.19.1 The OGRE Team (Organization) Corporate Summary
- 6.19.2 The OGRE Team (Organization) Game Engines Business Overview
- 6.19.3 The OGRE Team (Organization) Game Engines Major Product Offerings
- 6.19.4 The OGRE Team (Organization) Revenue in Japan (2015-2020)
- 6.19.5 The OGRE Team (Organization) Key News

6.20 Godot Engine (Community developed)

- 6.20.1 Godot Engine (Community developed) Corporate Summary
- 6.20.2 Godot Engine (Community developed) Game Engines Business Overview
- 6.20.3 Godot Engine (Community developed) Game Engines Major Product Offerings
- 6.20.4 Godot Engine (Community developed) Revenue in Japan (2015-2020)
- 6.20.5 Godot Engine (Community developed) Key News

6.21 Mario Zechner (Personal)

- 6.21.1 Mario Zechner (Personal) Corporate Summary
- 6.21.2 Mario Zechner (Personal) Game Engines Business Overview
- 6.21.3 Mario Zechner (Personal) Game Engines Major Product Offerings
- 6.21.4 Mario Zechner (Personal) Revenue in Japan (2015-2020)
- 6.21.5 Mario Zechner (Personal) Key News

7 KEY MARKET TRENDS & INFLUENCES 2021-2026

- 7.1 PESTLE Analysis for Japan Game Engines Market
- 7.2 Market Opportunities & Trends
- 7.3 Market Drivers
- 7.4 Market Restraints

8 CONCLUSION

9 APPENDIX

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. Key Players of Game Engines in Japan
- Table 2. Top Players in Japan, Ranking by Revenue (2019)
- Table 3. Japan Game Engines Revenue by Companies, (US\$, Mn), 2015-2020
- Table 4. Japan Game Engines Revenue Share by Companies, 2015-2020
- Table 5. Japan Game Engines Sales by Companies, (K Units), 2015-2020
- Table 6. Japan Game Engines Sales Share by Companies, 2015-2020
- Table 7. Key Manufacturers Game Engines Price (2015-2020) (US\$/Unit)
- Table 8. Japan Manufacturers Game Engines Product Type
- Table 9. List of Japan Tier 1 Game Engines Companies, Revenue (US\$, Mn) in 2019 and Market Share
- Table 10. List of Japan Tier 2 and Tier 3 Game Engines Companies, Revenue (US\$, Mn) in 2019 and Market Share
- Table 11. By Type - Game Engines Revenue in Japan (US\$, Mn), 2015-2020
- Table 12. By Type - Game Engines Revenue in Japan (US\$, Mn), 2021-2026
- Table 13. By Type - Game Engines Sales in Japan (K Units), 2015-2020
- Table 14. By Type - Game Engines Sales in Japan (K Units), 2021-2026
- Table 15. By Application - Game Engines Revenue in Japan, (US\$, Mn), 2015-2020
- Table 16. By Application - Game Engines Revenue in Japan, (US\$, Mn), 2021-2026
- Table 17. By Application - Game Engines Sales in Japan, (K Units), 2015-2020
- Table 18. By Application - Game Engines Sales in Japan, (K Units), 2021-2026
- Table 19. Unity Technologies Corporate Summary
- Table 20. Unity Technologies Game Engines Product Offerings
- Table 21. Unity Technologies Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 22. Epic Games Corporate Summary
- Table 23. Epic Games Game Engines Product Offerings
- Table 24. Epic Games Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 25. Chukong Tech Corporate Summary
- Table 26. Chukong Tech Game Engines Product Offerings
- Table 27. Chukong Tech Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 28. Crytek Corporate Summary
- Table 29. Crytek Game Engines Product Offerings
- Table 30. Crytek Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 31. Valve Corporate Summary
- Table 32. Valve Game Engines Product Offerings
- Table 33. Valve Game Engines Revenue (US\$, Mn), (2015-2020)

- Table 34. YoYo Games Corporate Summary
- Table 35. YoYo Games Game Engines Product Offerings
- Table 36. YoYo Games Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 37. The Game Creators Corporate Summary
- Table 38. The Game Creators Game Engines Product Offerings
- Table 39. The Game Creators Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 40. Marmalade Tech Corporate Summary
- Table 41. Marmalade Tech Game Engines Product Offerings
- Table 42. Marmalade Tech Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 43. Idea Fabrik Corporate Summary
- Table 44. Idea Fabrik Game Engines Product Offerings
- Table 45. Idea Fabrik Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 46. Leadwerks Software Corporate Summary
- Table 47. Leadwerks Software Game Engines Product Offerings
- Table 48. Leadwerks Software Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 49. Sony Corporate Summary
- Table 50. Sony Game Engines Product Offerings
- Table 51. Sony Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 52. Amazon Corporate Summary
- Table 53. Amazon Game Engines Product Offerings
- Table 54. Amazon Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 55. GameSalad Corporate Summary
- Table 56. GameSalad Game Engines Product Offerings
- Table 57. GameSalad Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 58. Scirra Corporate Summary
- Table 59. Scirra Game Engines Product Offerings
- Table 60. Scirra Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 61. Corona Labs (Organization) Corporate Summary
- Table 62. Corona Labs (Organization) Game Engines Product Offerings
- Table 63. Corona Labs (Organization) Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 64. Silicon Studio Corporate Summary
- Table 65. Silicon Studio Game Engines Product Offerings
- Table 66. Silicon Studio Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 67. Garage Games Corporate Summary
- Table 68. Garage Games Game Engines Product Offerings
- Table 69. Garage Games Game Engines Revenue (US\$, Mn), (2015-2020)
- Table 70. Briar Wallace/Blender Foundation Corporate Summary
- Table 71. Briar Wallace/Blender Foundation Game Engines Product Offerings
- Table 72. Briar Wallace/Blender Foundation Game Engines Revenue (US\$, Mn),

(2015-2020)

Table 73. The OGRE Team (Organization) Corporate Summary

Table 74. The OGRE Team (Organization) Game Engines Product Offerings

Table 75. The OGRE Team (Organization) Game Engines Revenue (US\$, Mn),
(2015-2020)

Table 76. Godot Engine (Community developed) Corporate Summary

Table 77. Godot Engine (Community developed) Game Engines Product Offerings

Table 78. Godot Engine (Community developed) Game Engines Revenue (US\$, Mn),
(2015-2020)

Table 79. Mario Zechner (Personal) Corporate Summary

Table 80. Mario Zechner (Personal) Game Engines Product Offerings

Table 81. Mario Zechner (Personal) Game Engines Revenue (US\$, Mn), (2015-2020)

List Of Figures

LIST OF FIGURES

- Figure 1. Game Engines Segment by Type
- Figure 2. Game Engines Segment by Application
- Figure 3. Japan Game Engines Market Overview: 2020
- Figure 4. Key Caveats
- Figure 5. Game Engines Market Size in Japan, (US\$, Mn): 2020 VS 2026
- Figure 6. Japan Game Engines Revenue, 2015-2026 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Game Engines Revenue in 2019
- Figure 8. By Type - Japan Game Engines Incremental Growth, (US\$, Mn), 2015-2026
- Figure 9. By Type - Japan Game Engines Market Share, 2015-2026
- Figure 10. By Application - Game Engines Revenue in Japan (US\$, Mn), 2020 & 2026
- Figure 11. By Application - Japan Game Engines Market Share, 2015-2026
- Figure 12. PEST Analysis for Japan Game Engines Market in 2020
- Figure 13. Game Engines Market Opportunities & Trends in Japan
- Figure 14. Game Engines Market Drivers in Japan

I would like to order

Product name: Game Engines Market in Japan - Industry Outlook and Forecast 2020-2026

Product link: <https://marketpublishers.com/r/G5547EE46647EN.html>

Price: US\$ 2,700.00 (Single User License / Electronic Delivery)

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

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G5547EE46647EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970