

Video Game Engine Market - Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Video Game Engine in Global, including the following market information:

Global Video Game Engine Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Video Game Engine market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

3D Game Engines Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Video Game Engine include Unity Technologies, Epic Games, Chukong Tech, Crytek, Valve Corporation, YoYo Games, The Game Creators, Marmalade Tech and Idea Fabrik, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Video Game Engine 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 Video Game Engine Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Video Game Engine Market Segment Percentages, by Type, 2021 (%)

3D Game Engines

2.5D Game Engines

2D Game Engines

Global Video Game Engine Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Video Game Engine Market Segment Percentages, by Application, 2021 (%)

PC Games

Mobile Games

TV Games

Other Games

Global Video Game Engine Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Video Game Engine Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

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:

Key companies Video Game Engine revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Video Game Engine revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Unity Technologies

Epic Games

Chukong Tech

Crytek

Valve Corporation

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 (Organization)

The OGRE Team (Organization)

Godot Engine (Community developed)

Mario Zechner (Personal)

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