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Covid-19 Impact on Video Game Engine Market, Global Research Reports 2020-2021

https://marketpublishers.com/r/C2DE335D5ECEEN.html
Date: June 2020
Pages: 102
Price: US$ 3,250.00 (Single User License)
ID: C2DE335D5ECEEN

Abstracts

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

Global Video Game Engine Market Size, 2019-2021, and 2020 (quarterly data), (US$ Million)

Global Video Game Engine Market Size by Type and by Application, 2019-2021, and 2020 (quarterly data), (US$ Million)

Global Video Game Engine Market Size by Region (and Key Countries), 2019-2021, and 2020 (quarterly data), (US$ Million)

Global Video Game Engine Market Size by Company, 2019- 2020 (quarterly data), (US$ Million)

Key market players

Major competitors identified in this market 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 Corp, Garage Games, Briar Wallace/Blender Foundation (Organization), The OGRE Team (Organization), Godot Engine (Community developed), Mario Zechner (Personal), etc.

Based on the Region:

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Asia-Pacific (China, Japan, South Korea, India and ASEAN)

North America (US and Canada)

Europe (Germany, France, UK and Italy)

Rest of World (Latin America, Middle East & Africa)

Based on the Type:

3D Game Engines

2.5D Game Engines

2D Game Engines

Based on the Application:

PC Games

Mobile Games

TV Games

Other Games

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