

Global Game Engines Market Size, Status and Forecast 2022

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Abstracts

This report studies the Game Engines market status and outlook of global and major regions, from angles of developers, regions, product and end Application/industries; this report analyzes the top developers in global and major regions, and splits the Game Engines market by product and Application/end industries.

The global Game Engines market is valued at 1581 million USD in 2016 and is expected to reach 3066 million USD by the end of 2022, growing at a CAGR of 9.96% between 2016 and 2022.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing Korea and India & SEA regions.

United States will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Game Engines.

Europe also plays important roles in global market, with market size of 461 million USD in 2016 and will be 887 million USD in 2022, with a CAGR of 9.85%.

The major developers in global 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)

Figure Global Market Size (Million USD) Status and Outlook 2012-2022

Source: Annual Reports, Secondary Information, Press Releases, Expert Interviews and QYResearch, Sep 2017

Geographically, this report split global into several key Regions, with, revenue (million USD), market share and growth rate of Game Engines for these regions, from 2012 to 2022 (forecast)

United States

Europe

Japan

China

Korea

India & SEA

On the basis of product, the Game Engines market is primarily split into

3D Game Engines

2.5D Game Engines

2D Game Engines

Table Global Game Engines Market Size (Million USD) Split by Product

Sales (M \$) 2016 2017E 2018F 2019F 2020F 2021F 2022F

3D Game Engines 1491.24 1646.59 1816.9 2003.62 2207.9 2430.95 2674.04

Growth Rate 26.05% 10.42% 10.34% 10.28% 10.20% 10.10% 10.00%

2.5D Game Engines 15.9 17.05 18.21 19.4 20.63 21.9 23.2

Growth Rate 7.22% 7.23% 6.80% 6.53% 6.34% 6.16% 5.94%

2D Game Engines 74.08 77.58 81.45 85.39 89.47 93.71 98.12

Growth Rate 6.33% 4.72% 4.99% 4.84% 4.78% 4.74% 4.71%

Total 1581.22 1741.22 1916.56 2108.41 2318 2546.56 2795.36

Growth Rate 24.75% 10.12% 10.07% 10.01% 9.94% 9.86% 9.77%

Source: Secondary Literature, Press Releases, Expert Interviews and QYResearch, Sep 2017

On the basis on the end users/Application, this report covers

PC Games

Mobile Games

TV Games

Other Games

Table Global Game Engines Market Size (Million USD) by Application (2016-2022)

Sales (M \$) 2012 2016 2022F Share in 2022F CAGR 2016-2022

PC Games 486.38 883.94 790.81 21.70% -1.84%

Mobile Games 154.15 543.6 1776.45 70.40% 21.82%

TV Games 34.63 65.24 95.32 3.29% 6.52%

Other Games 46.4 88.44 132.78 4.61% 7.01%

Total 721.56 1581.22 2795.36 100% 9.96%

Source: Secondary Literature, Press Releases, Expert Interviews and QYResearch

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