

Global Game Engines Sales Market Report 2018

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Abstracts

This report studies the global Game Engines market status and forecast, categorizes the global Game Engines market size (value & volume) by key players, type, application, and region.

This report focuses on the top players in North America, Europe, China, Japan, Southeast Asia India and Other regions (Middle East & Africa, Central & South America).

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.

Game Engines is mainly used for two applications: PC Games (Desktops, laptops), Mobile Games (Smart phones, PS devices, tablets, etc.), TV Games and Other Games. And PC Games was the most widely used area which took up about 56% of the global total in 2016. And Mobile game is the fast growing market in the world, especially in China where led by Tencent and Netease, etc.

Game Engines can be classified into 3D (includes VR, AR), 2.5D (2D & 3D blended), 2D. There are few 2.5D engines and 2D is usually free, e.g. Cocos2d. The revenue market of 3D game engines took up more than 90% of the global market in 2016. The most type of game engines are written by C++.

The global Game Engines average price is influenced by the global trend. Complete software is usually 0 USDs to 200 USD per month from abroad vendors, if you want to buy new Game Engines. Some of the developers also get money by a smaller share of the game publishers' revenue, such as 5%, 30%, etc. The average price will be in decline trend if more vendors go into operation in the future.

Europe and USA are the two largest consumption countries of Game Engines in the world in the past few years and it will keep increasing in the next few years. European and USA's market respectively took up about 29% the global market in 2016, while Japan and Korea are about 13%, and China is followed with the share about 4% as

Chinese game developers usually use free game engines. USA, Germany, China, UK and Japan are now the key developers of Game Engines. There are some vendors with paid engines, but the Chinese market is still controlled by the free engines. And the high quality engines are mainly supplied by overseas producers.

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) and Silicon Studio Corp are the key suppliers in the global Game Engines market. Top 10 took up about 80% of the global market in 2016. Free engines took up more than 80% of the Chinese market. Unity Technologies, Epic Games, Chukong Tech, Crytek, Valve Corporation Sony and Amazon which have leading technology and market position, are well-known suppliers around the world.

The global Game Engines market is valued at 1740 million US\$ in 2017 and will reach 6820 million US\$ by the end of 2025, growing at a CAGR of 18.6% during 2018-2025. The major players covered in this report

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)

Geographically, this report studies the key regions, focuses on product sales, value, market share and growth opportunity in these regions, covering

United States

Europe

China

Japan

Southeast Asia

India

We can also provide the customized separate regional or country-level reports, for the

following regions:

North America

United States

Canada

Mexico

Asia-Pacific

China

India

Japan

South Korea

Australia

Indonesia

Singapore

Rest of Asia-Pacific

Europe

Germany

France

UK

Italy

Spain

Russia

Rest of Europe

Central & South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Saudi Arabia

Turkey

Rest of Middle East & Africa

On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into

3D Game Engines

2.5D Game Engines

2D Game Engines

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume, market share and growth rate for each application, including

PC Games

Mobile Games

TV Games

Other Games

The study objectives of this report are:

To analyze and study the global Game Engines sales, value, status (2013-2017) and forecast (2018-2025);

To analyze the top players in North America, Europe, China, Japan, Southeast Asia and India, to study the sales, value and market share of top players in these regions.

Focuses on the key Game Engines players, to study the sales, value, market share and development plans in future.

Focuses on the global key manufacturers, to define, describe and analyze the market competition landscape, SWOT analysis.

To define, describe and forecast the market by type, application and region.

To analyze the global and key regions market potential and advantage, opportunity and challenge, restraints and risks.

To identify significant trends and factors driving or inhibiting the market growth.

To analyze the opportunities in the market for stakeholders by identifying the high growth segments.

To strategically analyze each submarket with respect to individual growth trend and their contribution to the market

To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market

To strategically profile the key players and comprehensively analyze their growth strategies.

In this study, the years considered to estimate the market size of Game Engines are as follows:

History Year: 2013-2017

Base Year: 2017

Estimated Year: 2018

Forecast Year 2018 to 2025

For the data information by region, company, type and application, 2017 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

Key Stakeholders

Game Engines Manufacturers

Game Engines Distributors/Traders/Wholesalers

Game Engines Subcomponent Manufacturers

Industry Association

Downstream Vendors

Available Customizations

With the given market data, QYResearch offers customizations according to the company's specific needs. The following customization options are available for the report:

Regional and country-level analysis of the Game Engines market, by end-use.

Detailed analysis and profiles of additional market players.

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