

Game Engines 2017 Global Market – Size, Trends, Opportunities, Growth, Key Players - Analysis to 2022

Wiseguyreports.Com Publish New Market Research Report On-"Game Engines 2017 Global Market - Size, Trends, Opportunities, Growth, Key Players - Analysis to 2022"

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[Game Engines Market 2017](#)

"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 are tools available for game designers to code and plan out a game quickly and easily without building one from the ground up. Whether they are 2D or 3D based, they offer tools to aid in asset creation and placement."

Scope of the Report:

This report focuses on the Game Engines in Global market, especially in North America, Europe and Asia-Pacific, South America, Middle East and Africa. This report categorizes the market based on manufacturers, regions, type and application.

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Market Segment by Manufacturers, this report covers
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)

Market Segment by Regions, regional analysis covers

North America (USA, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Columbia etc.)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

3D Game Engines

2.5D Game Engines

2D Game Engines

Market Segment by Applications, can be divided into

PC Games

Mobile Games

TV Games

Other Games

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