

CMP Game Group Game Developers Conference Game Developer Magazine Gamasutra.com

The Art & Business of Making Games

join contact us advertise write my profile

**SERIOUS GAMES SOURCE** **NEWS** **FLASHMAN STUDIOS REPRESENTING MUSIC**

news | features | companies | jobs | resumes | education | product guide | projects | store

Sign up for the Gamasutra Daily Newsletter!



[Complete List of Newsletters](#)

**9TH ANNUAL INDEPENDENT GAMES FESTIVAL**  
FINALISTS ANNOUNCED!



**INDEPENDENT GAMES FESTIVAL**  
MARCH 7-9, 2007

[WWW.IGF.COM](http://WWW.IGF.COM)

## Industry News

August 9, 2005

### Game Middleware Survey Indicates Strong Future Growth

The Acacia Research Group has released the results of its survey looking into the use of game middleware by software developers, and has concluded that the future for the middleware industry is strong. The group's research expects the game middleware industry to triple from its current total of \$149 million to almost \$430 million by 2010.



Middleware for mobile phone games is the fastest grower in all categories; as developers struggle to deal with multiplicity of handset models and carriers on the market, the survey suggested that software such as Tira Jump that automates the porting process is attracting greater demand.

Overall, Acacia Research Group's released estimations expect mobile middleware to skyrocket from \$2.9 million to \$89.2 million in 2010, but also expects console game middleware, from physics and networking to entire graphic engines, to grow very significantly, from \$105 million to \$272 million in the same period.

"The market for game middleware is well defined," said Christine Arrington, Senior Analyst at Acacia Research Group, "but mobile and interactive TV still offer little more than an abstraction layer for application developers. We believe that will change significantly over the next five years as these platforms increase in power - and we think that single-platform middleware providers can benefit by leveraging their experience and solutions across them."

More information on the Middleware for Interactive Entertainment 2005 survey is available at the [official Acacia Research Group website](#).

POSTED: 08/09/05 - Nich Maragos - [LINK](#)

#### Industry News

#### Nintendo: 10 Million DS In North America, Q1 Line-Up Revealed [01.25.07]

Nintendo has confirmed that it has sold 10 million DS and DS Lite hardware units in the Americas since the handheld's launch in November 2004, also confirming its full DS software line-up for Q1 2007 in North America - details inside.



#### GDC 07 Adds Phil Harrison Keynote On 'Game 3.0' [01.25.07]

GDC organizers have announced another keynote speech for the March event in San Francisco, this time Sony Computer Entertainment Worldwide Studios

president Phil Harrison on "Game 3.0: Developing and Creating for the Third Age of Video Games."

#### Q&A: Bethesda Talks Oblivion Franchise, Star Trek, Fallout Online [01.25.07]

Gamasutra has been talking to Bethesda's vice president of PR and marketing, Pete Hines, discovering a Microsoft-mandated reason why *Oblivion* expansion pack *Shivering Isles* is download-only on Xbox 360, and chatting about other key Bethesda games in the *Star Trek* and *Fallout* series.



[\[More News\]](#) [\[Search News\]](#)

#### Related news:

[Acacia Announces Cross Platform Summit 2006](#)

[Acacia Study Shows Greater Demand for 3D Visualization](#)

[\[08.09.05\]](#) [\[Next News Story\]](#) [\[View All...\]](#)