

GameMaker sees 63% surge in young users after free access

Introducing free access sees percentage of new 13-17 year old users surge by two-thirds (63%) and 18-21 year old users increase by half (49.6%)



11th July 2024: More aspiring young game developers than ever are starting their game design journeys with GameMaker, after access to the platform was made [free for non-commercial users](#) to create and share games late last year.

The latest GameMaker user survey has found that the percentage of new 13-17 year old users has rocketed by two-thirds (63%) since access was made free. While the percentage of new 18-21 year old users has also risen by half (49.6%), compared with data from the last user survey in 2023*. As a result, the number of games being created and shared in GameMaker has risen by 20% in the last six months.

“Making a video game should be as accessible as sharing a video or social media post online”, said Russell Kay, head of GameMaker. “Free access and easy to use tools are clearly important elements for those just starting out on their game development

journey, so we're proud to be supporting these young creative minds as it can only mean good things for the future of games."

Making video games isn't just a great hobby. Game design can also be a powerful tool for helping young people to foster key skills, such as problems-solving, coding, design, and project management. In fact, [77% of teachers](#) who teach game design using GameMaker reported higher levels of engagement among *their students*.

Regardless of your age or skill level, getting started with GameMaker is easy. All you need is an idea. GameMaker features a wealth of free learning resources including interactive tutorials like [Space Rocks](#) that help you to build a space-shooter game in just 15 minutes, to free [Asset Bundles](#) packed with sounds and graphics to help bring your ideas to life.

Start your game design journey today by visiting www.gamemaker.io.

** Based on the responses from 1,000 new GameMaker users.*

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About GameMaker

GameMaker is the fastest and friendliest cross-platform game engine.

GameMaker allows artists and creators to make games within a single code base and publish natively across multiple platforms, including Android, iOS, HTML5, PlayStation, Xbox, Nintendo Switch, Windows Desktop, macOS, and Ubuntu.

GameMaker has been downloaded more than 12 million times. The team behind it is based in Dundee, Scotland. GameMaker was acquired by Opera in January 2021.

<https://gamemaker.io>

About Opera and Opera GX

Opera is a global web innovator. Opera's browsers, news products and fintech solutions are the trusted choice of hundreds of millions of MAU worldwide. Opera is headquartered in Oslo, Norway and listed on the NASDAQ stock exchange (OPRA). <https://opera.com>

In 2019 Opera launched Opera GX. Since its inception, Opera GX has quickly become the browser of choice for millions of gamers seeking a more custom internet experience. Along with countless customization options including color themes, sound effects, background music, and a gaming-inspired design, GX includes CPU, RAM and Network Bandwidth limiters that make the browser less resource-hungry and leave more of the computer's resources for gaming. The browser also includes a Hot Tabs Killer feature, which lets users kill the most resource-draining tabs, and GX Cleaner to purge those old unwanted files.