



OGRE User Survey 2008 Results

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1. Introduction

This survey was conducted to collect some representative information about the size and nature of the OGRE user community.

Because OGRE may be freely obtained and used by anyone, through any number of channels (direct download, Subversion repository, distributions by third parties such as magazine covers) without any notification required, it is difficult to collect this information in any other way than a separate survey.

The survey was run from 25th August to 5th September 2008 on www.ogre3d.org and was advertised on the main home page and the user forums, in an attempt to maximise participation over a short period. Since this is an opt-in process, the respondents to the survey are clearly only a fraction of the entire user base of OGRE (downloads are in excess of 25,000 per month), but nevertheless we received a total of 1034 complete responses.

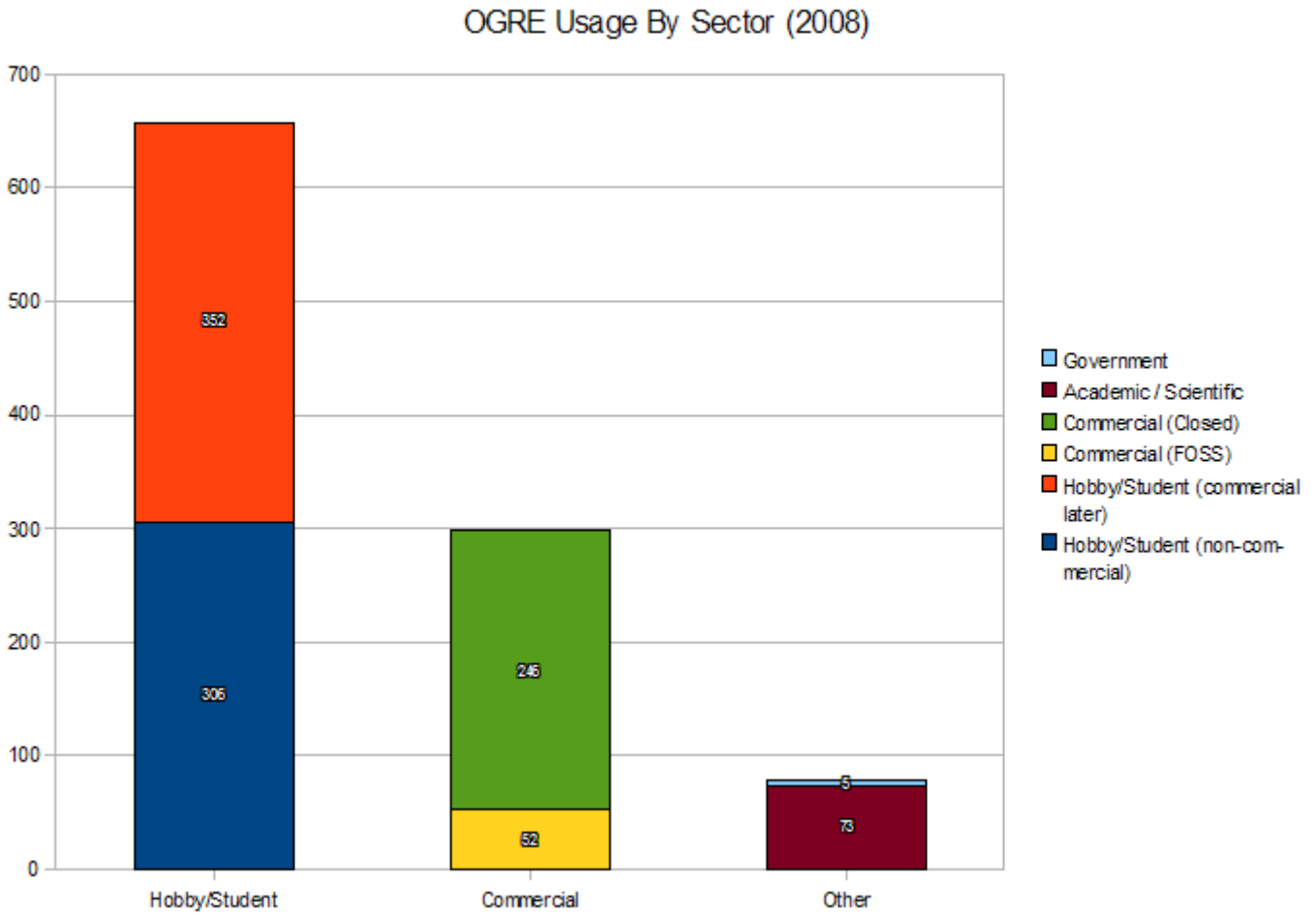
Each respondent was asked:

- how long they have been using OGRE,
- the size of their team (directly using OGRE),
- the size of their entire organisation,
- whether they use OGRE for fun, for education, or commercially
- what type of applications they are building with OGRE
- optionally some specific details about their company should they wish to share them; details omitted from this public report

The remainder of this document will present and discuss the results of the survey.

2. Results

2.1. Usage By Sector



Just over 63% of the respondents were using OGRE either for their own enjoyment or as part of their studies, with just over 50% of that group intending to go commercial with their products later.

29% of respondents were using OGRE for commercial products, with 83% of that group producing closed source products.

The remaining 8% of OGRE users were mostly dominated by Academic / Scientific users, with a small handful of government users.

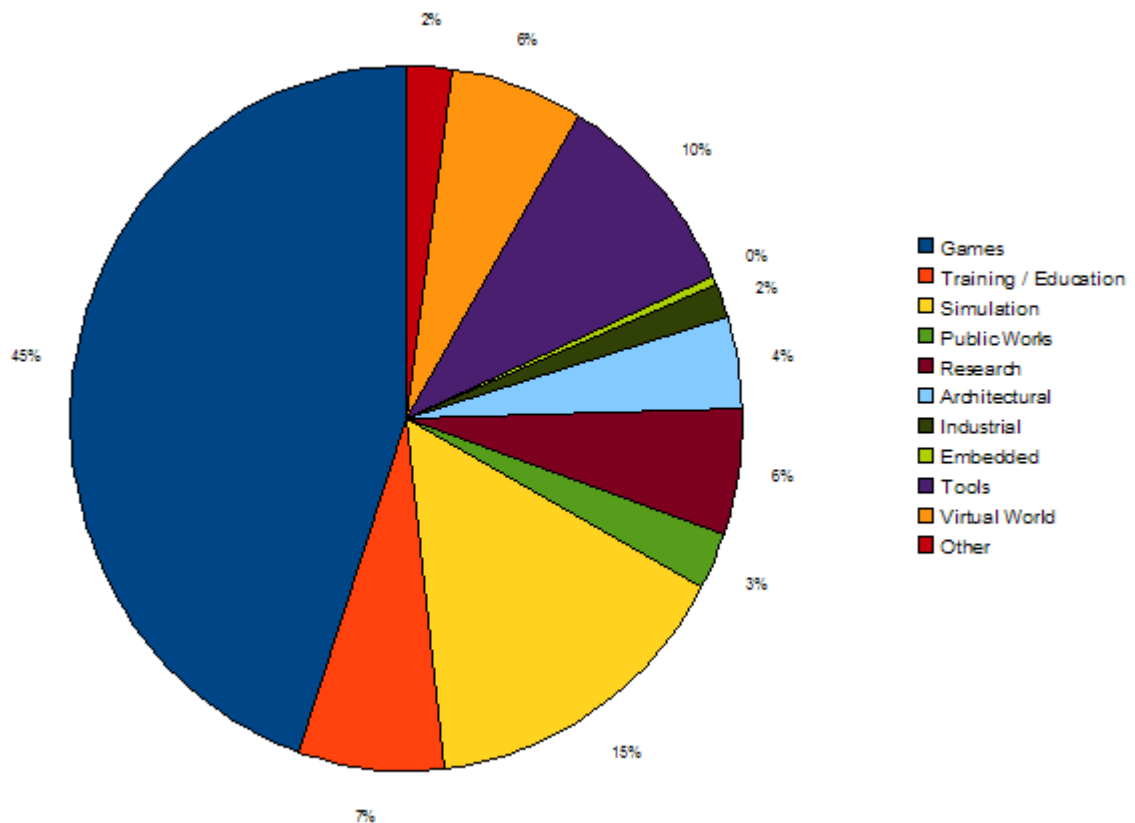
These results show that OGRE has a strong and well-balanced user base for an open source project, with plenty of individual users but with a sizeable commercial & academic base.

2.2. Application Types

We asked respondents to indicate which types of applications they were using OGRE to create:

- Games / Game Engines
- Training /educational software
- Simulations
- Public works (e.g. museum pieces, interactive art)
- Scientific research
- Architectural visualisation
- Industrial design
- Set-top boxes / consumer devices
- Toolsets / utility libraries
- Online virtual world
- Other

OGRE Usage By Application Type, All Users (2008)

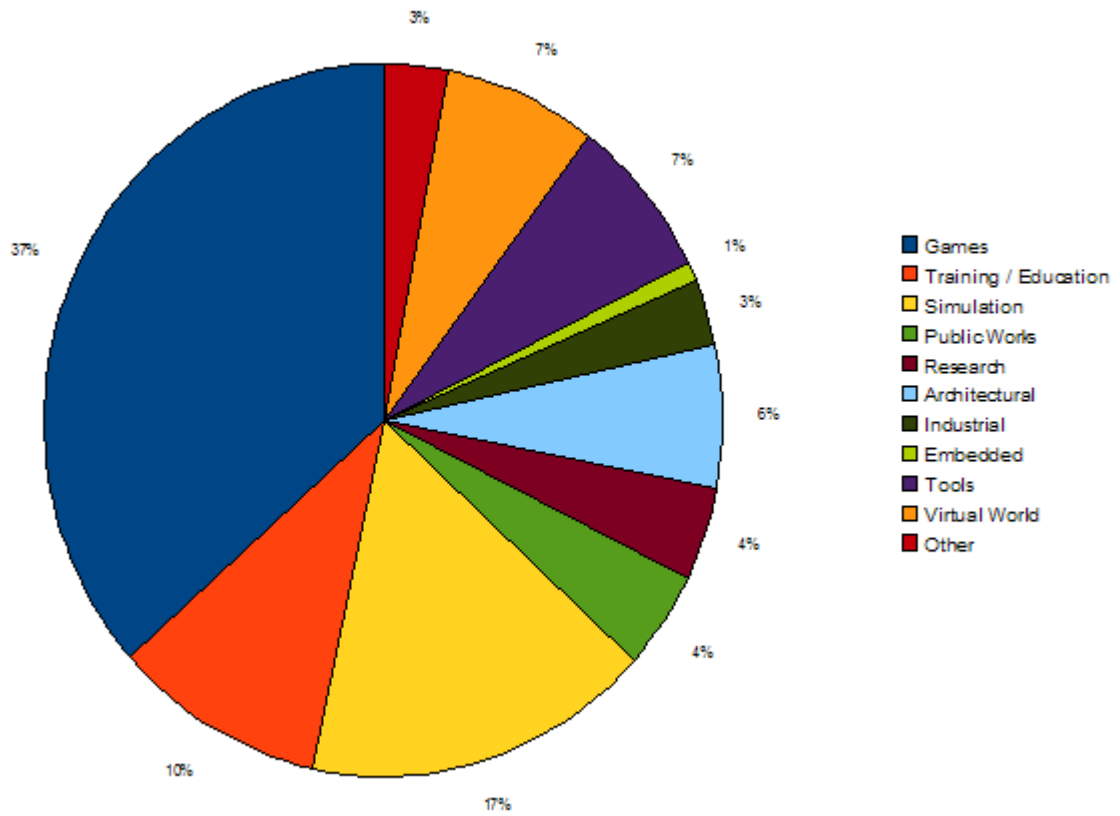


Over all user sectors, the most popular single application type for OGRE is game or game engine technology at 45%. Another way to read this, however, is that 55% (ie more than half) of OGRE applications are outside the game sector – they are simply more diverse individually.

Simulation products are the next most popular application, followed by Tools & Utilities (10%), Training & Education products (7%), Virtual Worlds (6%) and Scientific Research (also 6%).

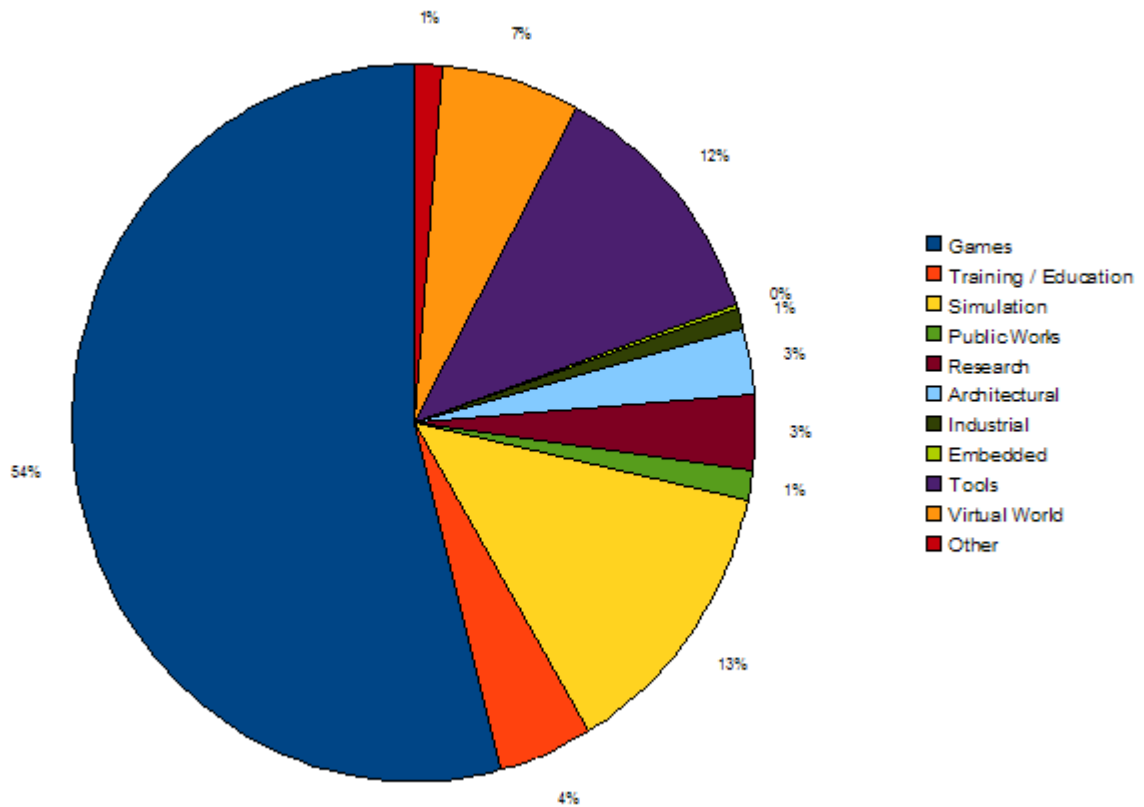
This demonstrates that while OGRE is clearly used for games by many, this is by no means the only use for it. This becomes more interesting when broken down by sector:

OGRE Usage By Application Type, Commercial Sector (2008)



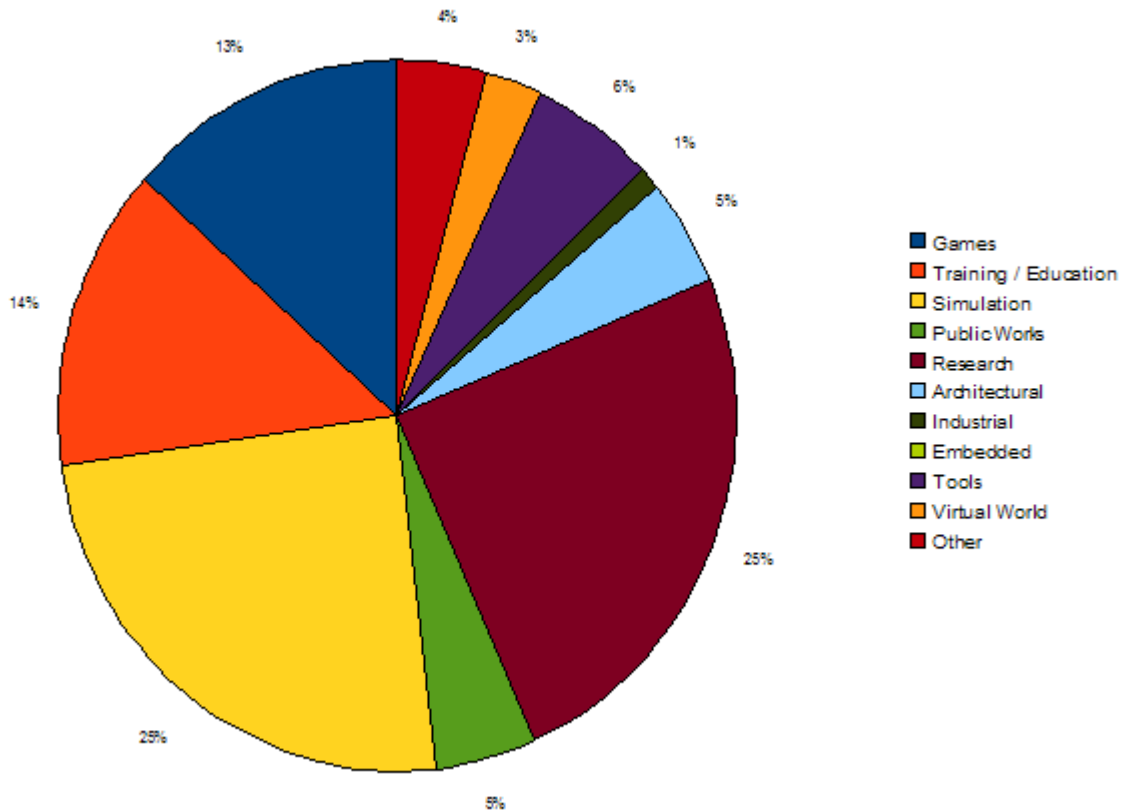
As we can see here, the commercial sector has even less of a weighting towards games, with Simulations and Virtual Worlds growing in particular, but also Architectural Visualisation, Industrial Design increasing. Tools and Research have also reduced in relative importance.

OGRE Usage By Application Type, Hobbyist/Student Sector (2008)



Perhaps not surprisingly the Hobbyist/Student chart shows a greater bias towards games and tools than the overall chart, with a subsequent reduction in all other areas.

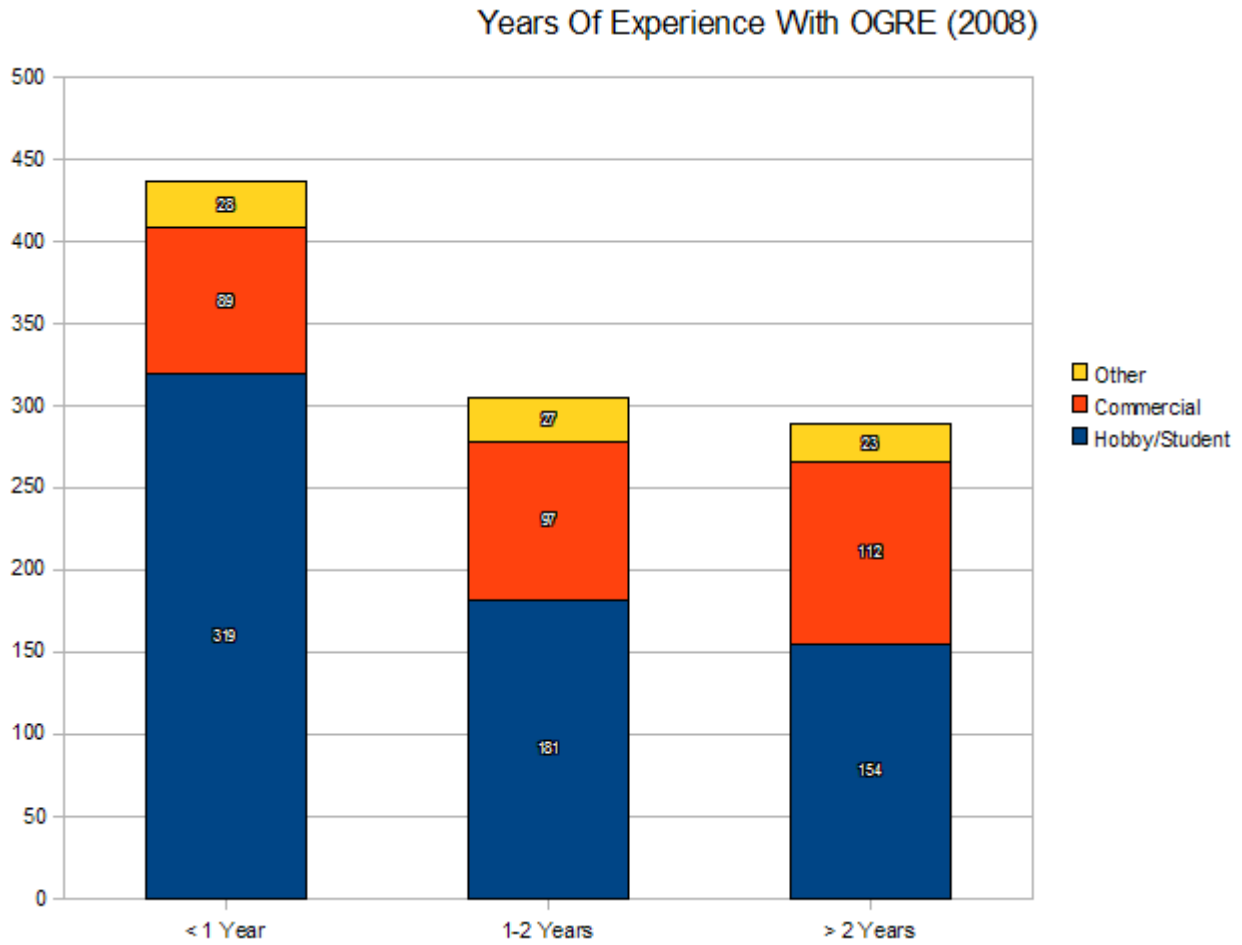
OGRE Usage By Application Type, Government / Academic Users (2008)



Finally the Government and Academic user chart looks very different from the others, with Simulation, Scientific Research and Training/Educational software dominating, again not surprisingly.

Overall these results reinforce the OGRE design philosophy of staying focussed on being a pluggable graphics rendering component, and not being dragged into an overt alignment with any one particular application type (such as games). Clearly OGRE's user base includes many game developers, but clearly it is regularly used for many other purposes, and thus flexibility is key.

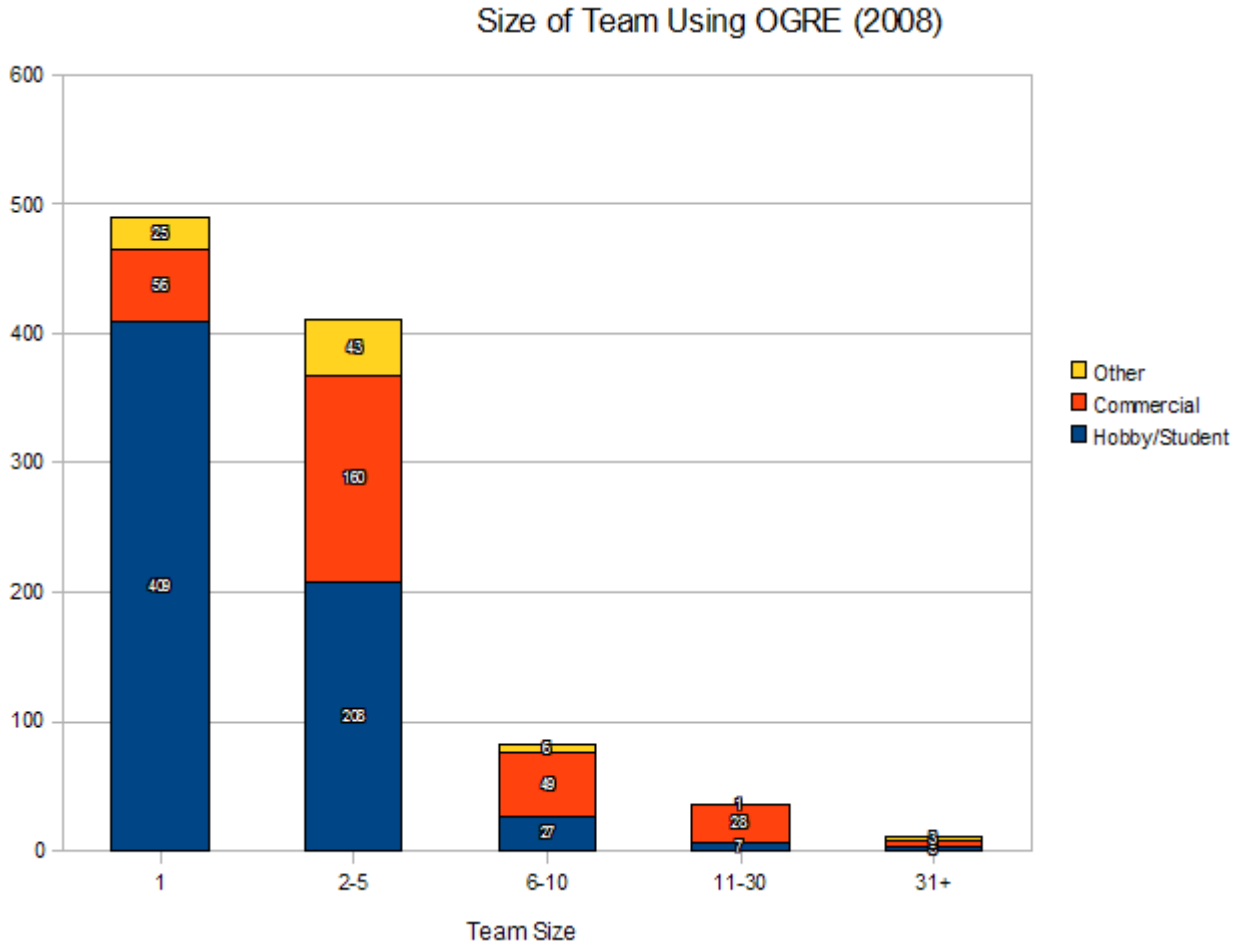
2.3. Years of Experience With OGRE



As you can see, of the respondents there were a good number of users who have been using OGRE for some years, probably over multiple projects. 57% of respondents had been using OGRE for a year or more, and 28% for more than 2 years.

2.4. Team Sizes

We asked users what the size of their team was that was working directly with a product using OGRE.



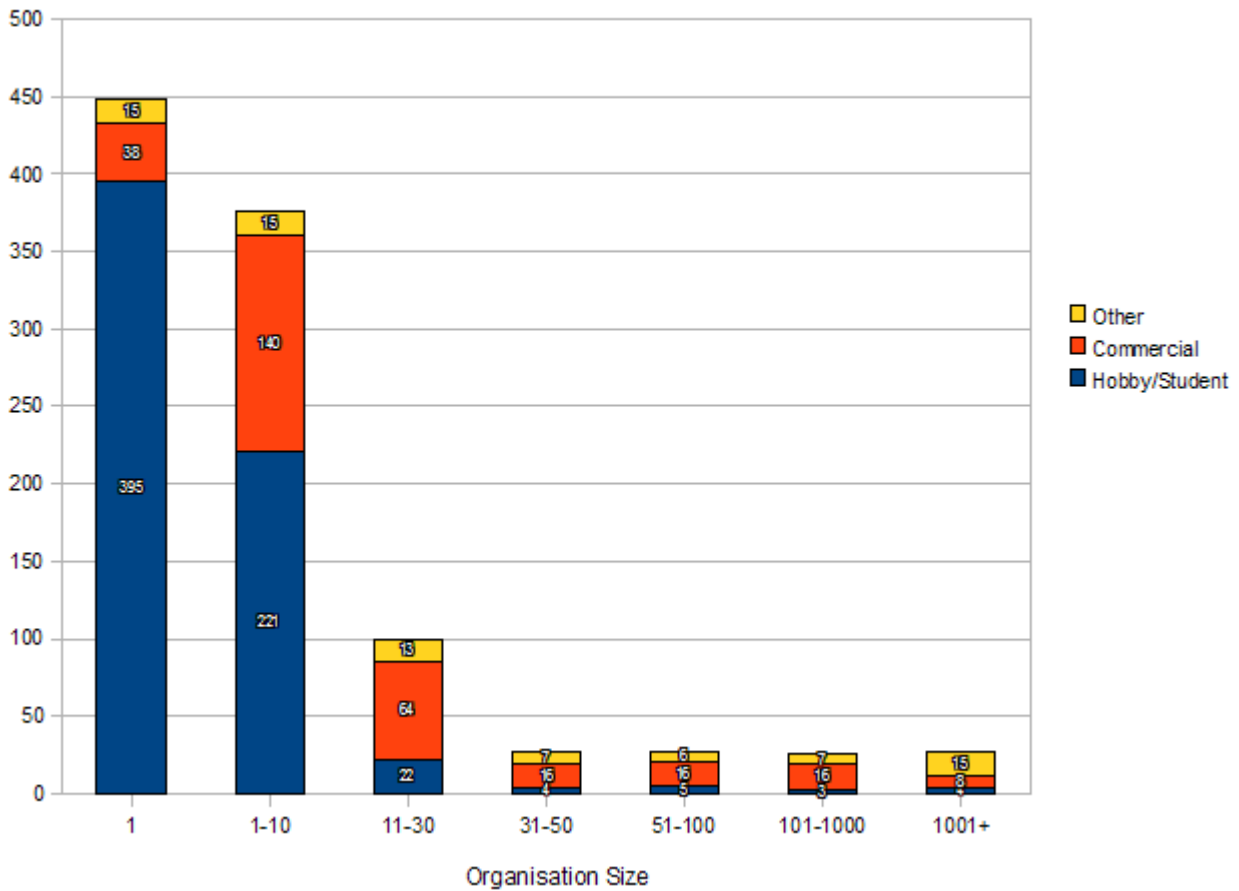
These responses show that we have a large number of 'lone wolves' in our community, the majority of which are hobbyists or students. As the team size gets larger, these teams then include more of the other sectors (commercial and academic / government), which is to be expected.

From this we can conclude that OGRE is indeed most popular in the 'indie' community, although that has not precluded it being used in larger teams too.

2.5. Organisation Size

In addition to the team directly working with OGRE technology, we also asked respondents how large their overall organisation is:

Overall Size of Organisation Using OGRE (2008)



Again we can see the heavy presence of the 'lone wolves', and clearly a thriving indie community in the commercial sector. What's perhaps more interesting is that once you get above 30, the numbers in each category stay stable (although of course the intervals are larger). There are certainly a number of fairly large companies with teams using OGRE nestled within them, and the numbers in the 'Other' sector are almost certainly attributable to universities using OGRE for research.

3. Conclusions

There are a number of things to take away from the results of this survey:

- OGRE's community is roughly a blend of 60% hobbyists / students, 30% commercial users and 10% academic and government users
- Games are the most popular single application type, but account for less than half the overall usage of OGRE. In the commercial sector in particular, OGRE is used for a wide variety of applications.
- OGRE is most popular in small teams and organisations, but has been adopted in a number of large organisations
- Even taking a relatively optimistic survey response rate of 30%, OGRE's user base can be estimated to be:
 - Hobbyist / Students: 2100+
 - Commercial: 990+
 - Academic / Scientific: 240+
 - Government: 17+