

Online Gambling Industry Research Report 2023

<https://marketpublishers.com/r/OABB207E219FEN.html>

Date: August 2023

Pages: 109

Price: US\$ 2,950.00 (Single User License)

ID: OABB207E219FEN

Abstracts

This report aims to provide a comprehensive presentation of the global market for Online Gambling, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Online Gambling.

The Online Gambling market size, estimations, and forecasts are provided in terms of and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Online Gambling market comprehensively. Regional market sizes, concerning products by types, by application, and by players, are also provided. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Online Gambling companies, new entrants, and industry chain related companies in this market with information on the revenues for the overall market and the sub-segments across the different segments, by company, product type, application, and regions.

Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by

these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue by companies for the period 2017-2022. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

Bet365

Kindred Group

GVC Holdings

Flutter Entertainment

William Hill

Pinnacle

The Stars Group

Betvictor

Betsson AB

Gamesys

888 Holdings

Bet-at-home.com

Intertops

Betway

Betfred

Interwetten

SBOBET

Sportech

EGB

BetOnline

Product Type Insights

Global markets are presented by Online Gambling type, along with growth forecasts through 2029. Estimates on revenue are based on the price in the supply chain at which the Online Gambling are procured by the companies.

This report has studied every segment and provided the market size using historical data. They have also talked about the growth opportunities that the segment may pose in the future. This study bestows revenue data by type, and during the historical period (2018-2023) and forecast period (2024-2029).

Online Gambling segment by Type

Sports Gambling

Online Gambling Games

Poker Gambling

Casino Games

Bingo

Others

Application Insights

This report has provided the market size (revenue data) by application, during the historical period (2018-2023) and forecast period (2024-2029).

This report also outlines the market trends of each segment and consumer behaviors impacting the Online Gambling market and what implications these may have on the industry's future. This report can help to understand the relevant market and consumer trends that are driving the Online Gambling market.

Online Gambling Segment by Application

18-29 years old

30-39 years old

40-49 years old

Others

Regional Outlook

This section of the report provides key insights regarding various regions and the key players operating in each region. Economic, social, environmental, technological, and political factors have been taken into consideration while assessing the growth of the particular region/country. The readers will also get their hands on the revenue data of each region and country for the period 2018-2029.

The market has been segmented into various major geographies, including North America, Europe, Asia-Pacific, South America, Middle East & Africa. Detailed analysis of major countries such as the USA, Germany, the U.K., Italy, France, China, Japan, South Korea, Southeast Asia, and India will be covered within the regional segment. For market estimates, data are going to be provided for 2022 because of the base year, with estimates for 2023 and forecast revenue for 2029.

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

COVID-19 and Russia-Ukraine War Influence Analysis

The readers in the section will understand how the Online Gambling market scenario changed across the globe during the pandemic, post-pandemic and Russia-Ukraine War. The study is done keeping in view the changes in aspects such as demand, consumption, transportation, consumer behavior, supply chain management. The industry experts have also highlighted the key factors that will help create opportunities for players and stabilize the overall industry in the years to come.

Reasons to Buy This Report

This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Online Gambling market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

This report will help stakeholders to understand the global industry status and trends of

Online Gambling and provides them with information on key market drivers, restraints, challenges, and opportunities.

This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.

This report stays updated with novel technology integration, features, and the latest developments in the market

This report helps stakeholders to understand the COVID-19 and Russia-Ukraine War Influence on the Online Gambling industry.

This report helps stakeholders to gain insights into which regions to target globally

This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Online Gambling.

This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

Core Chapters

Chapter 1: Research objectives, research methods, data sources, data cross-validation;

Chapter 2: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 3: Provides the analysis of various market segments product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 4: Provides the analysis of various market segments application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 5: Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 6: Detailed analysis of Online Gambling companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 7, 8, 9, 10, 11: North America, Europe, Asia Pacific, Latin America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 12: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

Chapter 13: The main points and conclusions of the report.

Contents

1 PREFACE

- 1.1 Scope of Report
- 1.2 Reasons for Doing This Study
- 1.3 Research Methodology
- 1.4 Research Process
- 1.5 Data Source
 - 1.5.1 Secondary Sources
 - 1.5.2 Primary Sources

2 MARKET OVERVIEW

- 2.1 Product Definition
- 2.2 Online Gambling by Type
 - 2.2.1 Market Value Comparison by Type (2018 VS 2022 VS 2029)
 - 1.2.2 Sports Gambling
 - 1.2.3 Online Gambling Games
 - 1.2.4 Poker Gambling
 - 1.2.5 Casino Games
 - 1.2.6 Bingo
 - 1.2.7 Others
- 2.3 Online Gambling by Application
 - 2.3.1 Market Value Comparison by Application (2018 VS 2022 VS 2029)
 - 2.3.2 18-29 years old
 - 2.3.3 30-39 years old
 - 2.3.4 40-49 years old
 - 2.3.5 Others
- 2.4 Assumptions and Limitations

3 ONLINE GAMBLING BREAKDOWN DATA BY TYPE

- 3.1 Global Online Gambling Historic Market Size by Type (2018-2023)
- 3.2 Global Online Gambling Forecasted Market Size by Type (2023-2028)

4 ONLINE GAMBLING BREAKDOWN DATA BY APPLICATION

- 4.1 Global Online Gambling Historic Market Size by Application (2018-2023)

4.2 Global Online Gambling Forecasted Market Size by Application (2018-2023)

5 GLOBAL GROWTH TRENDS

5.1 Global Online Gambling Market Perspective (2018-2029)

5.2 Global Online Gambling Growth Trends by Region

5.2.1 Global Online Gambling Market Size by Region: 2018 VS 2022 VS 2029

5.2.2 Online Gambling Historic Market Size by Region (2018-2023)

5.2.3 Online Gambling Forecasted Market Size by Region (2024-2029)

5.3 Online Gambling Market Dynamics

5.3.1 Online Gambling Industry Trends

5.3.2 Online Gambling Market Drivers

5.3.3 Online Gambling Market Challenges

5.3.4 Online Gambling Market Restraints

6 MARKET COMPETITIVE LANDSCAPE BY PLAYERS

6.1 Global Top Online Gambling Players by Revenue

6.1.1 Global Top Online Gambling Players by Revenue (2018-2023)

6.1.2 Global Online Gambling Revenue Market Share by Players (2018-2023)

6.2 Global Online Gambling Industry Players Ranking, 2021 VS 2022 VS 2023

6.3 Global Key Players of Online Gambling Head office and Area Served

6.4 Global Online Gambling Players, Product Type & Application

6.5 Global Online Gambling Players, Date of Enter into This Industry

6.6 Global Online Gambling Market CR5 and HHI

6.7 Global Players Mergers & Acquisition

7 NORTH AMERICA

7.1 North America Online Gambling Market Size (2018-2029)

7.2 North America Online Gambling Market Growth Rate by Country: 2018 VS 2022 VS 2029

7.3 North America Online Gambling Market Size by Country (2018-2023)

7.4 North America Online Gambling Market Size by Country (2024-2029)

7.5 United States

7.6 Canada

8 EUROPE

- 8.1 Europe Online Gambling Market Size (2018-2029)
- 8.2 Europe Online Gambling Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 8.3 Europe Online Gambling Market Size by Country (2018-2023)
- 8.4 Europe Online Gambling Market Size by Country (2024-2029)
- 7.4 Germany
- 7.5 France
- 7.6 U.K.
- 7.7 Italy
- 7.8 Russia
- 7.9 Nordic Countries

9 ASIA-PACIFIC

- 9.1 Asia-Pacific Online Gambling Market Size (2018-2029)
- 9.2 Asia-Pacific Online Gambling Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 9.3 Asia-Pacific Online Gambling Market Size by Country (2018-2023)
- 9.4 Asia-Pacific Online Gambling Market Size by Country (2024-2029)
- 8.4 China
- 8.5 Japan
- 8.6 South Korea
- 8.7 Southeast Asia
- 8.8 India
- 8.9 Australia

10 LATIN AMERICA

- 10.1 Latin America Online Gambling Market Size (2018-2029)
- 10.2 Latin America Online Gambling Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 10.3 Latin America Online Gambling Market Size by Country (2018-2023)
- 10.4 Latin America Online Gambling Market Size by Country (2024-2029)
- 9.4 Mexico
- 9.5 Brazil

11 MIDDLE EAST & AFRICA

- 11.1 Middle East & Africa Online Gambling Market Size (2018-2029)
- 11.2 Middle East & Africa Online Gambling Market Growth Rate by Country: 2018 VS

2022 VS 2029

11.3 Middle East & Africa Online Gambling Market Size by Country (2018-2023)

11.4 Middle East & Africa Online Gambling Market Size by Country (2024-2029)

10.4 Turkey

10.5 Saudi Arabia

10.6 UAE

12 PLAYERS PROFILED

11.1 Bet365

11.1.1 Bet365 Company Detail

11.1.2 Bet365 Business Overview

11.1.3 Bet365 Online Gambling Introduction

11.1.4 Bet365 Revenue in Online Gambling Business (2017-2022)

11.1.5 Bet365 Recent Development

11.2 Kindred Group

11.2.1 Kindred Group Company Detail

11.2.2 Kindred Group Business Overview

11.2.3 Kindred Group Online Gambling Introduction

11.2.4 Kindred Group Revenue in Online Gambling Business (2017-2022)

11.2.5 Kindred Group Recent Development

11.3 GVC Holdings

11.3.1 GVC Holdings Company Detail

11.3.2 GVC Holdings Business Overview

11.3.3 GVC Holdings Online Gambling Introduction

11.3.4 GVC Holdings Revenue in Online Gambling Business (2017-2022)

11.3.5 GVC Holdings Recent Development

11.4 Flutter Entertainment

11.4.1 Flutter Entertainment Company Detail

11.4.2 Flutter Entertainment Business Overview

11.4.3 Flutter Entertainment Online Gambling Introduction

11.4.4 Flutter Entertainment Revenue in Online Gambling Business (2017-2022)

11.4.5 Flutter Entertainment Recent Development

11.5 William Hill

11.5.1 William Hill Company Detail

11.5.2 William Hill Business Overview

11.5.3 William Hill Online Gambling Introduction

11.5.4 William Hill Revenue in Online Gambling Business (2017-2022)

11.5.5 William Hill Recent Development

11.6 Pinnacle

11.6.1 Pinnacle Company Detail

11.6.2 Pinnacle Business Overview

11.6.3 Pinnacle Online Gambling Introduction

11.6.4 Pinnacle Revenue in Online Gambling Business (2017-2022)

11.6.5 Pinnacle Recent Development

11.7 The Stars Group

11.7.1 The Stars Group Company Detail

11.7.2 The Stars Group Business Overview

11.7.3 The Stars Group Online Gambling Introduction

11.7.4 The Stars Group Revenue in Online Gambling Business (2017-2022)

11.7.5 The Stars Group Recent Development

11.8 Betvictor

11.8.1 Betvictor Company Detail

11.8.2 Betvictor Business Overview

11.8.3 Betvictor Online Gambling Introduction

11.8.4 Betvictor Revenue in Online Gambling Business (2017-2022)

11.8.5 Betvictor Recent Development

11.9 Betsson AB

11.9.1 Betsson AB Company Detail

11.9.2 Betsson AB Business Overview

11.9.3 Betsson AB Online Gambling Introduction

11.9.4 Betsson AB Revenue in Online Gambling Business (2017-2022)

11.9.5 Betsson AB Recent Development

11.10 Gamesys

11.10.1 Gamesys Company Detail

11.10.2 Gamesys Business Overview

11.10.3 Gamesys Online Gambling Introduction

11.10.4 Gamesys Revenue in Online Gambling Business (2017-2022)

11.10.5 Gamesys Recent Development

11.11 888 Holdings

11.11.1 888 Holdings Company Detail

11.11.2 888 Holdings Business Overview

11.11.3 888 Holdings Online Gambling Introduction

11.11.4 888 Holdings Revenue in Online Gambling Business (2017-2022)

11.11.5 888 Holdings Recent Development

11.12 Bet-at-home.com

11.12.1 Bet-at-home.com Company Detail

11.12.2 Bet-at-home.com Business Overview

- 11.12.3 Bet-at-home.com Online Gambling Introduction
- 11.12.4 Bet-at-home.com Revenue in Online Gambling Business (2017-2022)
- 11.12.5 Bet-at-home.com Recent Development
- 11.13 Intertops
 - 11.13.1 Intertops Company Detail
 - 11.13.2 Intertops Business Overview
 - 11.13.3 Intertops Online Gambling Introduction
 - 11.13.4 Intertops Revenue in Online Gambling Business (2017-2022)
 - 11.13.5 Intertops Recent Development
- 11.14 Betway
 - 11.14.1 Betway Company Detail
 - 11.14.2 Betway Business Overview
 - 11.14.3 Betway Online Gambling Introduction
 - 11.14.4 Betway Revenue in Online Gambling Business (2017-2022)
 - 11.14.5 Betway Recent Development
- 11.15 Betfred
 - 11.15.1 Betfred Company Detail
 - 11.15.2 Betfred Business Overview
 - 11.15.3 Betfred Online Gambling Introduction
 - 11.15.4 Betfred Revenue in Online Gambling Business (2017-2022)
 - 11.15.5 Betfred Recent Development
- 11.16 Interwetten
 - 11.16.1 Interwetten Company Detail
 - 11.16.2 Interwetten Business Overview
 - 11.16.3 Interwetten Online Gambling Introduction
 - 11.16.4 Interwetten Revenue in Online Gambling Business (2017-2022)
 - 11.16.5 Interwetten Recent Development
- 11.17 SBOBET
 - 11.17.1 SBOBET Company Detail
 - 11.17.2 SBOBET Business Overview
 - 11.17.3 SBOBET Online Gambling Introduction
 - 11.17.4 SBOBET Revenue in Online Gambling Business (2017-2022)
 - 11.17.5 SBOBET Recent Development
- 11.18 Sportech
 - 11.18.1 Sportech Company Detail
 - 11.18.2 Sportech Business Overview
 - 11.18.3 Sportech Online Gambling Introduction
 - 11.18.4 Sportech Revenue in Online Gambling Business (2017-2022)
 - 11.18.5 Sportech Recent Development

11.19 EGB

11.19.1 EGB Company Detail

11.19.2 EGB Business Overview

11.19.3 EGB Online Gambling Introduction

11.19.4 EGB Revenue in Online Gambling Business (2017-2022)

11.19.5 EGB Recent Development

11.20 BetOnline

11.20.1 BetOnline Company Detail

11.20.2 BetOnline Business Overview

11.20.3 BetOnline Online Gambling Introduction

11.20.4 BetOnline Revenue in Online Gambling Business (2017-2022)

11.20.5 BetOnline Recent Development

13 REPORT CONCLUSION

14 DISCLAIMER

I would like to order

Product name: Online Gambling Industry Research Report 2023

Product link: <https://marketpublishers.com/r/OABB207E219FEN.html>

Price: US\$ 2,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/OABB207E219FEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970