

Global Electronic Gaming Machines (Egm) Market Research Report 2025(Status and Outlook)

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Abstracts

Report Overview

The global Electronic Gaming Machines (Egm) market size was estimated at USD 12500.0 million in 2024 and is projected to grow at a compound annual growth rate (CAGR) of 4.50% during the forecast period.

This report offers a comprehensive and in-depth analysis of the global Electronic Gaming Machines (Egm) market, covering all critical facets from a broad macroeconomic overview to detailed micro-level insights. It examines market size, competitive landscape, emerging development trends, niche segments, key drivers and challenges, as well as conducts SWOT and value chain analyses.

The insights provided enable readers to understand the competitive dynamics within the industry and formulate effective strategies to enhance profitability and market positioning. Additionally, the report presents a clear framework for evaluating the current status and future outlook of business organizations operating in this sector.

A significant focus of this report lies in the competitive landscape of the global Electronic Gaming Machines (Egm) market. It offers detailed profiles of major players, including their market shares, performance metrics, product portfolios, and operational status. This enables stakeholders to identify leading competitors and gain a nuanced understanding of market rivalry and structure.

In summary, this report serves as an essential resource for industry participants, investors, researchers, consultants, and business strategists, as well as anyone planning to enter or expand their presence in the Electronic Gaming Machines (Egm)

market

Global Electronic Gaming Machines (Egm) Market: Market Segmentation Analysis

This research report provides a detailed segmentation of the market by region (country), key manufacturers, product type, and application. Market segmentation divides the overall market into distinct subsets based on factors such as product categories, end-user industries, geographic locations, and other relevant criteria.

A clear understanding of these market segments enables decision-makers to tailor their product development, sales, and marketing strategies more effectively to meet the unique needs of each segment. Leveraging market segmentation insights can significantly enhance targeted approaches, optimize resource allocation, and accelerate product innovation cycles by aligning offerings with the specific demands of diverse customer groups.

Key Company

Sega
Microsoft
PlayStation
Sony
Tai Rely
Nintendo
I-dong
Timetop
Subor
Alien technology
Uniscom
JXD
WINYSON
THRUSTMASTER
BLACK HORNS
BETOP

Market Segmentation (by Type)

Poker EGMs

TV EGMs
Large-scale EGMs

Market Segmentation (by Application)

TV Games
ARC Games
Pocket Games
PC Games

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Electronic Gaming Machines (Egm) Market

Overview of the regional outlook of the Electronic Gaming Machines (Egm) Market.

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, 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 Electronic Gaming Machines (Egm) Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to 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 7 provides the analysis of various market segments according to 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 8 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 9 shares the main producing countries of Electronic Gaming Machines (Egm), their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 11 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment in the next five years.

Chapter 13 is the main points and conclusions of the report.

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth

as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

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Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

1.1 Market Definition and Statistical Scope of Electronic Gaming Machines (Egm)

1.2 Key Market Segments

1.2.1 Electronic Gaming Machines (Egm) Segment by Type

1.2.2 Electronic Gaming Machines (Egm) Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

2 ELECTRONIC GAMING MACHINES (EGM) MARKET OVERVIEW

2.1 Global Market Overview

2.1.1 Global Electronic Gaming Machines (Egm) Market Size (M USD) Estimates and Forecasts (2020-2033)

2.1.2 Global Electronic Gaming Machines (Egm) Sales Estimates and Forecasts (2020-2033)

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

3 ELECTRONIC GAMING MACHINES (EGM) MARKET COMPETITIVE LANDSCAPE

3.1 Company Assessment Quadrant

3.2 Global Electronic Gaming Machines (Egm) Product Life Cycle

3.3 Global Electronic Gaming Machines (Egm) Sales by Manufacturers (2020-2025)

3.4 Global Electronic Gaming Machines (Egm) Revenue Market Share by Manufacturers (2020-2025)

3.5 Electronic Gaming Machines (Egm) Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.6 Global Electronic Gaming Machines (Egm) Average Price by Manufacturers (2020-2025)

3.7 Manufacturers? Manufacturing Sites, Areas Served, and Product Types

3.8 Electronic Gaming Machines (Egm) Market Competitive Situation and Trends

3.8.1 Electronic Gaming Machines (Egm) Market Concentration Rate

3.8.2 Global 5 and 10 Largest Electronic Gaming Machines (Egm) Players Market Share by Revenue

3.8.3 Mergers & Acquisitions, Expansion

4 ELECTRONIC GAMING MACHINES (EGM) INDUSTRY CHAIN ANALYSIS

4.1 Electronic Gaming Machines (Egm) Industry Chain Analysis

4.2 Market Overview of Key Raw Materials

4.3 Midstream Market Analysis

4.4 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF ELECTRONIC GAMING MACHINES (EGM) MARKET

5.1 Key Development Trends

5.2 Driving Factors

5.3 Market Challenges

5.4 Industry News

5.4.1 New Product Developments

5.4.2 Mergers & Acquisitions

5.4.3 Expansions

5.4.4 Collaboration/Supply Contracts

5.5 PEST Analysis

5.5.1 Industry Policies Analysis

5.5.2 Economic Environment Analysis

5.5.3 Social Environment Analysis

5.5.4 Technological Environment Analysis

5.6 Global Electronic Gaming Machines (Egm) Market Porter's Five Forces Analysis

5.6.1 Global Trade Frictions

5.6.2 U.S. Tariff Policy ? April 2025

5.6.3 Global Trade Frictions and Their Impacts to Electronic Gaming Machines (Egm) Market

5.7 ESG Ratings of Leading Companies

6 ELECTRONIC GAMING MACHINES (EGM) MARKET SEGMENTATION BY TYPE

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global Electronic Gaming Machines (Egm) Sales Market Share by Type (2020-2025)

6.3 Global Electronic Gaming Machines (Egm) Market Size Market Share by Type (2020-2025)

6.4 Global Electronic Gaming Machines (Egm) Price by Type (2020-2025)

7 ELECTRONIC GAMING MACHINES (EGM) MARKET SEGMENTATION BY APPLICATION

7.1 Evaluation Matrix of Segment Market Development Potential (Application)

7.2 Global Electronic Gaming Machines (Egm) Market Sales by Application (2020-2025)

7.3 Global Electronic Gaming Machines (Egm) Market Size (M USD) by Application (2020-2025)

7.4 Global Electronic Gaming Machines (Egm) Sales Growth Rate by Application (2020-2025)

8 ELECTRONIC GAMING MACHINES (EGM) MARKET SALES BY REGION

8.1 Global Electronic Gaming Machines (Egm) Sales by Region

8.1.1 Global Electronic Gaming Machines (Egm) Sales by Region

8.1.2 Global Electronic Gaming Machines (Egm) Sales Market Share by Region

8.2 Global Electronic Gaming Machines (Egm) Market Size by Region

8.2.1 Global Electronic Gaming Machines (Egm) Market Size by Region

8.2.2 Global Electronic Gaming Machines (Egm) Market Size Market Share by Region

8.3 North America

8.3.1 North America Electronic Gaming Machines (Egm) Sales by Country

8.3.2 North America Electronic Gaming Machines (Egm) Market Size by Country

8.3.3 U.S. Market Overview

8.3.4 Canada Market Overview

8.3.5 Mexico Market Overview

8.4 Europe

8.4.1 Europe Electronic Gaming Machines (Egm) Sales by Country

8.4.2 Europe Electronic Gaming Machines (Egm) Market Size by Country

8.4.3 Germany Market Overview

8.4.4 France Market Overview

8.4.5 U.K. Market Overview

8.4.6 Italy Market Overview

8.4.7 Spain Market Overview

8.5 Asia Pacific

8.5.1 Asia Pacific Electronic Gaming Machines (Egm) Sales by Region

8.5.2 Asia Pacific Electronic Gaming Machines (Egm) Market Size by Region

- 8.5.3 China Market Overview
- 8.5.4 Japan Market Overview
- 8.5.5 South Korea Market Overview
- 8.5.6 India Market Overview
- 8.5.7 Southeast Asia Market Overview

8.6 South America

- 8.6.1 South America Electronic Gaming Machines (Egm) Sales by Country
- 8.6.2 South America Electronic Gaming Machines (Egm) Market Size by Country
- 8.6.3 Brazil Market Overview
- 8.6.4 Argentina Market Overview
- 8.6.5 Columbia Market Overview

8.7 Middle East and Africa

- 8.7.1 Middle East and Africa Electronic Gaming Machines (Egm) Sales by Region
- 8.7.2 Middle East and Africa Electronic Gaming Machines (Egm) Market Size by Region
- 8.7.3 Saudi Arabia Market Overview
- 8.7.4 UAE Market Overview
- 8.7.5 Egypt Market Overview
- 8.7.6 Nigeria Market Overview
- 8.7.7 South Africa Market Overview

9 ELECTRONIC GAMING MACHINES (EGM) MARKET PRODUCTION BY REGION

- 9.1 Global Production of Electronic Gaming Machines (Egm) by Region(2020-2025)
- 9.2 Global Electronic Gaming Machines (Egm) Revenue Market Share by Region (2020-2025)
- 9.3 Global Electronic Gaming Machines (Egm) Production, Revenue, Price and Gross Margin (2020-2025)
- 9.4 North America Electronic Gaming Machines (Egm) Production
 - 9.4.1 North America Electronic Gaming Machines (Egm) Production Growth Rate (2020-2025)
 - 9.4.2 North America Electronic Gaming Machines (Egm) Production, Revenue, Price and Gross Margin (2020-2025)
- 9.5 Europe Electronic Gaming Machines (Egm) Production
 - 9.5.1 Europe Electronic Gaming Machines (Egm) Production Growth Rate (2020-2025)
 - 9.5.2 Europe Electronic Gaming Machines (Egm) Production, Revenue, Price and Gross Margin (2020-2025)
- 9.6 Japan Electronic Gaming Machines (Egm) Production (2020-2025)
 - 9.6.1 Japan Electronic Gaming Machines (Egm) Production Growth Rate (2020-2025)

9.6.2 Japan Electronic Gaming Machines (Egm) Production, Revenue, Price and Gross Margin (2020-2025)

9.7 China Electronic Gaming Machines (Egm) Production (2020-2025)

9.7.1 China Electronic Gaming Machines (Egm) Production Growth Rate (2020-2025)

9.7.2 China Electronic Gaming Machines (Egm) Production, Revenue, Price and Gross Margin (2020-2025)

10 KEY COMPANIES PROFILE

10.1 Sega

10.1.1 Sega Basic Information

10.1.2 Sega Electronic Gaming Machines (Egm) Product Overview

10.1.3 Sega Electronic Gaming Machines (Egm) Product Market Performance

10.1.4 Sega Business Overview

10.1.5 Sega SWOT Analysis

10.1.6 Sega Recent Developments

10.2 Microsoft

10.2.1 Microsoft Basic Information

10.2.2 Microsoft Electronic Gaming Machines (Egm) Product Overview

10.2.3 Microsoft Electronic Gaming Machines (Egm) Product Market Performance

10.2.4 Microsoft Business Overview

10.2.5 Microsoft SWOT Analysis

10.2.6 Microsoft Recent Developments

10.3 PlayStation

10.3.1 PlayStation Basic Information

10.3.2 PlayStation Electronic Gaming Machines (Egm) Product Overview

10.3.3 PlayStation Electronic Gaming Machines (Egm) Product Market Performance

10.3.4 PlayStation Business Overview

10.3.5 PlayStation SWOT Analysis

10.3.6 PlayStation Recent Developments

10.4 Sony

10.4.1 Sony Basic Information

10.4.2 Sony Electronic Gaming Machines (Egm) Product Overview

10.4.3 Sony Electronic Gaming Machines (Egm) Product Market Performance

10.4.4 Sony Business Overview

10.4.5 Sony Recent Developments

10.5 Tai Rely

10.5.1 Tai Rely Basic Information

10.5.2 Tai Rely Electronic Gaming Machines (Egm) Product Overview

- 10.5.3 Tai Rely Electronic Gaming Machines (Egm) Product Market Performance
- 10.5.4 Tai Rely Business Overview
- 10.5.5 Tai Rely Recent Developments
- 10.6 Nintendo
 - 10.6.1 Nintendo Basic Information
 - 10.6.2 Nintendo Electronic Gaming Machines (Egm) Product Overview
 - 10.6.3 Nintendo Electronic Gaming Machines (Egm) Product Market Performance
 - 10.6.4 Nintendo Business Overview
 - 10.6.5 Nintendo Recent Developments
- 10.7 I-dong
 - 10.7.1 I-dong Basic Information
 - 10.7.2 I-dong Electronic Gaming Machines (Egm) Product Overview
 - 10.7.3 I-dong Electronic Gaming Machines (Egm) Product Market Performance
 - 10.7.4 I-dong Business Overview
 - 10.7.5 I-dong Recent Developments
- 10.8 Timetop
 - 10.8.1 Timetop Basic Information
 - 10.8.2 Timetop Electronic Gaming Machines (Egm) Product Overview
 - 10.8.3 Timetop Electronic Gaming Machines (Egm) Product Market Performance
 - 10.8.4 Timetop Business Overview
 - 10.8.5 Timetop Recent Developments
- 10.9 Subor
 - 10.9.1 Subor Basic Information
 - 10.9.2 Subor Electronic Gaming Machines (Egm) Product Overview
 - 10.9.3 Subor Electronic Gaming Machines (Egm) Product Market Performance
 - 10.9.4 Subor Business Overview
 - 10.9.5 Subor Recent Developments
- 10.10 Alien technology
 - 10.10.1 Alien technology Basic Information
 - 10.10.2 Alien technology Electronic Gaming Machines (Egm) Product Overview
 - 10.10.3 Alien technology Electronic Gaming Machines (Egm) Product Market Performance
 - 10.10.4 Alien technology Business Overview
 - 10.10.5 Alien technology Recent Developments
- 10.11 Uniscom
 - 10.11.1 Uniscom Basic Information
 - 10.11.2 Uniscom Electronic Gaming Machines (Egm) Product Overview
 - 10.11.3 Uniscom Electronic Gaming Machines (Egm) Product Market Performance
 - 10.11.4 Uniscom Business Overview

10.11.5 Uniscom Recent Developments

10.12 JXD

10.12.1 JXD Basic Information

10.12.2 JXD Electronic Gaming Machines (Egm) Product Overview

10.12.3 JXD Electronic Gaming Machines (Egm) Product Market Performance

10.12.4 JXD Business Overview

10.12.5 JXD Recent Developments

10.13 WINYSON

10.13.1 WINYSON Basic Information

10.13.2 WINYSON Electronic Gaming Machines (Egm) Product Overview

10.13.3 WINYSON Electronic Gaming Machines (Egm) Product Market Performance

10.13.4 WINYSON Business Overview

10.13.5 WINYSON Recent Developments

10.14 THRUSTMASTER

10.14.1 THRUSTMASTER Basic Information

10.14.2 THRUSTMASTER Electronic Gaming Machines (Egm) Product Overview

10.14.3 THRUSTMASTER Electronic Gaming Machines (Egm) Product Market

Performance

10.14.4 THRUSTMASTER Business Overview

10.14.5 THRUSTMASTER Recent Developments

10.15 BLACK HORNS

10.15.1 BLACK HORNS Basic Information

10.15.2 BLACK HORNS Electronic Gaming Machines (Egm) Product Overview

10.15.3 BLACK HORNS Electronic Gaming Machines (Egm) Product Market

Performance

10.15.4 BLACK HORNS Business Overview

10.15.5 BLACK HORNS Recent Developments

10.16 BETOP

10.16.1 BETOP Basic Information

10.16.2 BETOP Electronic Gaming Machines (Egm) Product Overview

10.16.3 BETOP Electronic Gaming Machines (Egm) Product Market Performance

10.16.4 BETOP Business Overview

10.16.5 BETOP Recent Developments

11 ELECTRONIC GAMING MACHINES (EGM) MARKET FORECAST BY REGION

11.1 Global Electronic Gaming Machines (Egm) Market Size Forecast

11.2 Global Electronic Gaming Machines (Egm) Market Forecast by Region

11.2.1 North America Market Size Forecast by Country

- 11.2.2 Europe Electronic Gaming Machines (Egm) Market Size Forecast by Country
- 11.2.3 Asia Pacific Electronic Gaming Machines (Egm) Market Size Forecast by Region
- 11.2.4 South America Electronic Gaming Machines (Egm) Market Size Forecast by Country
- 11.2.5 Middle East and Africa Forecasted Sales of Electronic Gaming Machines (Egm) by Country

12 FORECAST MARKET BY TYPE AND BY APPLICATION (2026-2033)

- 12.1 Global Electronic Gaming Machines (Egm) Market Forecast by Type (2026-2033)
 - 12.1.1 Global Forecasted Sales of Electronic Gaming Machines (Egm) by Type (2026-2033)
 - 12.1.2 Global Electronic Gaming Machines (Egm) Market Size Forecast by Type (2026-2033)
 - 12.1.3 Global Forecasted Price of Electronic Gaming Machines (Egm) by Type (2026-2033)
- 12.2 Global Electronic Gaming Machines (Egm) Market Forecast by Application (2026-2033)
 - 12.2.1 Global Electronic Gaming Machines (Egm) Sales (K Units) Forecast by Application
 - 12.2.2 Global Electronic Gaming Machines (Egm) Market Size (M USD) Forecast by Application (2026-2033)

13 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Electronic Gaming Machines (Egm) Market Size Comparison by Region (M USD)

Table 5. Global Electronic Gaming Machines (Egm) Sales (K Units) by Manufacturers (2020-2025)

Table 6. Global Electronic Gaming Machines (Egm) Sales Market Share by Manufacturers (2020-2025)

Table 7. Global Electronic Gaming Machines (Egm) Revenue (M USD) by Manufacturers (2020-2025)

Table 8. Global Electronic Gaming Machines (Egm) Revenue Share by Manufacturers (2020-2025)

Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Electronic Gaming Machines (Egm) as of 2024)

Table 10. Global Market Electronic Gaming Machines (Egm) Average Price (USD/Unit) of Key Manufacturers (2020-2025)

Table 11. Manufacturers? Manufacturing Sites, Areas Served

Table 12. Manufacturers? Product Type

Table 13. Global Electronic Gaming Machines (Egm) Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 14. Mergers & Acquisitions, Expansion Plans

Table 15. Market Overview of Key Raw Materials

Table 16. Midstream Market Analysis

Table 17. Downstream Customer Analysis

Table 18. Key Development Trends

Table 19. Driving Factors

Table 20. Electronic Gaming Machines (Egm) Market Challenges

Table 21. Goldman Sachs' forecast real GDP growth rate for 2024-2026

Table 22. S&P Global ' Forecast Real GDP Growth Rate For 2024-2027

Table 23. World Bank ' Forecast Real GDP Growth Rate For 2024-2026

Table 24. The Tariff Rates Imposed by the United States on Major Commodity Trading Countries

Table 25. Global Electronic Gaming Machines (Egm) Sales by Type (K Units)

Table 26. Global Electronic Gaming Machines (Egm) Market Size by Type (M USD)

Table 27. Global Electronic Gaming Machines (Egm) Sales (K Units) by Type (2020-2025)

Table 28. Global Electronic Gaming Machines (Egm) Sales Market Share by Type (2020-2025)

Table 29. Global Electronic Gaming Machines (Egm) Market Size (M USD) by Type (2020-2025)

Table 30. Global Electronic Gaming Machines (Egm) Market Size Share by Type (2020-2025)

Table 31. Global Electronic Gaming Machines (Egm) Price (USD/Unit) by Type (2020-2025)

Table 32. Global Electronic Gaming Machines (Egm) Sales (K Units) by Application

Table 33. Global Electronic Gaming Machines (Egm) Market Size by Application

Table 34. Global Electronic Gaming Machines (Egm) Sales by Application (2020-2025) & (K Units)

Table 35. Global Electronic Gaming Machines (Egm) Sales Market Share by Application (2020-2025)

Table 36. Global Electronic Gaming Machines (Egm) Market Size by Application (2020-2025) & (M USD)

Table 37. Global Electronic Gaming Machines (Egm) Market Share by Application (2020-2025)

Table 38. Global Electronic Gaming Machines (Egm) Sales Growth Rate by Application (2020-2025)

Table 39. Global Electronic Gaming Machines (Egm) Sales by Region (2020-2025) & (K Units)

Table 40. Global Electronic Gaming Machines (Egm) Sales Market Share by Region (2020-2025)

Table 41. Global Electronic Gaming Machines (Egm) Market Size by Region (2020-2025) & (M USD)

Table 42. Global Electronic Gaming Machines (Egm) Market Size Market Share by Region (2020-2025)

Table 43. North America Electronic Gaming Machines (Egm) Sales by Country (2020-2025) & (K Units)

Table 44. North America Electronic Gaming Machines (Egm) Market Size by Country (2020-2025) & (M USD)

Table 45. Europe Electronic Gaming Machines (Egm) Sales by Country (2020-2025) & (K Units)

Table 46. Europe Electronic Gaming Machines (Egm) Market Size by Country (2020-2025) & (M USD)

Table 47. Asia Pacific Electronic Gaming Machines (Egm) Sales by Region (2020-2025)

& (K Units)

Table 48. Asia Pacific Electronic Gaming Machines (Egm) Market Size by Region (2020-2025) & (M USD)

Table 49. South America Electronic Gaming Machines (Egm) Sales by Country (2020-2025) & (K Units)

Table 50. South America Electronic Gaming Machines (Egm) Market Size by Country (2020-2025) & (M USD)

Table 51. Middle East and Africa Electronic Gaming Machines (Egm) Sales by Region (2020-2025) & (K Units)

Table 52. Middle East and Africa Electronic Gaming Machines (Egm) Market Size by Region (2020-2025) & (M USD)

Table 53. Global Electronic Gaming Machines (Egm) Production (K Units) by Region(2020-2025)

Table 54. Global Electronic Gaming Machines (Egm) Revenue (US\$ Million) by Region (2020-2025)

Table 55. Global Electronic Gaming Machines (Egm) Revenue Market Share by Region (2020-2025)

Table 56. Global Electronic Gaming Machines (Egm) Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 57. North America Electronic Gaming Machines (Egm) Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 58. Europe Electronic Gaming Machines (Egm) Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 59. Japan Electronic Gaming Machines (Egm) Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 60. China Electronic Gaming Machines (Egm) Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 61. Sega Basic Information

Table 62. Sega Electronic Gaming Machines (Egm) Product Overview

Table 63. Sega Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 64. Sega Business Overview

Table 65. Sega SWOT Analysis

Table 66. Sega Recent Developments

Table 67. Microsoft Basic Information

Table 68. Microsoft Electronic Gaming Machines (Egm) Product Overview

Table 69. Microsoft Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 70. Microsoft Business Overview

Table 71. Microsoft SWOT Analysis

Table 72. Microsoft Recent Developments

Table 73. PlayStation Basic Information

Table 74. PlayStation Electronic Gaming Machines (Egm) Product Overview

Table 75. PlayStation Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 76. PlayStation Business Overview

Table 77. PlayStation SWOT Analysis

Table 78. PlayStation Recent Developments

Table 79. Sony Basic Information

Table 80. Sony Electronic Gaming Machines (Egm) Product Overview

Table 81. Sony Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 82. Sony Business Overview

Table 83. Sony Recent Developments

Table 84. Tai Rely Basic Information

Table 85. Tai Rely Electronic Gaming Machines (Egm) Product Overview

Table 86. Tai Rely Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 87. Tai Rely Business Overview

Table 88. Tai Rely Recent Developments

Table 89. Nintendo Basic Information

Table 90. Nintendo Electronic Gaming Machines (Egm) Product Overview

Table 91. Nintendo Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 92. Nintendo Business Overview

Table 93. Nintendo Recent Developments

Table 94. I-dong Basic Information

Table 95. I-dong Electronic Gaming Machines (Egm) Product Overview

Table 96. I-dong Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 97. I-dong Business Overview

Table 98. I-dong Recent Developments

Table 99. Timetop Basic Information

Table 100. Timetop Electronic Gaming Machines (Egm) Product Overview

Table 101. Timetop Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 102. Timetop Business Overview

Table 103. Timetop Recent Developments

Table 104. Subor Basic Information
Table 105. Subor Electronic Gaming Machines (Egm) Product Overview
Table 106. Subor Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 107. Subor Business Overview
Table 108. Subor Recent Developments
Table 109. Alien technology Basic Information
Table 110. Alien technology Electronic Gaming Machines (Egm) Product Overview
Table 111. Alien technology Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 112. Alien technology Business Overview
Table 113. Alien technology Recent Developments
Table 114. Uniscom Basic Information
Table 115. Uniscom Electronic Gaming Machines (Egm) Product Overview
Table 116. Uniscom Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 117. Uniscom Business Overview
Table 118. Uniscom Recent Developments
Table 119. JXD Basic Information
Table 120. JXD Electronic Gaming Machines (Egm) Product Overview
Table 121. JXD Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 122. JXD Business Overview
Table 123. JXD Recent Developments
Table 124. WINYSON Basic Information
Table 125. WINYSON Electronic Gaming Machines (Egm) Product Overview
Table 126. WINYSON Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 127. WINYSON Business Overview
Table 128. WINYSON Recent Developments
Table 129. THRUSTMASTER Basic Information
Table 130. THRUSTMASTER Electronic Gaming Machines (Egm) Product Overview
Table 131. THRUSTMASTER Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
Table 132. THRUSTMASTER Business Overview
Table 133. THRUSTMASTER Recent Developments
Table 134. BLACK HORNS Basic Information
Table 135. BLACK HORNS Electronic Gaming Machines (Egm) Product Overview
Table 136. BLACK HORNS Electronic Gaming Machines (Egm) Sales (K Units),

Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 137. BLACK HORNS Business Overview

Table 138. BLACK HORNS Recent Developments

Table 139. BETOP Basic Information

Table 140. BETOP Electronic Gaming Machines (Egm) Product Overview

Table 141. BETOP Electronic Gaming Machines (Egm) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 142. BETOP Business Overview

Table 143. BETOP Recent Developments

Table 144. Global Electronic Gaming Machines (Egm) Sales Forecast by Region (2026-2033) & (K Units)

Table 145. Global Electronic Gaming Machines (Egm) Market Size Forecast by Region (2026-2033) & (M USD)

Table 146. North America Electronic Gaming Machines (Egm) Sales Forecast by Country (2026-2033) & (K Units)

Table 147. North America Electronic Gaming Machines (Egm) Market Size Forecast by Country (2026-2033) & (M USD)

Table 148. Europe Electronic Gaming Machines (Egm) Sales Forecast by Country (2026-2033) & (K Units)

Table 149. Europe Electronic Gaming Machines (Egm) Market Size Forecast by Country (2026-2033) & (M USD)

Table 150. Asia Pacific Electronic Gaming Machines (Egm) Sales Forecast by Region (2026-2033) & (K Units)

Table 151. Asia Pacific Electronic Gaming Machines (Egm) Market Size Forecast by Region (2026-2033) & (M USD)

Table 152. South America Electronic Gaming Machines (Egm) Sales Forecast by Country (2026-2033) & (K Units)

Table 153. South America Electronic Gaming Machines (Egm) Market Size Forecast by Country (2026-2033) & (M USD)

Table 154. Middle East and Africa Electronic Gaming Machines (Egm) Sales Forecast by Country (2026-2033) & (Units)

Table 155. Middle East and Africa Electronic Gaming Machines (Egm) Market Size Forecast by Country (2026-2033) & (M USD)

Table 156. Global Electronic Gaming Machines (Egm) Sales Forecast by Type (2026-2033) & (K Units)

Table 157. Global Electronic Gaming Machines (Egm) Market Size Forecast by Type (2026-2033) & (M USD)

Table 158. Global Electronic Gaming Machines (Egm) Price Forecast by Type (2026-2033) & (USD/Unit)

Table 159. Global Electronic Gaming Machines (Egm) Sales (K Units) Forecast by Application (2026-2033)

Table 160. Global Electronic Gaming Machines (Egm) Market Size Forecast by Application (2026-2033) & (M USD)

List Of Figures

LIST OF FIGURES

- Figure 1. Product Picture of Electronic Gaming Machines (Egm)
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Electronic Gaming Machines (Egm) Market Size (M USD), 2024-2033
- Figure 5. Global Electronic Gaming Machines (Egm) Market Size (M USD) (2020-2033)
- Figure 6. Global Electronic Gaming Machines (Egm) Sales (K Units) & (2020-2033)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 8. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 9. Evaluation Matrix of Regional Market Development Potential
- Figure 10. Electronic Gaming Machines (Egm) Market Size by Country (M USD)
- Figure 11. Company Assessment Quadrant
- Figure 12. Global Electronic Gaming Machines (Egm) Product Life Cycle
- Figure 13. Electronic Gaming Machines (Egm) Sales Share by Manufacturers in 2024
- Figure 14. Global Electronic Gaming Machines (Egm) Revenue Share by Manufacturers in 2024
- Figure 15. Electronic Gaming Machines (Egm) Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2024
- Figure 16. Global Market Electronic Gaming Machines (Egm) Average Price (USD/Unit) of Key Manufacturers in 2024
- Figure 17. The Global 5 and 10 Largest Players: Market Share by Electronic Gaming Machines (Egm) Revenue in 2024
- Figure 18. Industry Chain Map of Electronic Gaming Machines (Egm)
- Figure 19. Global Electronic Gaming Machines (Egm) Market PEST Analysis
- Figure 20. Global Electronic Gaming Machines (Egm) Market Porter's Five Forces Analysis
- Figure 21. Global Merchandise Trade as a Percentage Of GDP
- Figure 22. US - Imports of Goods by Country
- Figure 23. China Exports by Country
- Figure 24. ESG Rating Distribution of The Leading Company Compared With Its Peers
- Figure 25. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 26. Global Electronic Gaming Machines (Egm) Market Share by Type
- Figure 27. Sales Market Share of Electronic Gaming Machines (Egm) by Type (2020-2025)
- Figure 28. Sales Market Share of Electronic Gaming Machines (Egm) by Type in 2024
- Figure 29. Market Size Share of Electronic Gaming Machines (Egm) by Type

(2020-2025)

Figure 30. Market Size Share of Electronic Gaming Machines (Egm) by Type in 2024

Figure 31. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 32. Global Electronic Gaming Machines (Egm) Market Share by Application

Figure 33. Global Electronic Gaming Machines (Egm) Sales Market Share by Application (2020-2025)

Figure 34. Global Electronic Gaming Machines (Egm) Sales Market Share by Application in 2024

Figure 35. Global Electronic Gaming Machines (Egm) Market Share by Application (2020-2025)

Figure 36. Global Electronic Gaming Machines (Egm) Market Share by Application in 2024

Figure 37. Global Electronic Gaming Machines (Egm) Sales Growth Rate by Application (2020-2025)

Figure 38. Global Electronic Gaming Machines (Egm) Sales Market Share by Region (2020-2025)

Figure 39. Global Electronic Gaming Machines (Egm) Market Size Market Share by Region (2020-2025)

Figure 40. North America Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 41. North America Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 42. North America Electronic Gaming Machines (Egm) Sales Market Share by Country in 2024

Figure 43. North America Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 44. North America Electronic Gaming Machines (Egm) Market Size Market Share by Country in 2024

Figure 45. U.S. Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 46. U.S. Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 47. Canada Electronic Gaming Machines (Egm) Sales (K Units) and Growth Rate (2020-2025)

Figure 48. Canada Electronic Gaming Machines (Egm) Market Size (M USD) and Growth Rate (2020-2025)

Figure 49. Mexico Electronic Gaming Machines (Egm) Sales (Units) and Growth Rate (2020-2025)

Figure 50. Mexico Electronic Gaming Machines (Egm) Market Size (Units) and Growth

Rate (2020-2025)

Figure 51. Europe Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 52. Europe Electronic Gaming Machines (Egm) Sales Market Share by Country in 2024

Figure 53. Europe Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 54. Europe Electronic Gaming Machines (Egm) Market Size Market Share by Country in 2024

Figure 55. Germany Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 56. Germany Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 57. France Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 58. France Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 59. U.K. Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 60. U.K. Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 61. Italy Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 62. Italy Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 63. Spain Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 64. Spain Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 65. Asia Pacific Electronic Gaming Machines (Egm) Sales and Growth Rate (K Units)

Figure 66. Asia Pacific Electronic Gaming Machines (Egm) Sales Market Share by Region in 2024

Figure 67. Asia Pacific Electronic Gaming Machines (Egm) Market Size Market Share by Region in 2024

Figure 68. China Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 69. China Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 70. Japan Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 71. Japan Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 72. South Korea Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 73. South Korea Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 74. India Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 75. India Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 76. Southeast Asia Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 77. Southeast Asia Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 78. South America Electronic Gaming Machines (Egm) Sales and Growth Rate (K Units)

Figure 79. South America Electronic Gaming Machines (Egm) Sales Market Share by Country in 2024

Figure 80. South America Electronic Gaming Machines (Egm) Market Size and Growth Rate (M USD)

Figure 81. South America Electronic Gaming Machines (Egm) Market Size Market Share by Country in 2024

Figure 82. Brazil Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 83. Brazil Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 84. Argentina Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 85. Argentina Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 86. Columbia Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 87. Columbia Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 88. Middle East and Africa Electronic Gaming Machines (Egm) Sales and Growth Rate (K Units)

Figure 89. Middle East and Africa Electronic Gaming Machines (Egm) Sales Market

Share by Region in 2024

Figure 90. Middle East and Africa Electronic Gaming Machines (Egm) Market Size and Growth Rate (M USD)

Figure 91. Middle East and Africa Electronic Gaming Machines (Egm) Market Size Market Share by Region in 2024

Figure 92. Saudi Arabia Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 93. Saudi Arabia Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 94. UAE Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 95. UAE Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 96. Egypt Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 97. Egypt Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 98. Nigeria Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 99. Nigeria Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 100. South Africa Electronic Gaming Machines (Egm) Sales and Growth Rate (2020-2025) & (K Units)

Figure 101. South Africa Electronic Gaming Machines (Egm) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 102. Global Electronic Gaming Machines (Egm) Production Market Share by Region (2020-2025)

Figure 103. North America Electronic Gaming Machines (Egm) Production (K Units) Growth Rate (2020-2025)

Figure 104. Europe Electronic Gaming Machines (Egm) Production (K Units) Growth Rate (2020-2025)

Figure 105. Japan Electronic Gaming Machines (Egm) Production (K Units) Growth Rate (2020-2025)

Figure 106. China Electronic Gaming Machines (Egm) Production (K Units) Growth Rate (2020-2025)

Figure 107. Global Electronic Gaming Machines (Egm) Sales Forecast by Volume (2020-2033) & (K Units)

Figure 108. Global Electronic Gaming Machines (Egm) Market Size Forecast by Value (2020-2033) & (M USD)

Figure 109. Global Electronic Gaming Machines (Egm) Sales Market Share Forecast by Type (2026-2033)

Figure 110. Global Electronic Gaming Machines (Egm) Market Share Forecast by Type (2026-2033)

Figure 111. Global Electronic Gaming Machines (Egm) Sales Forecast by Application (2026-2033)

Figure 112. Global Electronic Gaming Machines (Egm) Market Share Forecast by Application (2026-2033)

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