

# Global Video Gaming Terminals (VGT) Market Research Report 2025(Status and Outlook)

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## Abstracts

### Report Overview

A Video Gaming Terminals (VGT), also sometimes known as a video slots, or the video lottery, is a type of electronic gambling machine. They are typically operated by a region's lottery, and situated at licensed establishments such as bars and restaurants.

This report provides a deep insight into the global Video Gaming Terminals (VGT) market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Video Gaming Terminals (VGT) Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Video Gaming Terminals (VGT) market in any manner. Global Video Gaming Terminals (VGT) Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

### **Key Company**

Scientific Games

IGT

Playtech

Novomatic

Sisal Group

SYNOT GROUP

Apollo Games

Accel Entertainment

### **Market Segmentation (by Type)**

Video Gaming Machines

Video Poker Machines

Mechanical Reel Gaming Machines

### **Market Segmentation (by Application)**

New/ expansion

Replacement

### **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 Video Gaming Terminals (VGT) Market  
Overview of the regional outlook of the Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT), 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 Video Gaming Terminals (VGT)

1.2 Key Market Segments

1.2.1 Video Gaming Terminals (VGT) Segment by Type

1.2.2 Video Gaming Terminals (VGT) 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 VIDEO GAMING TERMINALS (VGT) MARKET OVERVIEW**

2.1 Global Market Overview

2.1.1 Global Video Gaming Terminals (VGT) Market Size (M USD) Estimates and Forecasts (2020-2033)

2.1.2 Global Video Gaming Terminals (VGT) Sales Estimates and Forecasts (2020-2033)

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

### **3 VIDEO GAMING TERMINALS (VGT) MARKET COMPETITIVE LANDSCAPE**

3.1 Company Assessment Quadrant

3.2 Global Video Gaming Terminals (VGT) Product Life Cycle

3.3 Global Video Gaming Terminals (VGT) Sales by Manufacturers (2020-2025)

3.4 Global Video Gaming Terminals (VGT) Revenue Market Share by Manufacturers (2020-2025)

3.5 Video Gaming Terminals (VGT) Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.6 Global Video Gaming Terminals (VGT) Average Price by Manufacturers (2020-2025)

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

3.8 Video Gaming Terminals (VGT) Market Competitive Situation and Trends

3.8.1 Video Gaming Terminals (VGT) Market Concentration Rate

3.8.2 Global 5 and 10 Largest Video Gaming Terminals (VGT) Players Market Share by Revenue

3.8.3 Mergers & Acquisitions, Expansion

## **4 VIDEO GAMING TERMINALS (VGT) INDUSTRY CHAIN ANALYSIS**

4.1 Video Gaming Terminals (VGT) 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 VIDEO GAMING TERMINALS (VGT) 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 Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT)

Market

5.7 ESG Ratings of Leading Companies

## **6 VIDEO GAMING TERMINALS (VGT) MARKET SEGMENTATION BY TYPE**

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global Video Gaming Terminals (VGT) Sales Market Share by Type (2020-2025)

6.3 Global Video Gaming Terminals (VGT) Market Size Market Share by Type

(2020-2025)

6.4 Global Video Gaming Terminals (VGT) Price by Type (2020-2025)

## **7 VIDEO GAMING TERMINALS (VGT) MARKET SEGMENTATION BY APPLICATION**

7.1 Evaluation Matrix of Segment Market Development Potential (Application)

7.2 Global Video Gaming Terminals (VGT) Market Sales by Application (2020-2025)

7.3 Global Video Gaming Terminals (VGT) Market Size (M USD) by Application (2020-2025)

7.4 Global Video Gaming Terminals (VGT) Sales Growth Rate by Application (2020-2025)

## **8 VIDEO GAMING TERMINALS (VGT) MARKET SALES BY REGION**

8.1 Global Video Gaming Terminals (VGT) Sales by Region

8.1.1 Global Video Gaming Terminals (VGT) Sales by Region

8.1.2 Global Video Gaming Terminals (VGT) Sales Market Share by Region

8.2 Global Video Gaming Terminals (VGT) Market Size by Region

8.2.1 Global Video Gaming Terminals (VGT) Market Size by Region

8.2.2 Global Video Gaming Terminals (VGT) Market Size Market Share by Region

8.3 North America

8.3.1 North America Video Gaming Terminals (VGT) Sales by Country

8.3.2 North America Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT) Sales by Country

8.4.2 Europe Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT) Sales by Region

8.5.2 Asia Pacific Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT) Sales by Country
  - 8.6.2 South America Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT) Sales by Region
  - 8.7.2 Middle East and Africa Video Gaming Terminals (VGT) 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 VIDEO GAMING TERMINALS (VGT) MARKET PRODUCTION BY REGION**

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

## 9.7 China Video Gaming Terminals (VGT) Production (2020-2025)

### 9.7.1 China Video Gaming Terminals (VGT) Production Growth Rate (2020-2025)

### 9.7.2 China Video Gaming Terminals (VGT) Production, Revenue, Price and Gross Margin (2020-2025)

## 10 KEY COMPANIES PROFILE

### 10.1 Scientific Games

#### 10.1.1 Scientific Games Basic Information

#### 10.1.2 Scientific Games Video Gaming Terminals (VGT) Product Overview

#### 10.1.3 Scientific Games Video Gaming Terminals (VGT) Product Market Performance

#### 10.1.4 Scientific Games Business Overview

#### 10.1.5 Scientific Games SWOT Analysis

#### 10.1.6 Scientific Games Recent Developments

### 10.2 IGT

#### 10.2.1 IGT Basic Information

#### 10.2.2 IGT Video Gaming Terminals (VGT) Product Overview

#### 10.2.3 IGT Video Gaming Terminals (VGT) Product Market Performance

#### 10.2.4 IGT Business Overview

#### 10.2.5 IGT SWOT Analysis

#### 10.2.6 IGT Recent Developments

### 10.3 Playtech

#### 10.3.1 Playtech Basic Information

#### 10.3.2 Playtech Video Gaming Terminals (VGT) Product Overview

#### 10.3.3 Playtech Video Gaming Terminals (VGT) Product Market Performance

#### 10.3.4 Playtech Business Overview

#### 10.3.5 Playtech SWOT Analysis

#### 10.3.6 Playtech Recent Developments

### 10.4 Novomatic

#### 10.4.1 Novomatic Basic Information

#### 10.4.2 Novomatic Video Gaming Terminals (VGT) Product Overview

#### 10.4.3 Novomatic Video Gaming Terminals (VGT) Product Market Performance

#### 10.4.4 Novomatic Business Overview

#### 10.4.5 Novomatic Recent Developments

### 10.5 Sisal Group

#### 10.5.1 Sisal Group Basic Information

#### 10.5.2 Sisal Group Video Gaming Terminals (VGT) Product Overview

#### 10.5.3 Sisal Group Video Gaming Terminals (VGT) Product Market Performance

#### 10.5.4 Sisal Group Business Overview

10.5.5 Sisal Group Recent Developments

## 10.6 SYNOT GROUP

10.6.1 SYNOT GROUP Basic Information

10.6.2 SYNOT GROUP Video Gaming Terminals (VGT) Product Overview

10.6.3 SYNOT GROUP Video Gaming Terminals (VGT) Product Market Performance

10.6.4 SYNOT GROUP Business Overview

10.6.5 SYNOT GROUP Recent Developments

## 10.7 Apollo Games

10.7.1 Apollo Games Basic Information

10.7.2 Apollo Games Video Gaming Terminals (VGT) Product Overview

10.7.3 Apollo Games Video Gaming Terminals (VGT) Product Market Performance

10.7.4 Apollo Games Business Overview

10.7.5 Apollo Games Recent Developments

## 10.8 Accel Entertainment

10.8.1 Accel Entertainment Basic Information

10.8.2 Accel Entertainment Video Gaming Terminals (VGT) Product Overview

10.8.3 Accel Entertainment Video Gaming Terminals (VGT) Product Market Performance

10.8.4 Accel Entertainment Business Overview

10.8.5 Accel Entertainment Recent Developments

## **11 VIDEO GAMING TERMINALS (VGT) MARKET FORECAST BY REGION**

11.1 Global Video Gaming Terminals (VGT) Market Size Forecast

11.2 Global Video Gaming Terminals (VGT) Market Forecast by Region

11.2.1 North America Market Size Forecast by Country

11.2.2 Europe Video Gaming Terminals (VGT) Market Size Forecast by Country

11.2.3 Asia Pacific Video Gaming Terminals (VGT) Market Size Forecast by Region

11.2.4 South America Video Gaming Terminals (VGT) Market Size Forecast by Country

11.2.5 Middle East and Africa Forecasted Sales of Video Gaming Terminals (VGT) by Country

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

12.1 Global Video Gaming Terminals (VGT) Market Forecast by Type (2026-2033)

12.1.1 Global Forecasted Sales of Video Gaming Terminals (VGT) by Type (2026-2033)

12.1.2 Global Video Gaming Terminals (VGT) Market Size Forecast by Type

(2026-2033)

12.1.3 Global Forecasted Price of Video Gaming Terminals (VGT) by Type

(2026-2033)

12.2 Global Video Gaming Terminals (VGT) Market Forecast by Application

(2026-2033)

12.2.1 Global Video Gaming Terminals (VGT) Sales (K Units) Forecast by Application

12.2.2 Global Video Gaming Terminals (VGT) 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. Video Gaming Terminals (VGT) Market Size Comparison by Region (M USD)

Table 5. Global Video Gaming Terminals (VGT) Sales (K Units) by Manufacturers (2020-2025)

Table 6. Global Video Gaming Terminals (VGT) Sales Market Share by Manufacturers (2020-2025)

Table 7. Global Video Gaming Terminals (VGT) Revenue (M USD) by Manufacturers (2020-2025)

Table 8. Global Video Gaming Terminals (VGT) Revenue Share by Manufacturers (2020-2025)

Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Video Gaming Terminals (VGT) as of 2024)

Table 10. Global Market Video Gaming Terminals (VGT) Average Price (USD/Unit) of Key Manufacturers (2020-2025)

Table 11. Manufacturers? Manufacturing Sites, Areas Served

Table 12. Manufacturers? Product Type

Table 13. Global Video Gaming Terminals (VGT) 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. Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT) Sales by Type (K Units)

Table 26. Global Video Gaming Terminals (VGT) Market Size by Type (M USD)

Table 27. Global Video Gaming Terminals (VGT) Sales (K Units) by Type (2020-2025)

- Table 28. Global Video Gaming Terminals (VGT) Sales Market Share by Type (2020-2025)
- Table 29. Global Video Gaming Terminals (VGT) Market Size (M USD) by Type (2020-2025)
- Table 30. Global Video Gaming Terminals (VGT) Market Size Share by Type (2020-2025)
- Table 31. Global Video Gaming Terminals (VGT) Price (USD/Unit) by Type (2020-2025)
- Table 32. Global Video Gaming Terminals (VGT) Sales (K Units) by Application
- Table 33. Global Video Gaming Terminals (VGT) Market Size by Application
- Table 34. Global Video Gaming Terminals (VGT) Sales by Application (2020-2025) & (K Units)
- Table 35. Global Video Gaming Terminals (VGT) Sales Market Share by Application (2020-2025)
- Table 36. Global Video Gaming Terminals (VGT) Market Size by Application (2020-2025) & (M USD)
- Table 37. Global Video Gaming Terminals (VGT) Market Share by Application (2020-2025)
- Table 38. Global Video Gaming Terminals (VGT) Sales Growth Rate by Application (2020-2025)
- Table 39. Global Video Gaming Terminals (VGT) Sales by Region (2020-2025) & (K Units)
- Table 40. Global Video Gaming Terminals (VGT) Sales Market Share by Region (2020-2025)
- Table 41. Global Video Gaming Terminals (VGT) Market Size by Region (2020-2025) & (M USD)
- Table 42. Global Video Gaming Terminals (VGT) Market Size Market Share by Region (2020-2025)
- Table 43. North America Video Gaming Terminals (VGT) Sales by Country (2020-2025) & (K Units)
- Table 44. North America Video Gaming Terminals (VGT) Market Size by Country (2020-2025) & (M USD)
- Table 45. Europe Video Gaming Terminals (VGT) Sales by Country (2020-2025) & (K Units)
- Table 46. Europe Video Gaming Terminals (VGT) Market Size by Country (2020-2025) & (M USD)
- Table 47. Asia Pacific Video Gaming Terminals (VGT) Sales by Region (2020-2025) & (K Units)
- Table 48. Asia Pacific Video Gaming Terminals (VGT) Market Size by Region (2020-2025) & (M USD)

Table 49. South America Video Gaming Terminals (VGT) Sales by Country (2020-2025) & (K Units)

Table 50. South America Video Gaming Terminals (VGT) Market Size by Country (2020-2025) & (M USD)

Table 51. Middle East and Africa Video Gaming Terminals (VGT) Sales by Region (2020-2025) & (K Units)

Table 52. Middle East and Africa Video Gaming Terminals (VGT) Market Size by Region (2020-2025) & (M USD)

Table 53. Global Video Gaming Terminals (VGT) Production (K Units) by Region(2020-2025)

Table 54. Global Video Gaming Terminals (VGT) Revenue (US\$ Million) by Region (2020-2025)

Table 55. Global Video Gaming Terminals (VGT) Revenue Market Share by Region (2020-2025)

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

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

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

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

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

Table 61. Scientific Games Basic Information

Table 62. Scientific Games Video Gaming Terminals (VGT) Product Overview

Table 63. Scientific Games Video Gaming Terminals (VGT) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 64. Scientific Games Business Overview

Table 65. Scientific Games SWOT Analysis

Table 66. Scientific Games Recent Developments

Table 67. IGT Basic Information

Table 68. IGT Video Gaming Terminals (VGT) Product Overview

Table 69. IGT Video Gaming Terminals (VGT) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 70. IGT Business Overview

Table 71. IGT SWOT Analysis

Table 72. IGT Recent Developments

Table 73. Playtech Basic Information

- Table 74. Playtech Video Gaming Terminals (VGT) Product Overview
- Table 75. Playtech Video Gaming Terminals (VGT) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 76. Playtech Business Overview
- Table 77. Playtech SWOT Analysis
- Table 78. Playtech Recent Developments
- Table 79. Novomatic Basic Information
- Table 80. Novomatic Video Gaming Terminals (VGT) Product Overview
- Table 81. Novomatic Video Gaming Terminals (VGT) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 82. Novomatic Business Overview
- Table 83. Novomatic Recent Developments
- Table 84. Sisal Group Basic Information
- Table 85. Sisal Group Video Gaming Terminals (VGT) Product Overview
- Table 86. Sisal Group Video Gaming Terminals (VGT) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 87. Sisal Group Business Overview
- Table 88. Sisal Group Recent Developments
- Table 89. SYNOT GROUP Basic Information
- Table 90. SYNOT GROUP Video Gaming Terminals (VGT) Product Overview
- Table 91. SYNOT GROUP Video Gaming Terminals (VGT) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 92. SYNOT GROUP Business Overview
- Table 93. SYNOT GROUP Recent Developments
- Table 94. Apollo Games Basic Information
- Table 95. Apollo Games Video Gaming Terminals (VGT) Product Overview
- Table 96. Apollo Games Video Gaming Terminals (VGT) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 97. Apollo Games Business Overview
- Table 98. Apollo Games Recent Developments
- Table 99. Accel Entertainment Basic Information
- Table 100. Accel Entertainment Video Gaming Terminals (VGT) Product Overview
- Table 101. Accel Entertainment Video Gaming Terminals (VGT) Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)
- Table 102. Accel Entertainment Business Overview
- Table 103. Accel Entertainment Recent Developments
- Table 104. Global Video Gaming Terminals (VGT) Sales Forecast by Region (2026-2033) & (K Units)
- Table 105. Global Video Gaming Terminals (VGT) Market Size Forecast by Region

(2026-2033) & (M USD)

Table 106. North America Video Gaming Terminals (VGT) Sales Forecast by Country (2026-2033) & (K Units)

Table 107. North America Video Gaming Terminals (VGT) Market Size Forecast by Country (2026-2033) & (M USD)

Table 108. Europe Video Gaming Terminals (VGT) Sales Forecast by Country (2026-2033) & (K Units)

Table 109. Europe Video Gaming Terminals (VGT) Market Size Forecast by Country (2026-2033) & (M USD)

Table 110. Asia Pacific Video Gaming Terminals (VGT) Sales Forecast by Region (2026-2033) & (K Units)

Table 111. Asia Pacific Video Gaming Terminals (VGT) Market Size Forecast by Region (2026-2033) & (M USD)

Table 112. South America Video Gaming Terminals (VGT) Sales Forecast by Country (2026-2033) & (K Units)

Table 113. South America Video Gaming Terminals (VGT) Market Size Forecast by Country (2026-2033) & (M USD)

Table 114. Middle East and Africa Video Gaming Terminals (VGT) Sales Forecast by Country (2026-2033) & (Units)

Table 115. Middle East and Africa Video Gaming Terminals (VGT) Market Size Forecast by Country (2026-2033) & (M USD)

Table 116. Global Video Gaming Terminals (VGT) Sales Forecast by Type (2026-2033) & (K Units)

Table 117. Global Video Gaming Terminals (VGT) Market Size Forecast by Type (2026-2033) & (M USD)

Table 118. Global Video Gaming Terminals (VGT) Price Forecast by Type (2026-2033) & (USD/Unit)

Table 119. Global Video Gaming Terminals (VGT) Sales (K Units) Forecast by Application (2026-2033)

Table 120. Global Video Gaming Terminals (VGT) Market Size Forecast by Application (2026-2033) & (M USD)

## List Of Figures

### LIST OF FIGURES

- Figure 1. Product Picture of Video Gaming Terminals (VGT)
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Video Gaming Terminals (VGT) Market Size (M USD), 2024-2033
- Figure 5. Global Video Gaming Terminals (VGT) Market Size (M USD) (2020-2033)
- Figure 6. Global Video Gaming Terminals (VGT) 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. Video Gaming Terminals (VGT) Market Size by Country (M USD)
- Figure 11. Company Assessment Quadrant
- Figure 12. Global Video Gaming Terminals (VGT) Product Life Cycle
- Figure 13. Video Gaming Terminals (VGT) Sales Share by Manufacturers in 2024
- Figure 14. Global Video Gaming Terminals (VGT) Revenue Share by Manufacturers in 2024
- Figure 15. Video Gaming Terminals (VGT) Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2024
- Figure 16. Global Market Video Gaming Terminals (VGT) Average Price (USD/Unit) of Key Manufacturers in 2024
- Figure 17. The Global 5 and 10 Largest Players: Market Share by Video Gaming Terminals (VGT) Revenue in 2024
- Figure 18. Industry Chain Map of Video Gaming Terminals (VGT)
- Figure 19. Global Video Gaming Terminals (VGT) Market PEST Analysis
- Figure 20. Global Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT) Market Share by Type
- Figure 27. Sales Market Share of Video Gaming Terminals (VGT) by Type (2020-2025)
- Figure 28. Sales Market Share of Video Gaming Terminals (VGT) by Type in 2024
- Figure 29. Market Size Share of Video Gaming Terminals (VGT) by Type (2020-2025)
- Figure 30. Market Size Share of Video Gaming Terminals (VGT) by Type in 2024
- Figure 31. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 32. Global Video Gaming Terminals (VGT) Market Share by Application

Figure 33. Global Video Gaming Terminals (VGT) Sales Market Share by Application (2020-2025)

Figure 34. Global Video Gaming Terminals (VGT) Sales Market Share by Application in 2024

Figure 35. Global Video Gaming Terminals (VGT) Market Share by Application (2020-2025)

Figure 36. Global Video Gaming Terminals (VGT) Market Share by Application in 2024

Figure 37. Global Video Gaming Terminals (VGT) Sales Growth Rate by Application (2020-2025)

Figure 38. Global Video Gaming Terminals (VGT) Sales Market Share by Region (2020-2025)

Figure 39. Global Video Gaming Terminals (VGT) Market Size Market Share by Region (2020-2025)

Figure 40. North America Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 41. North America Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 42. North America Video Gaming Terminals (VGT) Sales Market Share by Country in 2024

Figure 43. North America Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 44. North America Video Gaming Terminals (VGT) Market Size Market Share by Country in 2024

Figure 45. U.S. Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 46. U.S. Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 47. Canada Video Gaming Terminals (VGT) Sales (K Units) and Growth Rate (2020-2025)

Figure 48. Canada Video Gaming Terminals (VGT) Market Size (M USD) and Growth Rate (2020-2025)

Figure 49. Mexico Video Gaming Terminals (VGT) Sales (Units) and Growth Rate (2020-2025)

Figure 50. Mexico Video Gaming Terminals (VGT) Market Size (Units) and Growth Rate (2020-2025)

Figure 51. Europe Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 52. Europe Video Gaming Terminals (VGT) Sales Market Share by Country in

2024

Figure 53. Europe Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 54. Europe Video Gaming Terminals (VGT) Market Size Market Share by Country in 2024

Figure 55. Germany Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 56. Germany Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 57. France Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 58. France Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 59. U.K. Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 60. U.K. Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 61. Italy Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 62. Italy Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 63. Spain Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 64. Spain Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 65. Asia Pacific Video Gaming Terminals (VGT) Sales and Growth Rate (K Units)

Figure 66. Asia Pacific Video Gaming Terminals (VGT) Sales Market Share by Region in 2024

Figure 67. Asia Pacific Video Gaming Terminals (VGT) Market Size Market Share by Region in 2024

Figure 68. China Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 69. China Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 70. Japan Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 71. Japan Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 72. South Korea Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 73. South Korea Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 74. India Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 75. India Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 76. Southeast Asia Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 77. Southeast Asia Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 78. South America Video Gaming Terminals (VGT) Sales and Growth Rate (K Units)

Figure 79. South America Video Gaming Terminals (VGT) Sales Market Share by Country in 2024

Figure 80. South America Video Gaming Terminals (VGT) Market Size and Growth Rate (M USD)

Figure 81. South America Video Gaming Terminals (VGT) Market Size Market Share by Country in 2024

Figure 82. Brazil Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 83. Brazil Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 84. Argentina Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 85. Argentina Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 86. Columbia Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 87. Columbia Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 88. Middle East and Africa Video Gaming Terminals (VGT) Sales and Growth Rate (K Units)

Figure 89. Middle East and Africa Video Gaming Terminals (VGT) Sales Market Share by Region in 2024

Figure 90. Middle East and Africa Video Gaming Terminals (VGT) Market Size and Growth Rate (M USD)

Figure 91. Middle East and Africa Video Gaming Terminals (VGT) Market Size Market

## Share by Region in 2024

Figure 92. Saudi Arabia Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 93. Saudi Arabia Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 94. UAE Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 95. UAE Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 96. Egypt Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 97. Egypt Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 98. Nigeria Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 99. Nigeria Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 100. South Africa Video Gaming Terminals (VGT) Sales and Growth Rate (2020-2025) & (K Units)

Figure 101. South Africa Video Gaming Terminals (VGT) Market Size and Growth Rate (2020-2025) & (M USD)

Figure 102. Global Video Gaming Terminals (VGT) Production Market Share by Region (2020-2025)

Figure 103. North America Video Gaming Terminals (VGT) Production (K Units) Growth Rate (2020-2025)

Figure 104. Europe Video Gaming Terminals (VGT) Production (K Units) Growth Rate (2020-2025)

Figure 105. Japan Video Gaming Terminals (VGT) Production (K Units) Growth Rate (2020-2025)

Figure 106. China Video Gaming Terminals (VGT) Production (K Units) Growth Rate (2020-2025)

Figure 107. Global Video Gaming Terminals (VGT) Sales Forecast by Volume (2020-2033) & (K Units)

Figure 108. Global Video Gaming Terminals (VGT) Market Size Forecast by Value (2020-2033) & (M USD)

Figure 109. Global Video Gaming Terminals (VGT) Sales Market Share Forecast by Type (2026-2033)

Figure 110. Global Video Gaming Terminals (VGT) Market Share Forecast by Type (2026-2033)

Figure 111. Global Video Gaming Terminals (VGT) Sales Forecast by Application (2026-2033)

Figure 112. Global Video Gaming Terminals (VGT) Market Share Forecast by Application (2026-2033)

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