

Global Coin-operated Amusement Devices Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Coin-operated Amusement Devices market size will reach 11,436 Million USD in 2025 and is projected to reach 14,402 Million USD by 2032, with a CAGR of 3.35% (2025-2032). Notably, the China Coin-operated Amusement Devices market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

Research Summary

Coin-operated amusement devices are entertainment machines that require users to insert coins or tokens to access their services. These devices are commonly found in arcades, amusement parks, bars, restaurants, and other entertainment venues. They come in various forms, including arcade games, pinball machines, claw machines, jukeboxes, pool tables, and photo booths. When users insert the required amount of coins or tokens, they can play games, listen to music, or interact with the machine for a specific duration or until achieving a certain goal. Coin-operated amusement devices offer entertainment and enjoyment to users while also generating revenue for the venue owner. They have a nostalgic appeal and continue to be popular attractions in various public places, providing a source of fun and entertainment for people of all ages.

The major global manufacturers of Coin-operated Amusement Devices include IGT, Konami Gaming, Novomatic, Aristocrat Leisure, Scientific Games, Chicago Gaming Company, Amatic Industries, APEX Gaming Technology, Aruze Gaming, Astro Corp.,

Belatra Co. Ltd., Casino Technology, Gauselmann Group, Everi, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Coin-operated Amusement Devices. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major manufacturers, as well as the market status and trends of different product types and applications in the global Coin-operated Amusement Devices market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Coin-operated Amusement Devices market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Coin-operated Amusement Devices industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Manufacturers of Coin-operated Amusement Devices Include:

IGT

Konami Gaming

Novomatic

Aristocrat Leisure

Scientific Games

Chicago Gaming Company

Amatic Industries

APEX Gaming Technology

Aruze Gaming

Astro Corp.

Belatra Co. Ltd.

Casino Technology

Gauselmann Group

Everi

Coin-operated Amusement Devices Product Segment Include:

Slot Machine

Dance Dance Revolution

Arcade

Racing Type

Coin-operated Amusement Devices Product Application Include:

Casinos

Amusement Arcades

Others

Chapter Scope

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