

Global Casino and Gaming Market 2022 by Company, Regions, Type and Application, Forecast to 2028

<https://marketpublishers.com/r/G67A8233DB78EN.html>

Date: March 2022

Pages: 103

Price: US\$ 3,132.00 (Single User License)

ID: G67A8233DB78EN

Abstracts

The Casino and Gaming market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global Casino and Gaming market size is estimated to be worth US\$ million in 2021 and is forecast to a readjusted size of USD million by 2028 with a CAGR of % during review period. 18-30 Years Old accounting for % of the Casino and Gaming global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Online Gaming Casino segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Casino and Gaming include Caesars Entertainment, Galaxy Entertainment, Las Vegas Sands, MGM Resorts, and SJM Holdings, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Casino and Gaming market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

Online Gaming Casino

Card Room Gaming

Lotteries

Race & Sports Wagering

Bingo

Others

Market segment by Application, can be divided into

18-30 Years Old

31-40 Years Old

41-50 Years Old

Others

Market segment by players, this report covers

Caesars Entertainment

Galaxy Entertainment

Las Vegas Sands

MGM Resorts

SJM Holdings

888 Holdings

Betfair Online Casino Games

Boyd Gaming

Melco Resorts & Entertainment

Delaware Park

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 12 chapters:

Chapter 1, to describe Casino and Gaming product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of Casino and Gaming, with revenue, gross margin and global market share of Casino and Gaming from 2019 to 2022.

Chapter 3, the Casino and Gaming competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with revenue and growth rate by Type, application, from 2017 to 2028.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with

revenue and market share for key countries in the world, from 2017 to 2022. and Casino and Gaming market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Casino and Gaming research findings and conclusion, appendix and data source.

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