

# Global Casino and Gaming Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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## Abstracts

According to our (Global Info Research) latest study, the global Casino and Gaming market size was valued at USD million in 2023 and is forecast to a readjusted size of USD million by 2030 with a CAGR of % during review period.

A casino is a place where a variety of games of chance are played and numerous types of gambling activities are carried out.

Casino includes various gambling forms that range from online gaming casino, card room gaming, lotteries, race & sports wagering, and gaming such as bingo, raffles, and others. Casinos are built near to or are combined with hotels, restaurants, retail shopping, and cruise ships as a purpose of luxurious entertainment for people with high income.

The Global Info Research report includes an overview of the development of the Casino and Gaming industry chain, the market status of 18-30 Years Old (Online Gaming Casino, Card Room Gaming), 31-40 Years Old (Online Gaming Casino, Card Room Gaming), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Casino and Gaming.

Regionally, the report analyzes the Casino and Gaming markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global Casino and Gaming market, with robust domestic demand, supportive policies, and a strong manufacturing base.

### Key Features:

The report presents comprehensive understanding of the Casino and Gaming market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Casino and Gaming industry.

The report involves analyzing the market at a macro level:

**Market Sizing and Segmentation:** Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Online Gaming Casino, Card Room Gaming).

**Industry Analysis:** Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Casino and Gaming market.

**Regional Analysis:** The report involves examining the Casino and Gaming market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

**Market Projections:** Report covers the gathered data and analysis to make future projections and forecasts for the Casino and Gaming market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Casino and Gaming:

**Company Analysis:** Report covers individual Casino and Gaming players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

**Consumer Analysis:** Report covers data on consumer behaviour, preferences, and attitudes towards Casino and Gaming This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (18-30 Years Old, 31-40 Years Old).

**Technology Analysis:** Report covers specific technologies relevant to Casino and Gaming. It assesses the current state, advancements, and potential future developments in Casino and Gaming areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Casino and Gaming market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

**Market Validation:** The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

### Market Segmentation

Casino and Gaming market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

#### Market segment by Type

Online Gaming Casino

Card Room Gaming

Lotteries

Race & Sports Wagering

Bingo

Others

#### Market segment by Application

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 and 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 13 chapters:

Chapter 1, to describe Casino and Gaming product scope, market overview, market estimation caveats and base year.

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 2024.

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 consumption value and growth rate by Type, application, from 2019 to 2030.

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 2019 to 2024. and Casino and Gaming market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Casino and Gaming.

Chapter 13, to describe Casino and Gaming research findings and conclusion.

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