

# Global Coin-operated Amusement Devices Market 2024 by Manufacturers, Regions, Type and Application, Forecast to 2030

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## Abstracts

According to our (Global Info Research) latest study, the global Coin-operated Amusement Devices market size was valued at USD 9766.8 million in 2023 and is forecast to a readjusted size of USD 11910 million by 2030 with a CAGR of 2.9% during review period.

Coin-operated amusements include video games, pinball machines, jukeboxes, pool tables, slot machines, and other machines and gaming devices operated by coins or tokens inserted into the machines by individual users. These games are attractive to both children and adults, and can be found in a variety of locations, such as convenience stores, bars, restaurants, grocery stores, truck stops and bus terminals.

Global athletic bags main players 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., totally accounting for about 30%. North America is the largest market, with a share over 43%. As for the types of products, it can be divided into slot machine, dance dance revolution, arcade and racing type. The most common product is slot machine, holding a share over 38%. In terms of applications, it is widely used in casinos, amusement arcades and others. The most application is casinos, with a share over 42%.

The Global Info Research report includes an overview of the development of the Coin-operated Amusement Devices industry chain, the market status of Casinos (Slot Machine, Dance Dance Revolution), Amusement Arcades (Slot Machine, Dance Dance Revolution), and key enterprises in developed and developing market, and analysed the

cutting-edge technology, patent, hot applications and market trends of Coin-operated Amusement Devices.

Regionally, the report analyzes the Coin-operated Amusement Devices 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 Coin-operated Amusement Devices market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Coin-operated Amusement Devices 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 Coin-operated Amusement Devices 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 sales quantity (K Units), revenue generated, and market share of different by Type (e.g., Slot Machine, Dance Dance Revolution).

**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 Coin-operated Amusement Devices market.

**Regional Analysis:** The report involves examining the Coin-operated Amusement Devices 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 Coin-operated Amusement Devices market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Coin-operated Amusement

## Devices:

**Company Analysis:** Report covers individual Coin-operated Amusement Devices manufacturers, 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 Coin-operated Amusement Devices. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Casinos, Amusement Arcades).

**Technology Analysis:** Report covers specific technologies relevant to Coin-operated Amusement Devices. It assesses the current state, advancements, and potential future developments in Coin-operated Amusement Devices areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the Coin-operated Amusement Devices 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

Coin-operated Amusement Devices 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 volume and value.

### Market segment by Type

Slot Machine

Dance Dance Revolution

Arcade

Racing Type

Market segment by Application

Casinos

Amusement Arcades

Others

Major players covered

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

Market segment by region, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

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

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

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Coin-operated Amusement Devices product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Coin-operated Amusement Devices, with price, sales, revenue and global market share of Coin-operated Amusement Devices from 2019 to 2024.

Chapter 3, the Coin-operated Amusement Devices competitive situation, sales quantity, revenue and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Coin-operated Amusement Devices breakdown data are shown at the regional level, to show the sales quantity, consumption value and growth by regions, from 2019 to 2030.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share and growth rate by type, application, from 2019 to 2030.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales

quantity, consumption value and market share for key countries in the world, from 2017 to 2023. and Coin-operated Amusement Devices market forecast, by regions, type and application, with sales and revenue, from 2025 to 2030.

Chapter 12, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Coin-operated Amusement Devices.

Chapter 14 and 15, to describe Coin-operated Amusement Devices sales channel, distributors, customers, research findings and conclusion.

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