

Global Gaming chips Market 2022 by Manufacturers, Regions, Type and Application, Forecast to 2028

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Abstracts

The Gaming chips 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 Gaming chips market size is estimated to be worth US\$ 9478.6 million in 2021 and is forecast to a readjusted size of USD 20170 million by 2028 with a CAGR of 11.4% during review period. Casino accounting for % of the Gaming chips global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Slot Gaming chips segment is altered to a % CAGR between 2022 and 2028.

Global key manufacturers of Gaming chips include Aristocrat Leisure, Novomatic, Galaxy Entertainment, GTECH, and Scientific Games, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

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

Market segment by Type, covers

Slot Gaming chips

Video poker machines Gaming chips

Other

Market segment by Application can be divided into

Casino

Other

The key market players for global Gaming chips market are listed below:

Aristocrat Leisure

Novomatic

Galaxy Entertainment

GTECH

Scientific Games

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 Gaming chips product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top manufacturers of Gaming chips, with price, sales, revenue and global market share of Gaming chips from 2019 to 2022.

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

Chapter 4, the Gaming chips breakdown data are shown at the regional level, to show the sales, revenue and growth by regions, from 2017 to 2028.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share and growth rate by type, application, from 2017 to 2028.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales, revenue and market share for key countries in the world, from 2017 to 2022. and Gaming chips market forecast, by regions, type and application, with sales and revenue, from 2023 to 2028.

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

Chapter 13, 14, and 15, to describe Gaming chips sales channel, distributors, customers, research findings and conclusion, appendix and data source.

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