

# Global Gambling 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 Gambling 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.

Gambling, that is, using cards, dice and other forms, is a kind of game to bet on winning or losing with valuable things. It is a form of entertainment for human beings.

Lucky Gambling and Sports Gambling are two major types of Gambling industry in China. Lucky Gambling is the most important of all categories in Macao's gambling industry. In 2019, Lucky Gambling accounted for about 99.7% of China's gambling market. Sports Gambling is the second largest type, with a market share of about 0.3%. Sports Gambling includes a variety of ball games, mainly involving football and basketball

In 2019, people aged 50 and above account for about 43% of China's gambling market, which is the largest consumer market in China's gaming market, and the second largest consumer market is People Aged 40-49, accounting for about 39%.

The Global Info Research report includes an overview of the development of the Gambling industry chain, the market status of People Aged 21-29 (Lucky Gambling, Horse Racing), People Aged 30-39 (Lucky Gambling, Horse Racing), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Gambling.

Regionally, the report analyzes the Gambling 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 Gambling market, with robust domestic demand, supportive policies, and a strong manufacturing base.

#### Key Features:

The report presents comprehensive understanding of the Gambling 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 Gambling 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., Lucky Gambling, Horse Racing).

**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 Gambling market.

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

The report also involves a more granular approach to Gambling:

**Company Analysis:** Report covers individual Gambling 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 Gambling This may involve surveys, interviews, and analysis of

consumer reviews and feedback from different by Application (People Aged 21-29, People Aged 30-39).

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

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Gambling 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

Gambling 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

Lucky Gambling

Horse Racing

Dog Racing

Sports Gambling

### Market segment by Application

People Aged 21-29

People Aged 30-39

People Aged 40-49

Market segment by players, this report covers

Incorporated in the Cayman Islands with limited liability

Galaxy Entertainment Group Limited

Wynn Resorts Holdings

MGM China Holdings Limited

SJM Holdings Limited

Melco International Development Limited

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 Gambling product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Gambling, with revenue, gross margin and global market share of Gambling from 2019 to 2024.

Chapter 3, the Gambling 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 Gambling 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 Gambling.

Chapter 13, to describe Gambling research findings and conclusion.

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