

Global Coin-operated Entertainment Machine Market Growth 2023-2029

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Abstracts

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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.

LPI (LP Information)' newest research report, the "Coin-operated Entertainment Machine Industry Forecast" looks at past sales and reviews total world Coin-operated Entertainment Machine sales in 2022, providing a comprehensive analysis by region and market sector of projected Coin-operated Entertainment Machine sales for 2023 through 2029. With Coin-operated Entertainment Machine sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Coin-operated Entertainment Machine industry.

This Insight Report provides a comprehensive analysis of the global Coin-operated Entertainment Machine landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Coin-operated Entertainment Machine portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Coin-operated Entertainment Machine market.

This Insight Report evaluates the key market trends, drivers, and affecting factors

shaping the global outlook for Coin-operated Entertainment Machine and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Coin-operated Entertainment Machine.

The global Coin-operated Entertainment Machine market size is projected to grow from US\$ 9285.5 million in 2022 to US\$ 11510 million in 2029; it is expected to grow at a CAGR of 11510 from 2023 to 2029.

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%.

This report presents a comprehensive overview, market shares, and growth opportunities of Coin-operated Entertainment Machine market by product type, application, key manufacturers and key regions and countries.

Market Segmentation:

Segmentation by type

Fighting Game

Speed Game

Puzzle Game

Others Game

Segmentation by application

Amusement Arcades

Commercial Place

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

BANDAI NAMCO Holdings Inc.

Raw Thrills, Inc.

UNIS Technology Co.Ltd.

Taito Corporation (Square Enix Holdings Co., Ltd.)

Dream Arcades

Bespoke Arcades

Rec Room Masters LLC

Key Questions Addressed in this Report

What is the 10-year outlook for the global Coin-operated Entertainment Machine

market?

What factors are driving Coin-operated Entertainment Machine market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Coin-operated Entertainment Machine market opportunities vary by end market size?

How does Coin-operated Entertainment Machine break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?

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