

Global Gaming Machine Market Growth 2022-2028

<https://marketpublishers.com/r/GD8403C24DE7EN.html>

Date: February 2022

Pages: 90

Price: US\$ 3,660.00 (Single User License)

ID: GD8403C24DE7EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

As the global economy mends, the 2021 growth of Gaming Machine will have significant change from previous year. According to our (LP Information) latest study, the global Gaming Machine market size is USD million in 2022 from USD 8227.1 million in 2021, with a change of % between 2021 and 2022. The global Gaming Machine market size will reach USD 5666.6 million in 2028, growing at a CAGR of -5.2% over the analysis period.

The United States Gaming Machine market is expected at value of US\$ million in 2021 and grow at approximately % CAGR during review period. China constitutes a % market for the global Gaming Machine market, reaching US\$ million by the year 2028. As for the Europe Gaming Machine landscape, Germany is projected to reach US\$ million by 2028 trailing a CAGR of % over the forecast period. In APAC, the growth rates of other notable markets (Japan and South Korea) are projected to be at % and % respectively for the next 5-year period.

Global main Gaming Machine players cover Scientific Games, IGT, Aristocrat Leisure, and Novomatic, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

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

Segmentation by type: breakdown data from 2017 to 2022, in Section 2.3; and forecast to 2028 in section 12.6

Reel Gaming Machine

Video Gaming Machine

Multi-denomination Gaming Machine

Other

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 12.7.

New/ Expansion

Replacement

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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 report also presents the market competition landscape and a corresponding detailed analysis of the prominent manufacturers in this market, include

Scientific Games

IGT

Aristocrat Leisure

Novomatic

Konami Gaming

Ainsworth Game Technology

Multimedia Games

Universal Entertainment

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