

Global Portable Handheld Electronic Game Machine Market Growth 2025-2031

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Abstracts

The global Portable Handheld Electronic Game Machine market size is predicted to grow from US\$ 199 million in 2025 to US\$ 244 million in 2031; it is expected to grow at a CAGR of 3.4% from 2025 to 2031.

The impact of the latest U.S. tariff measures and the corresponding policy responses from countries worldwide on market competitiveness, regional economic performance, and supply chain configurations will be comprehensively evaluated in this report.

Portable handheld Electronic game machine is A game electronic game machine using electronic instruments, also known as an electric toy (video game, electric), is separated from a home computer. It is more convenient than a conventional game machine, and is not limited by the use scene.

United States market for Portable Handheld Electronic Game Machine is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Portable Handheld Electronic Game Machine is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for Portable Handheld Electronic Game Machine is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Portable Handheld Electronic Game Machine players cover Apollo Games,

Sony, Aristocrat Leisure, IGT, NOVOMATIC Group, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

LP Information, Inc. (LPI) ' newest research report, the "Portable Handheld Electronic Game Machine Industry Forecast" looks at past sales and reviews total world Portable Handheld Electronic Game Machine sales in 2024, providing a comprehensive analysis by region and market sector of projected Portable Handheld Electronic Game Machine sales for 2025 through 2031. With Portable Handheld Electronic Game Machine sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Portable Handheld Electronic Game Machine industry.

This Insight Report provides a comprehensive analysis of the global Portable Handheld Electronic Game 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 Portable Handheld Electronic Game Machine portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Portable Handheld Electronic Game Machine market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Portable Handheld Electronic Game 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 Portable Handheld Electronic Game Machine.

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

Segmentation by Type:

Digital

Mechanical

Segmentation by Application:

Legal Gambling

Electronic Games

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 analysing the company's coverage, product portfolio, its market penetration.

Apollo Games

Sony

Aristocrat Leisure

IGT

NOVOMATIC Group

Scientific Games

Nintendo

Atari Games

NEC

Key Questions Addressed in this Report

What is the 10-year outlook for the global Portable Handheld Electronic Game Machine market?

What factors are driving Portable Handheld Electronic Game Machine market growth, globally and by region?

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

How do Portable Handheld Electronic Game Machine market opportunities vary by end market size?

How does Portable Handheld Electronic Game Machine break out by Type, by Application?

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