

Global Video Gaming Terminals (VGT) Market Growth 2023-2029

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Abstracts

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The global Video Gaming Terminals (VGT) market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Video Gaming Terminals (VGT) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Video Gaming Terminals (VGT) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Video Gaming Terminals (VGT) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Video Gaming Terminals (VGT) players cover Scientific Games, IGT, Playtech, Novomatic, Sisal Group, SYNOT GROUP, Apollo Games and Accel Entertainment, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

A Video Gaming Terminals (VGT), also sometimes known as a video slots, or the video lottery, is a type of electronic gambling machine. They are typically operated by a region's lottery, and situated at licensed establishments such as bars and restaurants.

LPI (LP Information)' newest research report, the "Video Gaming Terminals (VGT) Industry Forecast" looks at past sales and reviews total world Video Gaming Terminals

(VGT) sales in 2022, providing a comprehensive analysis by region and market sector of projected Video Gaming Terminals (VGT) sales for 2023 through 2029. With Video Gaming Terminals (VGT) sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Video Gaming Terminals (VGT) industry.

This Insight Report provides a comprehensive analysis of the global Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT) portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Video Gaming Terminals (VGT) market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Video Gaming Terminals (VGT) 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 Video Gaming Terminals (VGT).

This report presents a comprehensive overview, market shares, and growth opportunities of Video Gaming Terminals (VGT) market by product type, application, key manufacturers and key regions and countries.

Market Segmentation:

Segmentation by type

Video Gaming Machines

Video Poker Machines

Mechanical Reel Gaming Machines

Segmentation by application

New/ expansion

Replacement

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.

Scientific Games

IGT

Playtech

Novomatic

Sisal Group

SYNOT GROUP

Apollo Games

Accel Entertainment

Key Questions Addressed in this Report

Global Video Gaming Terminals (VGT) Market Growth 2023-2029

What is the 10-year outlook for the global Video Gaming Terminals (VGT) market?

What factors are driving Video Gaming Terminals (VGT) market growth, globally and by region?

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

How do Video Gaming Terminals (VGT) market opportunities vary by end market size?

How does Video Gaming Terminals (VGT) break out type, application?

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

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