

2015-2027 Global Coin-Operated Amusement Devices Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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Abstracts

The worldwide market for Coin-Operated Amusement Devices is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

Major Companies Covered

Aristocrat Leisure

Beistle

IGT

Dragon Co., Ltd.

CSI Games Inc. (Class II)

JPM Group

Bally Wulff Automaten

Ainsworth Game Technology

Amatic Industries

BIGIGO Casino Technology

Chicago Gaming Company

Elixir Gaming Technology Inc.

Bell Fruit Games (Danoptra Group)?

Fortuna Gaming Bv.

APEX Gaming Technology

Astro Corp.

Casino Technology

Amscan

GVF

Aruze Gaming

Dyna Co. Ltd

Inspired Gaming Group plc.

Gauselmann Group?

Electrocoin Automatics Ltd.

Bally Technologies Inc.

Belatra Co. Ltd.

Cyberview Technology Ltd.

CHH

Betstone

Konami Gaming, Inc.?

Major Types Covered

Slot Machine

Dance Dance Revolution

Arcade

Racing Type

Other

Major Applications Covered

Commercial

Home Use

Top Countries Data Covered in This Report

United States

Canada

Germany

UK

France

Italy

Spain

Russia

Netherlands

Turkey

Switzerland
Sweden
Poland
Belgium
China
Japan
South Korea
Australia
India
Taiwan
Indonesia
Thailand
Philippines
Malaysia
Brazil
Mexico
Argentina
Columbia
Chile
Saudi Arabia
UAE
Egypt
Nigeria
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

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