

# 2020-2025 Global Arcade Gaming Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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# **Abstracts**

An arcade game is a game machine typically found in public places like malls, restaurants and amusement arcades, and is usually coin operated. Arcade games are usually video games, pinball machines or electromechanical games. The late 1970s through the 1980s was the golden age of the arcade games. They enjoyed some relative popularity even during the early 1990s. The popularity of this platform slowly declined, however, as console and PC games came into prominence.

This report elaborates the market size, market characteristics, and market growth of the Arcade Gaming industry, and breaks down according to the type, application, and consumption area of Arcade Gaming. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Arcade Gaming in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Arcade Gaming market covered in Chapter 13:

**D-BOX Technologies** 

**SFGA** 

Rene Pierre

Eleetus

The Pinball Company

**NAMCO** 

**CXC Simulations** 



## Gold Standard Games

BI	R	JN	IS)	NΙ	CK	GR	Ol	JP

Taito

Vesaro

In Chapter 6, on the basis of types, the Arcade Gaming market from 2015 to 2025 is primarily split into:

Racing

Shooting

**Sports** 

Action

In Chapter 7, on the basis of applications, the Arcade Gaming market from 2015 to 2025 covers:

Restaurants

Bars

**Amusement Arcades** 

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

**United States** 

Europe

China

Japan

India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)

**United States** 

Canada

Mexico

Europe (Covered in Chapter 9)

Germany

UK

France

Italy

Spain

Others



Asia-Pacific (Covered in Chapter 10)

China

Japan

India

South Korea

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 11)

Saudi Arabia

UAE

South Africa

Others

South America (Covered in Chapter 12)

Brazil

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025



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