

COVID-19 Outbreak-Global Electronic Gaming Machine Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

<https://marketpublishers.com/r/C8EA89D3874FEN.html>

Date: October 2020

Pages: 117

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

ID: C8EA89D3874FEN

Abstracts

An Electronic Gaming Machine (EGM) is a modern video gaming machine used in casinos and arcades. These gaming machines are also known as 'slots', 'pokies' and 'fruit machines'. Older machines are mechanical and use wheel based spins, while newer machines use digital technology similar to arcade gaming machines. Players insert coins or tokens, make their play and any winnings are paid automatically by the machine.

The Electronic Gaming Machine market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the Electronic Gaming Machine industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Electronic Gaming Machine market can be split based on product types, major applications, and important countries as follows:

Key players in the global Electronic Gaming Machine market covered in Chapter 12:

Sega
THRUSTMASTER
Tai rely
WINYSON
JXD
Microsoft
PlayStation
Sony
I-dong
Uniscom
Alien technology
Xbox
Timetop
BLACK HORNS
Nintendo
Subor
BETOP

In Chapter 4 and 14.1, on the basis of types, the Electronic Gaming Machine market from 2015 to 2025 is primarily split into:

Poker EGMs
TV EGMs
Large-scale EGMs

In Chapter 5 and 14.2, on the basis of applications, the Electronic Gaming Machine market from 2015 to 2025 covers:

TV Games
ARC Games
Poket Games
PC Games

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 9 and 14)

China

Japan

South Korea

Australia

India

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 10 and 14)

Saudi Arabia

UAE

Egypt

Nigeria

South Africa

Others

South America (Covered in Chapter 11 and 14)

Brazil

Argentina

Columbia

Chile

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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