

# Global Electronic Gaming Machine Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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## 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.

Based on the Electronic Gaming Machine market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Electronic Gaming Machine market covered in  
Chapter 5:

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

In Chapter 6, 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 7, on the basis of applications, the Electronic Gaming Machine market from 2015 to 2025 covers:

TV Games  
ARC Games  
Pocket 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 8-13:

North America (Covered in Chapter 9)

United States

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea

Australia

India

South America (Covered in Chapter 12)

Brazil

Argentina

Columbia

Middle East and Africa (Covered in Chapter 13)

UAE

Egypt

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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