

Casinos & Gaming in Europe

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Abstracts

Casinos & Gaming in Europe

Summary

Casinos & Gaming in Europe industry profile provides top-line qualitative and quantitative summary information including: market size (value 2019-24, and forecast to 2029). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

Key Highlights

Casinos & gaming sector values are stated in terms of gross gambling yield (GGY). It is the amount of money retained by the casino and gaming operators after winnings amounts have been paid and before operating costs are deducted. The sector covers all forms of betting and gaming.

The European casinos & gaming sector recorded gross gambling yield of \$124.7 billion in 2024, representing a compound annual growth rate (CAGR) of 3.2% between 2019 and 2024.

The casinos segment accounted for the sector's largest proportion in 2024, with a total gross gambling yield of \$49.2 billion, equivalent to 39.4% of the sector's overall value.

The Italian casinos & gaming sector held an 18.6% share of the total European sector in 2024 followed by the UK with 17.8%.

Scope

Save time carrying out entry-level research by identifying the size, growth, major segments, and leading players in the casinos & gaming market in Europe

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the casinos & gaming market in Europe

Leading company profiles reveal details of key casinos & gaming market players' global operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the Europe casinos & gaming market with five year forecasts

Reasons to Buy

What was the size of the Europe casinos & gaming market by value in 2024?

What will be the size of the Europe casinos & gaming market in 2029?

What factors are affecting the strength of competition in the Europe casinos & gaming market?

How has the market performed over the last five years?

What are the main segments that make up Europe's casinos & gaming market?

Contents

1 EXECUTIVE SUMMARY

- 1.1. Market value
- 1.2. Market value forecast
- 1.3. Category segmentation
- 1.4. Geography segmentation
- 1.5. Market rivalry
- 1.6. Competitive landscape

2 MARKET OVERVIEW

- 2.1. Market definition
- 2.2. Market analysis

3 MARKET DATA

- 3.1. Market value

4 MARKET SEGMENTATION

- 4.1. Category segmentation
- 4.2. Geography segmentation

5 MARKET OUTLOOK

- 5.1. Market value forecast

6 FIVE FORCES ANALYSIS

- 6.1. Summary
- 6.2. Buyer power
- 6.3. Supplier power
- 6.4. New entrants
- 6.5. Threat of substitutes
- 6.6. Degree of rivalry

7 COMPETITIVE LANDSCAPE

- 7.1. Who are the leading players?
- 7.2. What are the strategies of the leading players?
- 7.3. What are the strengths of the leading players?
- 7.4. What are the recent developments in the sector?

8 COMPANY PROFILES

- 8.1. Cirsa Gaming Corporation, S.A.
- 8.2. William Hill Ltd
- 8.3. The Rank Group Plc
- 8.4. Entain PLC

9 MACROECONOMIC INDICATORS

- 9.1. Country data

10 APPENDIX

- 10.1. Methodology
- 10.2. Industry associations
- 10.3. Related MarketLine research
- 10.4. About MarketLine

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