

Casinos & Gaming Global Industry Guide 2017-2021

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Abstracts

Casinos & Gaming Global Industry Guide 2017-2021

SUMMARY

Global Casinos & Gaming industry profile provides top-line qualitative and quantitative summary information including: market size (value 2012-16, and forecast to 2021). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

SYNOPSIS

Essential resource for top-line data and analysis covering the global casinos & gaming market. Includes market size and segmentation data, textual and graphical analysis of market growth trends and leading companies.

KEY HIGHLIGHTS

The casinos and gaming market consists of all forms of betting and gaming. All values are stated in terms of gross gaming win. This is the total amount wagered by customers minus the total amount paid out to customers as winnings, but before the payment of any applicable taxes, disbursements to charitable or other causes by games established for those purposes, or other expenses.

The casinos segment covers all gambling activities carried out within casino establishments, such as card games, roulette, and slot machines located in casinos; tips and admission fees are included, but additional revenues such as sales of food, drink, and accommodation are excluded.

The lotteries segment covers all state, private, and charitable lotteries, and includes traditional draws, scratchcard games, and similar products offered by lottery operators.

The sports betting and related segment covers gambling on the outcome of horse races, football matches, and other events, and includes gambling services offered by bookmakers and also pari-mutuel/totalisator operators.

The other segment covers bingo, slot machines located outside casinos, pachinko, etc. In North America, so-called 'Indian casinos' are covered in this segment, not the casino segment.

Online casino and gaming activity, with the exception of online purchases of lottery entry, is not included. Recreation-only slot machines that do not pay out any form of prize are excluded.

The report only includes gaming activities that are legal in the country where they are offered.

All currency conversions were calculated using constant average annual 2016 exchange rates.

The global casinos and gaming sector had total gross gaming win of \$409,984.3m in 2016, representing a compound annual growth rate (CAGR) of 0.6% between 2012 and 2016.

The lotteries segment was the sector's most lucrative in 2016, with total gross gaming win of \$145,113.3m, equivalent to 35.4% of the sector's overall value.

Asia-Pacific has the biggest casinos and gaming sector globally, however the Middle East experienced the most growth over the last five years.

SCOPE

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

Use the Five Forces analysis to determine the competitive intensity and

therefore attractiveness of the global casinos & gaming market

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 global casinos & gaming market with five year forecasts

REASONS TO BUY

What was the size of the global casinos & gaming market by value in 2016?

What will be the size of the global casinos & gaming market in 2021?

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

How has the market performed over the last five years?

What are the main segments that make up the global casinos & gaming market?

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