

Casinos & Gaming in Japan

<https://marketpublishers.com/r/C28E8B8535EEN.html>

Date: June 2019

Pages: 34

Price: US\$ 350.00 (Single User License)

ID: C28E8B8535EEN

Abstracts

Casinos & Gaming in Japan

SUMMARY

Casinos & Gaming in Japan industry profile provides top-line qualitative and quantitative summary information including: market size (value 2014-18, and forecast to 2023). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

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 (GGR). 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 Japanese casinos & gaming sector had total gross gaming win of \$33.6bn in 2018, representing a compound annual growth rate (CAGR) of 6.7% between 2014 and 2018.

The Casinos segment was the sector's most lucrative in 2018, with total gross gaming win of \$7.1bn, equivalent to 21.2% of the sector's overall value.

Pachinko is one of the most popular forms of gambling in Japan. However, the anti-addiction rules have called for pachinko machines to reduce pay-outs.

SCOPE

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

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

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 Japan casinos & gaming market with five year forecasts

REASONS TO BUY

What was the size of the Japan casinos & gaming market by value in 2018?

What will be the size of the Japan casinos & gaming market in 2023?

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

How has the market performed over the last five years?

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

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COMPANIES MENTIONED

Capcom Co. Ltd.

DYNAM JAPAN HOLDINGS Co., Ltd.

Maruhan Corporation

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