

Electronic Gaming Machine-China Market Status and Trend Report 2013-2023

https://marketpublishers.com/r/EA743CA435FEN.html

Date: January 2018

Pages: 135

Price: US\$ 2,980.00 (Single User License)

ID: EA743CA435FEN

Abstracts

Report Summary

Electronic Gaming Machine-China Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Electronic Gaming Machine industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Whole China and Regional Market Size of Electronic Gaming Machine 2013-2017, and development forecast 2018-2023

Main market players of Electronic Gaming Machine in China, with company and product introduction, position in the Electronic Gaming Machine market

Market status and development trend of Electronic Gaming Machine by types and applications

Cost and profit status of Electronic Gaming Machine, and marketing status Market growth drivers and challenges

The report segments the China Electronic Gaming Machine market as:

China Electronic Gaming Machine Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

North China Northeast China East China Central & South China



Southwest China

Northwest China

China Electronic Gaming Machine Market: Product Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

Poker EGMs
TV EGMs
Large-scale EGMs

China Electronic Gaming Machine Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

TV Games

ARC Games

Poket Games

PC Games

China Electronic Gaming Machine Market: Players Segment Analysis (Company and Product introduction, Electronic Gaming Machine Sales Volume, Revenue, Price and Gross Margin):

Sega

Tai rely

PlayStation

Sony

Microsoft

Xbox

Nintendo

I-dong

Timetop

Subor

Alien technology

Uniscom

JXD

WINYSON

THRUSTMASTER

BLACK HORNS

BETOP



In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.



Contents

CHAPTER 1 OVERVIEW OF ELECTRONIC GAMING MACHINE

- 1.1 Definition of Electronic Gaming Machine in This Report
- 1.2 Commercial Types of Electronic Gaming Machine
 - 1.2.1 Poker EGMs
 - 1.2.2 TV EGMs
 - 1.2.3 Large-scale EGMs
- 1.3 Downstream Application of Electronic Gaming Machine
 - 1.3.1 TV Games
 - 1.3.2 ARC Games
 - 1.3.3 Poket Games
- 1.3.4 PC Games
- 1.4 Development History of Electronic Gaming Machine
- 1.5 Market Status and Trend of Electronic Gaming Machine 2013-2023
- 1.5.1 China Electronic Gaming Machine Market Status and Trend 2013-2023
- 1.5.2 Regional Electronic Gaming Machine Market Status and Trend 2013-2023

CHAPTER 2 CHINA MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Status of Electronic Gaming Machine in China 2013-2017
- 2.2 Consumption Market of Electronic Gaming Machine in China by Regions
- 2.2.1 Consumption Volume of Electronic Gaming Machine in China by Regions
- 2.2.2 Revenue of Electronic Gaming Machine in China by Regions
- 2.3 Market Analysis of Electronic Gaming Machine in China by Regions
 - 2.3.1 Market Analysis of Electronic Gaming Machine in North China 2013-2017
 - 2.3.2 Market Analysis of Electronic Gaming Machine in Northeast China 2013-2017
 - 2.3.3 Market Analysis of Electronic Gaming Machine in East China 2013-2017
- 2.3.4 Market Analysis of Electronic Gaming Machine in Central & South China 2013-2017
- 2.3.5 Market Analysis of Electronic Gaming Machine in Southwest China 2013-2017
- 2.3.6 Market Analysis of Electronic Gaming Machine in Northwest China 2013-2017
- 2.4 Market Development Forecast of Electronic Gaming Machine in China 2018-2023
- 2.4.1 Market Development Forecast of Electronic Gaming Machine in China 2018-2023
- 2.4.2 Market Development Forecast of Electronic Gaming Machine by Regions 2018-2023



CHAPTER 3 CHINA MARKET STATUS AND FORECAST BY TYPES

- 3.1 Whole China Market Status by Types
- 3.1.1 Consumption Volume of Electronic Gaming Machine in China by Types
- 3.1.2 Revenue of Electronic Gaming Machine in China by Types
- 3.2 China Market Status by Types in Major Countries
 - 3.2.1 Market Status by Types in North China
 - 3.2.2 Market Status by Types in Northeast China
 - 3.2.3 Market Status by Types in East China
 - 3.2.4 Market Status by Types in Central & South China
 - 3.2.5 Market Status by Types in Southwest China
 - 3.2.6 Market Status by Types in Northwest China
- 3.3 Market Forecast of Electronic Gaming Machine in China by Types

CHAPTER 4 CHINA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of Electronic Gaming Machine in China by Downstream Industry
- 4.2 Demand Volume of Electronic Gaming Machine by Downstream Industry in Major Countries
- 4.2.1 Demand Volume of Electronic Gaming Machine by Downstream Industry in North China
- 4.2.2 Demand Volume of Electronic Gaming Machine by Downstream Industry in Northeast China
- 4.2.3 Demand Volume of Electronic Gaming Machine by Downstream Industry in East China
- 4.2.4 Demand Volume of Electronic Gaming Machine by Downstream Industry in Central & South China
- 4.2.5 Demand Volume of Electronic Gaming Machine by Downstream Industry in Southwest China
- 4.2.6 Demand Volume of Electronic Gaming Machine by Downstream Industry in Northwest China
- 4.3 Market Forecast of Electronic Gaming Machine in China by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF ELECTRONIC GAMING MACHINE

- 5.1 China Economy Situation and Trend Overview
- 5.2 Electronic Gaming Machine Downstream Industry Situation and Trend Overview



CHAPTER 6 ELECTRONIC GAMING MACHINE MARKET COMPETITION STATUS BY MAJOR PLAYERS IN CHINA

- 6.1 Sales Volume of Electronic Gaming Machine in China by Major Players
- 6.2 Revenue of Electronic Gaming Machine in China by Major Players
- 6.3 Basic Information of Electronic Gaming Machine by Major Players
- 6.3.1 Headquarters Location and Established Time of Electronic Gaming Machine Major Players
 - 6.3.2 Employees and Revenue Level of Electronic Gaming Machine Major Players
- 6.4 Market Competition News and Trend
 - 6.4.1 Merger, Consolidation or Acquisition News
 - 6.4.2 Investment or Disinvestment News
 - 6.4.3 New Product Development and Launch

CHAPTER 7 ELECTRONIC GAMING MACHINE MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 7.1 Sega
 - 7.1.1 Company profile
 - 7.1.2 Representative Electronic Gaming Machine Product
- 7.1.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Sega
- 7.2 Tai rely
 - 7.2.1 Company profile
 - 7.2.2 Representative Electronic Gaming Machine Product
 - 7.2.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Tai rely
- 7.3 PlayStation
 - 7.3.1 Company profile
 - 7.3.2 Representative Electronic Gaming Machine Product
- 7.3.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of PlayStation
- 7.4 Sony
 - 7.4.1 Company profile
 - 7.4.2 Representative Electronic Gaming Machine Product
- 7.4.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Sony
- 7.5 Microsoft
 - 7.5.1 Company profile
 - 7.5.2 Representative Electronic Gaming Machine Product
 - 7.5.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of



Microsoft

- 7.6 Xbox
 - 7.6.1 Company profile
 - 7.6.2 Representative Electronic Gaming Machine Product
 - 7.6.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Xbox
- 7.7 Nintendo
 - 7.7.1 Company profile
 - 7.7.2 Representative Electronic Gaming Machine Product
- 7.7.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Nintendo
- 7.8 I-dong
 - 7.8.1 Company profile
 - 7.8.2 Representative Electronic Gaming Machine Product
 - 7.8.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of I-dong
- 7.9 Timetop
 - 7.9.1 Company profile
 - 7.9.2 Representative Electronic Gaming Machine Product
 - 7.9.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Timetop
- 7.10 Subor
 - 7.10.1 Company profile
- 7.10.2 Representative Electronic Gaming Machine Product
- 7.10.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Subor
- 7.11 Alien technology
 - 7.11.1 Company profile
 - 7.11.2 Representative Electronic Gaming Machine Product
- 7.11.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Alien technology
- 7.12 Uniscom
 - 7.12.1 Company profile
 - 7.12.2 Representative Electronic Gaming Machine Product
- 7.12.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of Uniscom
- 7.13 JXD
 - 7.13.1 Company profile
 - 7.13.2 Representative Electronic Gaming Machine Product
 - 7.13.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of JXD
- 7.14 WINYSON
 - 7.14.1 Company profile
- 7.14.2 Representative Electronic Gaming Machine Product



7.14.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of WINYSON

- 7.15 THRUSTMASTER
- 7.15.1 Company profile
- 7.15.2 Representative Electronic Gaming Machine Product
- 7.15.3 Electronic Gaming Machine Sales, Revenue, Price and Gross Margin of
- THRUSTMASTER
- 7.16 BLACK HORNS
- **7.17 BETOP**

CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF ELECTRONIC GAMING MACHINE

- 8.1 Industry Chain of Electronic Gaming Machine
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF ELECTRONIC GAMING MACHINE

- 9.1 Cost Structure Analysis of Electronic Gaming Machine
- 9.2 Raw Materials Cost Analysis of Electronic Gaming Machine
- 9.3 Labor Cost Analysis of Electronic Gaming Machine
- 9.4 Manufacturing Expenses Analysis of Electronic Gaming Machine

CHAPTER 10 MARKETING STATUS ANALYSIS OF ELECTRONIC GAMING MACHINE

- 10.1 Marketing Channel
 - 10.1.1 Direct Marketing
 - 10.1.2 Indirect Marketing
- 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
 - 10.2.1 Pricing Strategy
 - 10.2.2 Brand Strategy
 - 10.2.3 Target Client
- 10.3 Distributors/Traders List

CHAPTER 11 REPORT CONCLUSION



CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE

- 12.1 Methodology/Research Approach
 - 12.1.1 Research Programs/Design
 - 12.1.2 Market Size Estimation
 - 12.1.3 Market Breakdown and Data Triangulation
- 12.2 Data Source
 - 12.2.1 Secondary Sources
 - 12.2.2 Primary Sources
- 12.3 Reference



I would like to order

Product name: Electronic Gaming Machine-China Market Status and Trend Report 2013-2023

Product link: https://marketpublishers.com/r/EA743CA435FEN.html

Price: US\$ 2,980.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer

Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/EA743CA435FEN.html

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:	
Last name:	
Email:	
Company:	
Address:	
City:	
Zip code:	
Country:	
Tel:	
Fax:	
Your message:	
	**All fields are required
	Custumer signature

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at https://marketpublishers.com/docs/terms.html

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970