

Arcade Gaming Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/A9276AA14E4FEN.html>

Date: April 2022

Pages: 69

Price: US\$ 3,250.00 (Single User License)

ID: A9276AA14E4FEN

Abstracts

Arcade gaming or coin-op is a coin-operated entertainment machine typically installed in public businesses such as restaurants, bars and amusement arcades. Most arcade games are video games, pinball machines, electro-mechanical games, redemption games or merchandisers.

This report contains market size and forecasts of Arcade Gaming in Global, including the following market information:

Global Arcade Gaming Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Arcade Gaming market was valued at 20770 million in 2021 and is projected to reach US\$ 23330 million by 2028, at a CAGR of 1.7% during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Racing Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Arcade Gaming include CXC Simulations, Eleetus, NAMCO, SEGA, D-BOX Technologies, Vesaro, Taito, BRUNSWICK GROUP and Gold Standard Games and etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Arcade Gaming

companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Arcade Gaming Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Arcade Gaming Market Segment Percentages, by Type, 2021 (%)

Racing

Shooting

Sports

Action

Global Arcade Gaming Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Arcade Gaming Market Segment Percentages, by Application, 2021 (%)

Restaurants

Bars

Amusement Arcades

Global Arcade Gaming Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Arcade Gaming Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Arcade Gaming revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Arcade Gaming revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

CXC Simulations

Eleetus

NAMCO

SEGA

D-BOX Technologies

Vesaro

Taito

BRUNSWICK GROUP

Gold Standard Games

Rene Pierre

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