

Basketball Game Machines Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Basketball Game Machines in global, including the following market information:

Global Basketball Game Machines Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Basketball Game Machines Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Basketball Game Machines companies in 2021 (%)

The global Basketball Game Machines market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

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

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

The global key manufacturers of Basketball Game Machines include Atari, Namco, FarSight Studios, Taito, Game Circus and Backbone Entertainment, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Basketball Game Machines manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Basketball Game Machines Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Basketball Game Machines Market Segment Percentages, by Type, 2021 (%)

Coin Payment

Scan Code Payment

Global Basketball Game Machines Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Basketball Game Machines Market Segment Percentages, by Application, 2021 (%)

Amusement Park

Bar

Discotheque

Family Entertainment Center

Bowling Alley

Global Basketball Game Machines Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Basketball Game Machines 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 Basketball Game Machines revenues in global market, 2017-2022
(Estimated), (\$ millions)

Key companies Basketball Game Machines revenues share in global market, 2021 (%)

Key companies Basketball Game Machines sales in global market, 2017-2022
(Estimated), (K Units)

Key companies Basketball Game Machines sales share in global market, 2021 (%)

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

Atari

Namco

FarSight Studios

Taito

Game Circus

Backbone Entertainment

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Basketball Game Machines Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Basketball Game Machines Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL BASKETBALL GAME MACHINES OVERALL MARKET SIZE

- 2.1 Global Basketball Game Machines Market Size: 2021 VS 2028
- 2.2 Global Basketball Game Machines Revenue, Prospects & Forecasts: 2017-2028
- 2.3 Global Basketball Game Machines Sales: 2017-2028

3 COMPANY LANDSCAPE

- 3.1 Top Basketball Game Machines Players in Global Market
- 3.2 Top Global Basketball Game Machines Companies Ranked by Revenue
- 3.3 Global Basketball Game Machines Revenue by Companies
- 3.4 Global Basketball Game Machines Sales by Companies
- 3.5 Global Basketball Game Machines Price by Manufacturer (2017-2022)
- 3.6 Top 3 and Top 5 Basketball Game Machines Companies in Global Market, by Revenue in 2021
- 3.7 Global Manufacturers Basketball Game Machines Product Type
- 3.8 Tier 1, Tier 2 and Tier 3 Basketball Game Machines Players in Global Market
 - 3.8.1 List of Global Tier 1 Basketball Game Machines Companies
 - 3.8.2 List of Global Tier 2 and Tier 3 Basketball Game Machines Companies

4 SIGHTS BY PRODUCT

- 4.1 Overview

- 4.1.1 By Type - Global Basketball Game Machines Market Size Markets, 2021 & 2028
- 4.1.2 Coin Payment
- 4.1.3 Scan Code Payment
- 4.2 By Type - Global Basketball Game Machines Revenue & Forecasts
 - 4.2.1 By Type - Global Basketball Game Machines Revenue, 2017-2022
 - 4.2.2 By Type - Global Basketball Game Machines Revenue, 2023-2028
 - 4.2.3 By Type - Global Basketball Game Machines Revenue Market Share, 2017-2028
- 4.3 By Type - Global Basketball Game Machines Sales & Forecasts
 - 4.3.1 By Type - Global Basketball Game Machines Sales, 2017-2022
 - 4.3.2 By Type - Global Basketball Game Machines Sales, 2023-2028
 - 4.3.3 By Type - Global Basketball Game Machines Sales Market Share, 2017-2028
- 4.4 By Type - Global Basketball Game Machines Price (Manufacturers Selling Prices), 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

- 5.1.1 By Application - Global Basketball Game Machines Market Size, 2021 & 2028
- 5.1.2 Amusement Park
- 5.1.3 Bar
- 5.1.4 Discotheque
- 5.1.5 Family Entertainment Center
- 5.1.6 Bowling Alley
- 5.2 By Application - Global Basketball Game Machines Revenue & Forecasts
 - 5.2.1 By Application - Global Basketball Game Machines Revenue, 2017-2022
 - 5.2.2 By Application - Global Basketball Game Machines Revenue, 2023-2028
 - 5.2.3 By Application - Global Basketball Game Machines Revenue Market Share, 2017-2028
- 5.3 By Application - Global Basketball Game Machines Sales & Forecasts
 - 5.3.1 By Application - Global Basketball Game Machines Sales, 2017-2022
 - 5.3.2 By Application - Global Basketball Game Machines Sales, 2023-2028
 - 5.3.3 By Application - Global Basketball Game Machines Sales Market Share, 2017-2028
- 5.4 By Application - Global Basketball Game Machines Price (Manufacturers Selling Prices), 2017-2028

6 SIGHTS BY REGION

- 6.1 By Region - Global Basketball Game Machines Market Size, 2021 & 2028

6.2 By Region - Global Basketball Game Machines Revenue & Forecasts

6.2.1 By Region - Global Basketball Game Machines Revenue, 2017-2022

6.2.2 By Region - Global Basketball Game Machines Revenue, 2023-2028

6.2.3 By Region - Global Basketball Game Machines Revenue Market Share, 2017-2028

6.3 By Region - Global Basketball Game Machines Sales & Forecasts

6.3.1 By Region - Global Basketball Game Machines Sales, 2017-2022

6.3.2 By Region - Global Basketball Game Machines Sales, 2023-2028

6.3.3 By Region - Global Basketball Game Machines Sales Market Share, 2017-2028

6.4 North America

6.4.1 By Country - North America Basketball Game Machines Revenue, 2017-2028

6.4.2 By Country - North America Basketball Game Machines Sales, 2017-2028

6.4.3 US Basketball Game Machines Market Size, 2017-2028

6.4.4 Canada Basketball Game Machines Market Size, 2017-2028

6.4.5 Mexico Basketball Game Machines Market Size, 2017-2028

6.5 Europe

6.5.1 By Country - Europe Basketball Game Machines Revenue, 2017-2028

6.5.2 By Country - Europe Basketball Game Machines Sales, 2017-2028

6.5.3 Germany Basketball Game Machines Market Size, 2017-2028

6.5.4 France Basketball Game Machines Market Size, 2017-2028

6.5.5 U.K. Basketball Game Machines Market Size, 2017-2028

6.5.6 Italy Basketball Game Machines Market Size, 2017-2028

6.5.7 Russia Basketball Game Machines Market Size, 2017-2028

6.5.8 Nordic Countries Basketball Game Machines Market Size, 2017-2028

6.5.9 Benelux Basketball Game Machines Market Size, 2017-2028

6.6 Asia

6.6.1 By Region - Asia Basketball Game Machines Revenue, 2017-2028

6.6.2 By Region - Asia Basketball Game Machines Sales, 2017-2028

6.6.3 China Basketball Game Machines Market Size, 2017-2028

6.6.4 Japan Basketball Game Machines Market Size, 2017-2028

6.6.5 South Korea Basketball Game Machines Market Size, 2017-2028

6.6.6 Southeast Asia Basketball Game Machines Market Size, 2017-2028

6.6.7 India Basketball Game Machines Market Size, 2017-2028

6.7 South America

6.7.1 By Country - South America Basketball Game Machines Revenue, 2017-2028

6.7.2 By Country - South America Basketball Game Machines Sales, 2017-2028

6.7.3 Brazil Basketball Game Machines Market Size, 2017-2028

6.7.4 Argentina Basketball Game Machines Market Size, 2017-2028

6.8 Middle East & Africa

6.8.1 By Country - Middle East & Africa Basketball Game Machines Revenue, 2017-2028

6.8.2 By Country - Middle East & Africa Basketball Game Machines Sales, 2017-2028

6.8.3 Turkey Basketball Game Machines Market Size, 2017-2028

6.8.4 Israel Basketball Game Machines Market Size, 2017-2028

6.8.5 Saudi Arabia Basketball Game Machines Market Size, 2017-2028

6.8.6 UAE Basketball Game Machines Market Size, 2017-2028

7 MANUFACTURERS & BRANDS PROFILES

7.1 Atari

7.1.1 Atari Corporate Summary

7.1.2 Atari Business Overview

7.1.3 Atari Basketball Game Machines Major Product Offerings

7.1.4 Atari Basketball Game Machines Sales and Revenue in Global (2017-2022)

7.1.5 Atari Key News

7.2 Namco

7.2.1 Namco Corporate Summary

7.2.2 Namco Business Overview

7.2.3 Namco Basketball Game Machines Major Product Offerings

7.2.4 Namco Basketball Game Machines Sales and Revenue in Global (2017-2022)

7.2.5 Namco Key News

7.3 FarSight Studios

7.3.1 FarSight Studios Corporate Summary

7.3.2 FarSight Studios Business Overview

7.3.3 FarSight Studios Basketball Game Machines Major Product Offerings

7.3.4 FarSight Studios Basketball Game Machines Sales and Revenue in Global (2017-2022)

7.3.5 FarSight Studios Key News

7.4 Taito

7.4.1 Taito Corporate Summary

7.4.2 Taito Business Overview

7.4.3 Taito Basketball Game Machines Major Product Offerings

7.4.4 Taito Basketball Game Machines Sales and Revenue in Global (2017-2022)

7.4.5 Taito Key News

7.5 Game Circus

7.5.1 Game Circus Corporate Summary

7.5.2 Game Circus Business Overview

7.5.3 Game Circus Basketball Game Machines Major Product Offerings

7.5.4 Game Circus Basketball Game Machines Sales and Revenue in Global (2017-2022)

7.5.5 Game Circus Key News

7.6 Backbone Entertainment

7.6.1 Backbone Entertainment Corporate Summary

7.6.2 Backbone Entertainment Business Overview

7.6.3 Backbone Entertainment Basketball Game Machines Major Product Offerings

7.6.4 Backbone Entertainment Basketball Game Machines Sales and Revenue in Global (2017-2022)

7.6.5 Backbone Entertainment Key News

8 GLOBAL BASKETBALL GAME MACHINES PRODUCTION CAPACITY, ANALYSIS

8.1 Global Basketball Game Machines Production Capacity, 2017-2028

8.2 Basketball Game Machines Production Capacity of Key Manufacturers in Global Market

8.3 Global Basketball Game Machines Production by Region

9 KEY MARKET TRENDS, OPPORTUNITY, DRIVERS AND RESTRAINTS

9.1 Market Opportunities & Trends

9.2 Market Drivers

9.3 Market Restraints

10 BASKETBALL GAME MACHINES SUPPLY CHAIN ANALYSIS

10.1 Basketball Game Machines Industry Value Chain

10.2 Basketball Game Machines Upstream Market

10.3 Basketball Game Machines Downstream and Clients

10.4 Marketing Channels Analysis

10.4.1 Marketing Channels

10.4.2 Basketball Game Machines Distributors and Sales Agents in Global

11 CONCLUSION

12 APPENDIX

12.1 Note

12.2 Examples of Clients

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Key Players of Basketball Game Machines in Global Market

Table 2. Top Basketball Game Machines Players in Global Market, Ranking by Revenue (2021)

Table 3. Global Basketball Game Machines Revenue by Companies, (US\$, Mn), 2017-2022

Table 4. Global Basketball Game Machines Revenue Share by Companies, 2017-2022

Table 5. Global Basketball Game Machines Sales by Companies, (K Units), 2017-2022

Table 6. Global Basketball Game Machines Sales Share by Companies, 2017-2022

Table 7. Key Manufacturers Basketball Game Machines Price (2017-2022) & (USD/Unit)

Table 8. Global Manufacturers Basketball Game Machines Product Type

Table 9. List of Global Tier 1 Basketball Game Machines Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Basketball Game Machines Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Basketball Game Machines Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Global Basketball Game Machines Revenue (US\$, Mn), 2017-2022

Table 13. By Type - Global Basketball Game Machines Revenue (US\$, Mn), 2023-2028

Table 14. By Type - Global Basketball Game Machines Sales (K Units), 2017-2022

Table 15. By Type - Global Basketball Game Machines Sales (K Units), 2023-2028

Table 16. By Application – Global Basketball Game Machines Revenue, (US\$, Mn), 2021 & 2028

Table 17. By Application - Global Basketball Game Machines Revenue (US\$, Mn), 2017-2022

Table 18. By Application - Global Basketball Game Machines Revenue (US\$, Mn), 2023-2028

Table 19. By Application - Global Basketball Game Machines Sales (K Units), 2017-2022

Table 20. By Application - Global Basketball Game Machines Sales (K Units), 2023-2028

Table 21. By Region – Global Basketball Game Machines Revenue, (US\$, Mn), 2021 VS 2028

Table 22. By Region - Global Basketball Game Machines Revenue (US\$, Mn), 2017-2022

Table 23. By Region - Global Basketball Game Machines Revenue (US\$, Mn), 2023-2028

Table 24. By Region - Global Basketball Game Machines Sales (K Units), 2017-2022

Table 25. By Region - Global Basketball Game Machines Sales (K Units), 2023-2028

Table 26. By Country - North America Basketball Game Machines Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - North America Basketball Game Machines Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - North America Basketball Game Machines Sales, (K Units), 2017-2022

Table 29. By Country - North America Basketball Game Machines Sales, (K Units), 2023-2028

Table 30. By Country - Europe Basketball Game Machines Revenue, (US\$, Mn), 2017-2022

Table 31. By Country - Europe Basketball Game Machines Revenue, (US\$, Mn), 2023-2028

Table 32. By Country - Europe Basketball Game Machines Sales, (K Units), 2017-2022

Table 33. By Country - Europe Basketball Game Machines Sales, (K Units), 2023-2028

Table 34. By Region - Asia Basketball Game Machines Revenue, (US\$, Mn), 2017-2022

Table 35. By Region - Asia Basketball Game Machines Revenue, (US\$, Mn), 2023-2028

Table 36. By Region - Asia Basketball Game Machines Sales, (K Units), 2017-2022

Table 37. By Region - Asia Basketball Game Machines Sales, (K Units), 2023-2028

Table 38. By Country - South America Basketball Game Machines Revenue, (US\$, Mn), 2017-2022

Table 39. By Country - South America Basketball Game Machines Revenue, (US\$, Mn), 2023-2028

Table 40. By Country - South America Basketball Game Machines Sales, (K Units), 2017-2022

Table 41. By Country - South America Basketball Game Machines Sales, (K Units), 2023-2028

Table 42. By Country - Middle East & Africa Basketball Game Machines Revenue, (US\$, Mn), 2017-2022

Table 43. By Country - Middle East & Africa Basketball Game Machines Revenue, (US\$, Mn), 2023-2028

Table 44. By Country - Middle East & Africa Basketball Game Machines Sales, (K Units), 2017-2022

Table 45. By Country - Middle East & Africa Basketball Game Machines Sales, (K

Units), 2023-2028

Table 46. Atari Corporate Summary

Table 47. Atari Basketball Game Machines Product Offerings

Table 48. Atari Basketball Game Machines Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 49. Namco Corporate Summary

Table 50. Namco Basketball Game Machines Product Offerings

Table 51. Namco Basketball Game Machines Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 52. FarSight Studios Corporate Summary

Table 53. FarSight Studios Basketball Game Machines Product Offerings

Table 54. FarSight Studios Basketball Game Machines Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 55. Taito Corporate Summary

Table 56. Taito Basketball Game Machines Product Offerings

Table 57. Taito Basketball Game Machines Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 58. Game Circus Corporate Summary

Table 59. Game Circus Basketball Game Machines Product Offerings

Table 60. Game Circus Basketball Game Machines Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 61. Backbone Entertainment Corporate Summary

Table 62. Backbone Entertainment Basketball Game Machines Product Offerings

Table 63. Backbone Entertainment Basketball Game Machines Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 64. Basketball Game Machines Production Capacity (K Units) of Key Manufacturers in Global Market, 2020-2022 (K Units)

Table 65. Global Basketball Game Machines Capacity Market Share of Key Manufacturers, 2020-2022

Table 66. Global Basketball Game Machines Production by Region, 2017-2022 (K Units)

Table 67. Global Basketball Game Machines Production by Region, 2023-2028 (K Units)

Table 68. Basketball Game Machines Market Opportunities & Trends in Global Market

Table 69. Basketball Game Machines Market Drivers in Global Market

Table 70. Basketball Game Machines Market Restraints in Global Market

Table 71. Basketball Game Machines Raw Materials

Table 72. Basketball Game Machines Raw Materials Suppliers in Global Market

Table 73. Typical Basketball Game Machines Downstream

Table 74. Basketball Game Machines Downstream Clients in Global Market

Table 75. Basketball Game Machines Distributors and Sales Agents in Global Market

List Of Figures

LIST OF FIGURES

- Figure 1. Basketball Game Machines Segment by Type
- Figure 2. Basketball Game Machines Segment by Application
- Figure 3. Global Basketball Game Machines Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Basketball Game Machines Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Basketball Game Machines Revenue, 2017-2028 (US\$, Mn)
- Figure 7. Basketball Game Machines Sales in Global Market: 2017-2028 (K Units)
- Figure 8. The Top 3 and 5 Players Market Share by Basketball Game Machines Revenue in 2021
- Figure 9. By Type - Global Basketball Game Machines Sales Market Share, 2017-2028
- Figure 10. By Type - Global Basketball Game Machines Revenue Market Share, 2017-2028
- Figure 11. By Type - Global Basketball Game Machines Price (USD/Unit), 2017-2028
- Figure 12. By Application - Global Basketball Game Machines Sales Market Share, 2017-2028
- Figure 13. By Application - Global Basketball Game Machines Revenue Market Share, 2017-2028
- Figure 14. By Application - Global Basketball Game Machines Price (USD/Unit), 2017-2028
- Figure 15. By Region - Global Basketball Game Machines Sales Market Share, 2017-2028
- Figure 16. By Region - Global Basketball Game Machines Revenue Market Share, 2017-2028
- Figure 17. By Country - North America Basketball Game Machines Revenue Market Share, 2017-2028
- Figure 18. By Country - North America Basketball Game Machines Sales Market Share, 2017-2028
- Figure 19. US Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 20. Canada Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 21. Mexico Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 22. By Country - Europe Basketball Game Machines Revenue Market Share, 2017-2028
- Figure 23. By Country - Europe Basketball Game Machines Sales Market Share, 2017-2028
- Figure 24. Germany Basketball Game Machines Revenue, (US\$, Mn), 2017-2028

- Figure 25. France Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 26. U.K. Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 27. Italy Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 28. Russia Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 29. Nordic Countries Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 30. Benelux Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 31. By Region - Asia Basketball Game Machines Revenue Market Share, 2017-2028
- Figure 32. By Region - Asia Basketball Game Machines Sales Market Share, 2017-2028
- Figure 33. China Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 34. Japan Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 35. South Korea Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 36. Southeast Asia Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 37. India Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 38. By Country - South America Basketball Game Machines Revenue Market Share, 2017-2028
- Figure 39. By Country - South America Basketball Game Machines Sales Market Share, 2017-2028
- Figure 40. Brazil Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 41. Argentina Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 42. By Country - Middle East & Africa Basketball Game Machines Revenue Market Share, 2017-2028
- Figure 43. By Country - Middle East & Africa Basketball Game Machines Sales Market Share, 2017-2028
- Figure 44. Turkey Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 45. Israel Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 46. Saudi Arabia Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 47. UAE Basketball Game Machines Revenue, (US\$, Mn), 2017-2028
- Figure 48. Global Basketball Game Machines Production Capacity (K Units), 2017-2028
- Figure 49. The Percentage of Production Basketball Game Machines by Region, 2021 VS 2028
- Figure 50. Basketball Game Machines Industry Value Chain
- Figure 51. Marketing Channels

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