

Coin-operated Amusement Devices Market - Global Outlook and Forecast 2022-2028

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Abstracts

Coin-operated amusements include video games, pinball machines, jukeboxes, pool tables, slot machines, and other machines and gaming devices operated by coins or tokens inserted into the machines by individual users. These games are attractive to both children and adults, and can be found in a variety of locations, such as convenience stores, bars, restaurants, grocery stores, truck stops and bus terminals.

This report contains market size and forecasts of Coin-operated Amusement Devices in global, including the following market information:

Global Coin-operated Amusement Devices Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Coin-operated Amusement Devices Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Coin-operated Amusement Devices companies in 2021 (%)

The global Coin-operated Amusement Devices market was valued at 9766.8 million in 2021 and is projected to reach US\$ 11910 million by 2028, at a CAGR of 2.9% during the forecast period.

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

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

The global key manufacturers of Coin-operated Amusement Devices include IGT, Konami Gaming, Novomatic, Aristocrat Leisure, Scientific Games, Chicago Gaming Company, Amatic Industries, APEX Gaming Technology and Aruze Gaming, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Coin-operated Amusement Devices 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 Coin-operated Amusement Devices Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Coin-operated Amusement Devices Market Segment Percentages, by Type, 2021 (%)

Slot Machine

Dance Dance Revolution

Arcade

Racing Type

Global Coin-operated Amusement Devices Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Coin-operated Amusement Devices Market Segment Percentages, by Application, 2021 (%)

Casinos

Amusement Arcades

Others

Global Coin-operated Amusement Devices Market, By Region and Country, 2017-2022,
2023-2028 (\$ Millions) & (K Units)

Global Coin-operated Amusement Devices 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 Coin-operated Amusement Devices revenues in global market,
2017-2022 (Estimated), (\$ millions)

Key companies Coin-operated Amusement Devices revenues share in global market,

2021 (%)

Key companies Coin-operated Amusement Devices sales in global market, 2017-2022
(Estimated), (K Units)

Key companies Coin-operated Amusement Devices sales share in global market, 2021
(%)

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

IGT

Konami Gaming

Novomatic

Aristocrat Leisure

Scientific Games

Chicago Gaming Company

Amatic Industries

APEX Gaming Technology

Aruze Gaming

Astro Corp.

Belatra Co. Ltd.

Casino Technology

Gauselmann Group

Everi

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