

Electronic Gaming Machines (EGM) Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Electronic Gaming Machines (EGM) in global, including the following market information:

Global Electronic Gaming Machines (EGM) Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Electronic Gaming Machines (EGM) Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Electronic Gaming Machines (EGM) companies in 2021 (%)

The global Electronic Gaming Machines (EGM) 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.

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

The global key manufacturers of Electronic Gaming Machines (EGM) include Sega, Microsoft, PlayStation, Sony, Tai Rely, Nintendo, I-dong, Timetop and Subor, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Electronic Gaming Machines (EGM) 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 Electronic Gaming Machines (EGM) Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Electronic Gaming Machines (EGM) Market Segment Percentages, by Type, 2021 (%)

Poker EGMs

TV EGMs

Large-scale EGMs

Global Electronic Gaming Machines (EGM) Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Electronic Gaming Machines (EGM) Market Segment Percentages, by Application, 2021 (%)

TV Games

ARC Games

Pocket Games

PC Games

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

Global Electronic Gaming Machines (EGM) 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 Electronic Gaming Machines (EGM) revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Electronic Gaming Machines (EGM) revenues share in global market, 2021 (%)

Key companies Electronic Gaming Machines (EGM) sales in global market, 2017-2022 (Estimated), (K Units)

Key companies Electronic Gaming Machines (EGM) sales share in global market, 2021 (%)

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

Sega

Microsoft

PlayStation

Sony

Tai Rely

Nintendo

I-dong

Timetop

Subor

Alien technology

Uniscom

JXD

WINYSON

THRUSTMASTER

BLACK HORNS

BETOP

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Electronic Gaming Machines (EGM) Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Electronic Gaming Machines (EGM) 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 ELECTRONIC GAMING MACHINES (EGM) OVERALL MARKET SIZE

- 2.1 Global Electronic Gaming Machines (EGM) Market Size: 2021 VS 2028
- 2.2 Global Electronic Gaming Machines (EGM) Revenue, Prospects & Forecasts: 2017-2028
- 2.3 Global Electronic Gaming Machines (EGM) Sales: 2017-2028

3 COMPANY LANDSCAPE

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

4 SIGHTS BY PRODUCT

4.1 Overview

4.1.1 By Type - Global Electronic Gaming Machines (EGM) Market Size Markets, 2021 & 2028

4.1.2 Poker EGMs

4.1.3 TV EGMs

4.1.4 Large-scale EGMs

4.2 By Type - Global Electronic Gaming Machines (EGM) Revenue & Forecasts

4.2.1 By Type - Global Electronic Gaming Machines (EGM) Revenue, 2017-2022

4.2.2 By Type - Global Electronic Gaming Machines (EGM) Revenue, 2023-2028

4.2.3 By Type - Global Electronic Gaming Machines (EGM) Revenue Market Share, 2017-2028

4.3 By Type - Global Electronic Gaming Machines (EGM) Sales & Forecasts

4.3.1 By Type - Global Electronic Gaming Machines (EGM) Sales, 2017-2022

4.3.2 By Type - Global Electronic Gaming Machines (EGM) Sales, 2023-2028

4.3.3 By Type - Global Electronic Gaming Machines (EGM) Sales Market Share, 2017-2028

4.4 By Type - Global Electronic Gaming Machines (EGM) Price (Manufacturers Selling Prices), 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Electronic Gaming Machines (EGM) Market Size, 2021 & 2028

5.1.2 TV Games

5.1.3 ARC Games

5.1.4 Pocket Games

5.1.5 PC Games

5.2 By Application - Global Electronic Gaming Machines (EGM) Revenue & Forecasts

5.2.1 By Application - Global Electronic Gaming Machines (EGM) Revenue, 2017-2022

5.2.2 By Application - Global Electronic Gaming Machines (EGM) Revenue, 2023-2028

5.2.3 By Application - Global Electronic Gaming Machines (EGM) Revenue Market Share, 2017-2028

5.3 By Application - Global Electronic Gaming Machines (EGM) Sales & Forecasts

5.3.1 By Application - Global Electronic Gaming Machines (EGM) Sales, 2017-2022

5.3.2 By Application - Global Electronic Gaming Machines (EGM) Sales, 2023-2028

5.3.3 By Application - Global Electronic Gaming Machines (EGM) Sales Market Share, 2017-2028

5.4 By Application - Global Electronic Gaming Machines (EGM) Price (Manufacturers Selling Prices), 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Electronic Gaming Machines (EGM) Market Size, 2021 & 2028

6.2 By Region - Global Electronic Gaming Machines (EGM) Revenue & Forecasts

6.2.1 By Region - Global Electronic Gaming Machines (EGM) Revenue, 2017-2022

6.2.2 By Region - Global Electronic Gaming Machines (EGM) Revenue, 2023-2028

6.2.3 By Region - Global Electronic Gaming Machines (EGM) Revenue Market Share, 2017-2028

6.3 By Region - Global Electronic Gaming Machines (EGM) Sales & Forecasts

6.3.1 By Region - Global Electronic Gaming Machines (EGM) Sales, 2017-2022

6.3.2 By Region - Global Electronic Gaming Machines (EGM) Sales, 2023-2028

6.3.3 By Region - Global Electronic Gaming Machines (EGM) Sales Market Share, 2017-2028

6.4 North America

6.4.1 By Country - North America Electronic Gaming Machines (EGM) Revenue, 2017-2028

6.4.2 By Country - North America Electronic Gaming Machines (EGM) Sales, 2017-2028

6.4.3 US Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.4.4 Canada Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.4.5 Mexico Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.5 Europe

6.5.1 By Country - Europe Electronic Gaming Machines (EGM) Revenue, 2017-2028

6.5.2 By Country - Europe Electronic Gaming Machines (EGM) Sales, 2017-2028

6.5.3 Germany Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.5.4 France Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.5.5 U.K. Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.5.6 Italy Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.5.7 Russia Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.5.8 Nordic Countries Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.5.9 Benelux Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.6 Asia

6.6.1 By Region - Asia Electronic Gaming Machines (EGM) Revenue, 2017-2028

6.6.2 By Region - Asia Electronic Gaming Machines (EGM) Sales, 2017-2028

6.6.3 China Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.6.4 Japan Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.6.5 South Korea Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.6.6 Southeast Asia Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.6.7 India Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.7 South America

6.7.1 By Country - South America Electronic Gaming Machines (EGM) Revenue, 2017-2028

6.7.2 By Country - South America Electronic Gaming Machines (EGM) Sales, 2017-2028

6.7.3 Brazil Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.7.4 Argentina Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.8 Middle East & Africa

6.8.1 By Country - Middle East & Africa Electronic Gaming Machines (EGM) Revenue, 2017-2028

6.8.2 By Country - Middle East & Africa Electronic Gaming Machines (EGM) Sales, 2017-2028

6.8.3 Turkey Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.8.4 Israel Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.8.5 Saudi Arabia Electronic Gaming Machines (EGM) Market Size, 2017-2028

6.8.6 UAE Electronic Gaming Machines (EGM) Market Size, 2017-2028

7 MANUFACTURERS & BRANDS PROFILES

7.1 Sega

7.1.1 Sega Corporate Summary

7.1.2 Sega Business Overview

7.1.3 Sega Electronic Gaming Machines (EGM) Major Product Offerings

7.1.4 Sega Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)

7.1.5 Sega Key News

7.2 Microsoft

7.2.1 Microsoft Corporate Summary

7.2.2 Microsoft Business Overview

7.2.3 Microsoft Electronic Gaming Machines (EGM) Major Product Offerings

7.2.4 Microsoft Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)

7.2.5 Microsoft Key News

7.3 PlayStation

- 7.3.1 PlayStation Corporate Summary
- 7.3.2 PlayStation Business Overview
- 7.3.3 PlayStation Electronic Gaming Machines (EGM) Major Product Offerings
- 7.3.4 PlayStation Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)
- 7.3.5 PlayStation Key News
- 7.4 Sony
 - 7.4.1 Sony Corporate Summary
 - 7.4.2 Sony Business Overview
 - 7.4.3 Sony Electronic Gaming Machines (EGM) Major Product Offerings
 - 7.4.4 Sony Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)
 - 7.4.5 Sony Key News
- 7.5 Tai Rely
 - 7.5.1 Tai Rely Corporate Summary
 - 7.5.2 Tai Rely Business Overview
 - 7.5.3 Tai Rely Electronic Gaming Machines (EGM) Major Product Offerings
 - 7.5.4 Tai Rely Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)
 - 7.5.5 Tai Rely Key News
- 7.6 Nintendo
 - 7.6.1 Nintendo Corporate Summary
 - 7.6.2 Nintendo Business Overview
 - 7.6.3 Nintendo Electronic Gaming Machines (EGM) Major Product Offerings
 - 7.6.4 Nintendo Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)
 - 7.6.5 Nintendo Key News
- 7.7 I-dong
 - 7.7.1 I-dong Corporate Summary
 - 7.7.2 I-dong Business Overview
 - 7.7.3 I-dong Electronic Gaming Machines (EGM) Major Product Offerings
 - 7.7.4 I-dong Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)
 - 7.7.5 I-dong Key News
- 7.8 Timetop
 - 7.8.1 Timetop Corporate Summary
 - 7.8.2 Timetop Business Overview
 - 7.8.3 Timetop Electronic Gaming Machines (EGM) Major Product Offerings
 - 7.8.4 Timetop Electronic Gaming Machines (EGM) Sales and Revenue in Global

(2017-2022)

7.8.5 Timetop Key News

7.9 Subor

7.9.1 Subor Corporate Summary

7.9.2 Subor Business Overview

7.9.3 Subor Electronic Gaming Machines (EGM) Major Product Offerings

7.9.4 Subor Electronic Gaming Machines (EGM) Sales and Revenue in Global

(2017-2022)

7.9.5 Subor Key News

7.10 Alien technology

7.10.1 Alien technology Corporate Summary

7.10.2 Alien technology Business Overview

7.10.3 Alien technology Electronic Gaming Machines (EGM) Major Product Offerings

7.10.4 Alien technology Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)

7.10.5 Alien technology Key News

7.11 Uniscom

7.11.1 Uniscom Corporate Summary

7.11.2 Uniscom Electronic Gaming Machines (EGM) Business Overview

7.11.3 Uniscom Electronic Gaming Machines (EGM) Major Product Offerings

7.11.4 Uniscom Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)

7.11.5 Uniscom Key News

7.12 JXD

7.12.1 JXD Corporate Summary

7.12.2 JXD Electronic Gaming Machines (EGM) Business Overview

7.12.3 JXD Electronic Gaming Machines (EGM) Major Product Offerings

7.12.4 JXD Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)

7.12.5 JXD Key News

7.13 WINYSON

7.13.1 WINYSON Corporate Summary

7.13.2 WINYSON Electronic Gaming Machines (EGM) Business Overview

7.13.3 WINYSON Electronic Gaming Machines (EGM) Major Product Offerings

7.13.4 WINYSON Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)

7.13.5 WINYSON Key News

7.14 THRUSTMASTER

7.14.1 THRUSTMASTER Corporate Summary

- 7.14.2 THRUSTMASTER Business Overview
- 7.14.3 THRUSTMASTER Electronic Gaming Machines (EGM) Major Product Offerings
- 7.14.4 THRUSTMASTER Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)
- 7.14.5 THRUSTMASTER Key News
- 7.15 BLACK HORNS
 - 7.15.1 BLACK HORNS Corporate Summary
 - 7.15.2 BLACK HORNS Business Overview
 - 7.15.3 BLACK HORNS Electronic Gaming Machines (EGM) Major Product Offerings
 - 7.15.4 BLACK HORNS Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)
 - 7.15.5 BLACK HORNS Key News
- 7.16 BETOP
 - 7.16.1 BETOP Corporate Summary
 - 7.16.2 BETOP Business Overview
 - 7.16.3 BETOP Electronic Gaming Machines (EGM) Major Product Offerings
 - 7.16.4 BETOP Electronic Gaming Machines (EGM) Sales and Revenue in Global (2017-2022)
 - 7.16.5 BETOP Key News

8 GLOBAL ELECTRONIC GAMING MACHINES (EGM) PRODUCTION CAPACITY, ANALYSIS

- 8.1 Global Electronic Gaming Machines (EGM) Production Capacity, 2017-2028
- 8.2 Electronic Gaming Machines (EGM) Production Capacity of Key Manufacturers in Global Market
- 8.3 Global Electronic Gaming Machines (EGM) 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 ELECTRONIC GAMING MACHINES (EGM) SUPPLY CHAIN ANALYSIS

- 10.1 Electronic Gaming Machines (EGM) Industry Value Chain
- 10.2 Electronic Gaming Machines (EGM) Upstream Market
- 10.3 Electronic Gaming Machines (EGM) Downstream and Clients

10.4 Marketing Channels Analysis

10.4.1 Marketing Channels

10.4.2 Electronic Gaming Machines (EGM) 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 Electronic Gaming Machines (EGM) in Global Market

Table 2. Top Electronic Gaming Machines (EGM) Players in Global Market, Ranking by Revenue (2021)

Table 3. Global Electronic Gaming Machines (EGM) Revenue by Companies, (US\$, Mn), 2017-2022

Table 4. Global Electronic Gaming Machines (EGM) Revenue Share by Companies, 2017-2022

Table 5. Global Electronic Gaming Machines (EGM) Sales by Companies, (K Units), 2017-2022

Table 6. Global Electronic Gaming Machines (EGM) Sales Share by Companies, 2017-2022

Table 7. Key Manufacturers Electronic Gaming Machines (EGM) Price (2017-2022) & (USD/Unit)

Table 8. Global Manufacturers Electronic Gaming Machines (EGM) Product Type

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

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

Table 11. By Type – Global Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Global Electronic Gaming Machines (EGM) Revenue (US\$, Mn), 2017-2022

Table 13. By Type - Global Electronic Gaming Machines (EGM) Revenue (US\$, Mn), 2023-2028

Table 14. By Type - Global Electronic Gaming Machines (EGM) Sales (K Units), 2017-2022

Table 15. By Type - Global Electronic Gaming Machines (EGM) Sales (K Units), 2023-2028

Table 16. By Application – Global Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2021 & 2028

Table 17. By Application - Global Electronic Gaming Machines (EGM) Revenue (US\$, Mn), 2017-2022

Table 18. By Application - Global Electronic Gaming Machines (EGM) Revenue (US\$, Mn), 2023-2028

Table 19. By Application - Global Electronic Gaming Machines (EGM) Sales (K Units),

2017-2022

Table 20. By Application - Global Electronic Gaming Machines (EGM) Sales (K Units), 2023-2028

Table 21. By Region – Global Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2021 VS 2028

Table 22. By Region - Global Electronic Gaming Machines (EGM) Revenue (US\$, Mn), 2017-2022

Table 23. By Region - Global Electronic Gaming Machines (EGM) Revenue (US\$, Mn), 2023-2028

Table 24. By Region - Global Electronic Gaming Machines (EGM) Sales (K Units), 2017-2022

Table 25. By Region - Global Electronic Gaming Machines (EGM) Sales (K Units), 2023-2028

Table 26. By Country - North America Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - North America Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - North America Electronic Gaming Machines (EGM) Sales, (K Units), 2017-2022

Table 29. By Country - North America Electronic Gaming Machines (EGM) Sales, (K Units), 2023-2028

Table 30. By Country - Europe Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2022

Table 31. By Country - Europe Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2023-2028

Table 32. By Country - Europe Electronic Gaming Machines (EGM) Sales, (K Units), 2017-2022

Table 33. By Country - Europe Electronic Gaming Machines (EGM) Sales, (K Units), 2023-2028

Table 34. By Region - Asia Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2022

Table 35. By Region - Asia Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2023-2028

Table 36. By Region - Asia Electronic Gaming Machines (EGM) Sales, (K Units), 2017-2022

Table 37. By Region - Asia Electronic Gaming Machines (EGM) Sales, (K Units), 2023-2028

Table 38. By Country - South America Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2022

Table 39. By Country - South America Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2023-2028

Table 40. By Country - South America Electronic Gaming Machines (EGM) Sales, (K Units), 2017-2022

Table 41. By Country - South America Electronic Gaming Machines (EGM) Sales, (K Units), 2023-2028

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

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

Table 44. By Country - Middle East & Africa Electronic Gaming Machines (EGM) Sales, (K Units), 2017-2022

Table 45. By Country - Middle East & Africa Electronic Gaming Machines (EGM) Sales, (K Units), 2023-2028

Table 46. Sega Corporate Summary

Table 47. Sega Electronic Gaming Machines (EGM) Product Offerings

Table 48. Sega Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 49. Microsoft Corporate Summary

Table 50. Microsoft Electronic Gaming Machines (EGM) Product Offerings

Table 51. Microsoft Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 52. PlayStation Corporate Summary

Table 53. PlayStation Electronic Gaming Machines (EGM) Product Offerings

Table 54. PlayStation Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 55. Sony Corporate Summary

Table 56. Sony Electronic Gaming Machines (EGM) Product Offerings

Table 57. Sony Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 58. Tai Rely Corporate Summary

Table 59. Tai Rely Electronic Gaming Machines (EGM) Product Offerings

Table 60. Tai Rely Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 61. Nintendo Corporate Summary

Table 62. Nintendo Electronic Gaming Machines (EGM) Product Offerings

Table 63. Nintendo Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 64. I-dong Corporate Summary

Table 65. I-dong Electronic Gaming Machines (EGM) Product Offerings
Table 66. I-dong Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 67. Timetop Corporate Summary
Table 68. Timetop Electronic Gaming Machines (EGM) Product Offerings
Table 69. Timetop Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 70. Subor Corporate Summary
Table 71. Subor Electronic Gaming Machines (EGM) Product Offerings
Table 72. Subor Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 73. Alien technology Corporate Summary
Table 74. Alien technology Electronic Gaming Machines (EGM) Product Offerings
Table 75. Alien technology Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 76. Uniscom Corporate Summary
Table 77. Uniscom Electronic Gaming Machines (EGM) Product Offerings
Table 78. Uniscom Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 79. JXD Corporate Summary
Table 80. JXD Electronic Gaming Machines (EGM) Product Offerings
Table 81. JXD Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 82. WINYSON Corporate Summary
Table 83. WINYSON Electronic Gaming Machines (EGM) Product Offerings
Table 84. WINYSON Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 85. THRUSTMASTER Corporate Summary
Table 86. THRUSTMASTER Electronic Gaming Machines (EGM) Product Offerings
Table 87. THRUSTMASTER Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 88. BLACK HORNS Corporate Summary
Table 89. BLACK HORNS Electronic Gaming Machines (EGM) Product Offerings
Table 90. BLACK HORNS Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
Table 91. BETOP Corporate Summary
Table 92. BETOP Electronic Gaming Machines (EGM) Product Offerings
Table 93. BETOP Electronic Gaming Machines (EGM) Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 94. Electronic Gaming Machines (EGM) Production Capacity (K Units) of Key Manufacturers in Global Market, 2020-2022 (K Units)

Table 95. Global Electronic Gaming Machines (EGM) Capacity Market Share of Key Manufacturers, 2020-2022

Table 96. Global Electronic Gaming Machines (EGM) Production by Region, 2017-2022 (K Units)

Table 97. Global Electronic Gaming Machines (EGM) Production by Region, 2023-2028 (K Units)

Table 98. Electronic Gaming Machines (EGM) Market Opportunities & Trends in Global Market

Table 99. Electronic Gaming Machines (EGM) Market Drivers in Global Market

Table 100. Electronic Gaming Machines (EGM) Market Restraints in Global Market

Table 101. Electronic Gaming Machines (EGM) Raw Materials

Table 102. Electronic Gaming Machines (EGM) Raw Materials Suppliers in Global Market

Table 103. Typical Electronic Gaming Machines (EGM) Downstream

Table 104. Electronic Gaming Machines (EGM) Downstream Clients in Global Market

Table 105. Electronic Gaming Machines (EGM) Distributors and Sales Agents in Global Market

List Of Figures

LIST OF FIGURES

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

Figure 22. By Country - Europe Electronic Gaming Machines (EGM) Revenue Market Share, 2017-2028

Figure 23. By Country - Europe Electronic Gaming Machines (EGM) Sales Market Share, 2017-2028

Figure 24. Germany Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 25. France Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 26. U.K. Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 27. Italy Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 28. Russia Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 29. Nordic Countries Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 30. Benelux Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 31. By Region - Asia Electronic Gaming Machines (EGM) Revenue Market Share, 2017-2028

Figure 32. By Region - Asia Electronic Gaming Machines (EGM) Sales Market Share, 2017-2028

Figure 33. China Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 34. Japan Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 35. South Korea Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 36. Southeast Asia Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 37. India Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 38. By Country - South America Electronic Gaming Machines (EGM) Revenue Market Share, 2017-2028

Figure 39. By Country - South America Electronic Gaming Machines (EGM) Sales Market Share, 2017-2028

Figure 40. Brazil Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 41. Argentina Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 42. By Country - Middle East & Africa Electronic Gaming Machines (EGM) Revenue Market Share, 2017-2028

Figure 43. By Country - Middle East & Africa Electronic Gaming Machines (EGM) Sales Market Share, 2017-2028

Figure 44. Turkey Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 45. Israel Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 46. Saudi Arabia Electronic Gaming Machines (EGM) Revenue, (US\$, Mn),

2017-2028

Figure 47. UAE Electronic Gaming Machines (EGM) Revenue, (US\$, Mn), 2017-2028

Figure 48. Global Electronic Gaming Machines (EGM) Production Capacity (K Units), 2017-2028

Figure 49. The Percentage of Production Electronic Gaming Machines (EGM) by Region, 2021 VS 2028

Figure 50. Electronic Gaming Machines (EGM) Industry Value Chain

Figure 51. Marketing Channels

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