

Gaming and Traditional Sports Betting Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

Global Gaming and Traditional Sports Betting Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Gaming and Traditional Sports Betting 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.

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

The global key manufacturers of Gaming and Traditional Sports Betting include Bet365, GVC Holdings, Flutter Entertainment, William Hill, Kindred Group, Pinnacle, Betfred, Bodog and Betway, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Gaming and Traditional Sports Betting 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 Gaming and Traditional Sports Betting Market, by Type, 2017-2022, 2023-2028
(\$ millions)

Global Gaming and Traditional Sports Betting Market Segment Percentages, by Type,
2021 (%)

Football

Basketball

Tennis

Hockey

Baseball

Horse Racing

Boxing

E-Sport

Other

Global Gaming and Traditional Sports Betting Market, by Application, 2017-2022,
2023-2028 (\$ millions)

Global Gaming and Traditional Sports Betting Market Segment Percentages, by
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Offline Sports Betting

Online Sports Betting

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

Global Gaming and Traditional Sports Betting 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 Gaming and Traditional Sports Betting revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Gaming and Traditional Sports Betting revenues share in global market, 2021 (%)

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

Bet365

GVC Holdings

Flutter Entertainment

William Hill

Kindred Group

Pinnacle

Betfred

Bodog

Betway

Betsson AB

Betvictor

888 Holdings

Bet-at-home.com

Interwetten

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