

Internet Betting for Sports and Casinos Market, Global Outlook and Forecast 2022-2028

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Abstracts

Online gambling is any kind of gambling conducted on the internet. This includes virtual poker, casinos and sports betting. The first online gambling venue opened to the general public, was ticketing for the Liechtenstein International Lottery in October 1994. Many countries restrict or ban online gambling. However it is legal in some states of the United States, some provinces in Canada, most countries of the European Union and several nations in the Caribbean.

This report contains market size and forecasts of Internet Betting for Sports and Casinos in Global, including the following market information:

Global Internet Betting for Sports and Casinos Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Internet Betting for Sports and Casinos 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.

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

The global key manufacturers of Internet Betting for Sports and Casinos include International Game Technology PLC (IGT), Bet365, Scientific Games, Flutter

Entertainment, Betsson, GVC, Playtech, Kindred and MRG, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Internet Betting for Sports and Casinos Market Segment Percentages, by Type, 2021 (%)

Sports Betting

Casino

Poker

Bingo

Lottery

Other/Skill Gaming

Global Internet Betting for Sports and Casinos Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Internet Betting for Sports and Casinos Market Segment Percentages, by Application, 2021 (%)

Desktop

Mobile Devices

Global Internet Betting for Sports and Casinos Market, By Region and Country,
2017-2022, 2023-2028 (\$ Millions)

Global Internet Betting for Sports and Casinos 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 Internet Betting for Sports and Casinos revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Internet Betting for Sports and Casinos revenues share in global market, 2021 (%)

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

International Game Technology PLC (IGT)

Bet365

Scientific Games

Flutter Entertainment

Betsson

GVC

Playtech

Kindred

MRG

ZEAL

Bet-At-Home

William Hill

888

Expekt

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Internet Betting for Sports and Casinos Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Internet Betting for Sports and Casinos 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 INTERNET BETTING FOR SPORTS AND CASINOS OVERALL MARKET SIZE

- 2.1 Global Internet Betting for Sports and Casinos Market Size: 2021 VS 2028
- 2.2 Global Internet Betting for Sports and Casinos Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Internet Betting for Sports and Casinos Players in Global Market
- 3.2 Top Global Internet Betting for Sports and Casinos Companies Ranked by Revenue
- 3.3 Global Internet Betting for Sports and Casinos Revenue by Companies
- 3.4 Top 3 and Top 5 Internet Betting for Sports and Casinos Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Internet Betting for Sports and Casinos Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Internet Betting for Sports and Casinos Players in Global Market
 - 3.6.1 List of Global Tier 1 Internet Betting for Sports and Casinos Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Internet Betting for Sports and Casinos

Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Internet Betting for Sports and Casinos Market Size Markets, 2021 & 2028

4.1.2 Sports Betting

4.1.3 Casino

4.1.4 Poker

4.1.5 Bingo

4.1.6 Lottery

4.1.7 Other/Skill Gaming

4.2 By Type - Global Internet Betting for Sports and Casinos Revenue & Forecasts

4.2.1 By Type - Global Internet Betting for Sports and Casinos Revenue, 2017-2022

4.2.2 By Type - Global Internet Betting for Sports and Casinos Revenue, 2023-2028

4.2.3 By Type - Global Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Internet Betting for Sports and Casinos Market Size, 2021 & 2028

5.1.2 Desktop

5.1.3 Mobile Devices

5.2 By Application - Global Internet Betting for Sports and Casinos Revenue & Forecasts

5.2.1 By Application - Global Internet Betting for Sports and Casinos Revenue, 2017-2022

5.2.2 By Application - Global Internet Betting for Sports and Casinos Revenue, 2023-2028

5.2.3 By Application - Global Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Internet Betting for Sports and Casinos Market Size, 2021 & 2028

6.2 By Region - Global Internet Betting for Sports and Casinos Revenue & Forecasts

6.2.1 By Region - Global Internet Betting for Sports and Casinos Revenue, 2017-2022

6.2.2 By Region - Global Internet Betting for Sports and Casinos Revenue, 2023-2028

6.2.3 By Region - Global Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Internet Betting for Sports and Casinos Revenue, 2017-2028

6.3.2 US Internet Betting for Sports and Casinos Market Size, 2017-2028

6.3.3 Canada Internet Betting for Sports and Casinos Market Size, 2017-2028

6.3.4 Mexico Internet Betting for Sports and Casinos Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Internet Betting for Sports and Casinos Revenue, 2017-2028

6.4.2 Germany Internet Betting for Sports and Casinos Market Size, 2017-2028

6.4.3 France Internet Betting for Sports and Casinos Market Size, 2017-2028

6.4.4 U.K. Internet Betting for Sports and Casinos Market Size, 2017-2028

6.4.5 Italy Internet Betting for Sports and Casinos Market Size, 2017-2028

6.4.6 Russia Internet Betting for Sports and Casinos Market Size, 2017-2028

6.4.7 Nordic Countries Internet Betting for Sports and Casinos Market Size, 2017-2028

6.4.8 Benelux Internet Betting for Sports and Casinos Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Internet Betting for Sports and Casinos Revenue, 2017-2028

6.5.2 China Internet Betting for Sports and Casinos Market Size, 2017-2028

6.5.3 Japan Internet Betting for Sports and Casinos Market Size, 2017-2028

6.5.4 South Korea Internet Betting for Sports and Casinos Market Size, 2017-2028

6.5.5 Southeast Asia Internet Betting for Sports and Casinos Market Size, 2017-2028

6.5.6 India Internet Betting for Sports and Casinos Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Internet Betting for Sports and Casinos Revenue, 2017-2028

6.6.2 Brazil Internet Betting for Sports and Casinos Market Size, 2017-2028

6.6.3 Argentina Internet Betting for Sports and Casinos Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Internet Betting for Sports and Casinos Revenue, 2017-2028

6.7.2 Turkey Internet Betting for Sports and Casinos Market Size, 2017-2028

6.7.3 Israel Internet Betting for Sports and Casinos Market Size, 2017-2028

6.7.4 Saudi Arabia Internet Betting for Sports and Casinos Market Size, 2017-2028

6.7.5 UAE Internet Betting for Sports and Casinos Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 International Game Technology PLC (IGT)

7.1.1 International Game Technology PLC (IGT) Corporate Summary

7.1.2 International Game Technology PLC (IGT) Business Overview

7.1.3 International Game Technology PLC (IGT) Internet Betting for Sports and Casinos Major Product Offerings

7.1.4 International Game Technology PLC (IGT) Internet Betting for Sports and Casinos Revenue in Global Market (2017-2022)

7.1.5 International Game Technology PLC (IGT) Key News

7.2 Bet365

7.2.1 Bet365 Corporate Summary

7.2.2 Bet365 Business Overview

7.2.3 Bet365 Internet Betting for Sports and Casinos Major Product Offerings

7.2.4 Bet365 Internet Betting for Sports and Casinos Revenue in Global Market (2017-2022)

7.2.5 Bet365 Key News

7.3 Scientific Games

7.3.1 Scientific Games Corporate Summary

7.3.2 Scientific Games Business Overview

7.3.3 Scientific Games Internet Betting for Sports and Casinos Major Product Offerings

7.3.4 Scientific Games Internet Betting for Sports and Casinos Revenue in Global Market (2017-2022)

7.3.5 Scientific Games Key News

7.4 Flutter Entertainment

7.4.1 Flutter Entertainment Corporate Summary

7.4.2 Flutter Entertainment Business Overview

7.4.3 Flutter Entertainment Internet Betting for Sports and Casinos Major Product Offerings

7.4.4 Flutter Entertainment Internet Betting for Sports and Casinos Revenue in Global Market (2017-2022)

7.4.5 Flutter Entertainment Key News

7.5 Betsson

7.5.1 Betsson Corporate Summary

7.5.2 Betsson Business Overview

7.5.3 Betsson Internet Betting for Sports and Casinos Major Product Offerings

7.5.4 Betsson Internet Betting for Sports and Casinos Revenue in Global Market

(2017-2022)

7.5.5 Betsson Key News

7.6 GVC

7.6.1 GVC Corporate Summary

7.6.2 GVC Business Overview

7.6.3 GVC Internet Betting for Sports and Casinos Major Product Offerings

7.6.4 GVC Internet Betting for Sports and Casinos Revenue in Global Market

(2017-2022)

7.6.5 GVC Key News

7.7 Playtech

7.7.1 Playtech Corporate Summary

7.7.2 Playtech Business Overview

7.7.3 Playtech Internet Betting for Sports and Casinos Major Product Offerings

7.7.4 Playtech Internet Betting for Sports and Casinos Revenue in Global Market

(2017-2022)

7.7.5 Playtech Key News

7.8 Kindred

7.8.1 Kindred Corporate Summary

7.8.2 Kindred Business Overview

7.8.3 Kindred Internet Betting for Sports and Casinos Major Product Offerings

7.8.4 Kindred Internet Betting for Sports and Casinos Revenue in Global Market

(2017-2022)

7.8.5 Kindred Key News

7.9 MRG

7.9.1 MRG Corporate Summary

7.9.2 MRG Business Overview

7.9.3 MRG Internet Betting for Sports and Casinos Major Product Offerings

7.9.4 MRG Internet Betting for Sports and Casinos Revenue in Global Market

(2017-2022)

7.9.5 MRG Key News

7.10 ZEAL

7.10.1 ZEAL Corporate Summary

7.10.2 ZEAL Business Overview

7.10.3 ZEAL Internet Betting for Sports and Casinos Major Product Offerings

7.10.4 ZEAL Internet Betting for Sports and Casinos Revenue in Global Market

(2017-2022)

7.10.5 ZEAL Key News

7.11 Bet-At-Home

7.11.1 Bet-At-Home Corporate Summary

- 7.11.2 Bet-At-Home Business Overview
- 7.11.3 Bet-At-Home Internet Betting for Sports and Casinos Major Product Offerings
- 7.11.4 Bet-At-Home Internet Betting for Sports and Casinos Revenue in Global Market (2017-2022)
- 7.11.5 Bet-At-Home Key News
- 7.12 William Hill
 - 7.12.1 William Hill Corporate Summary
 - 7.12.2 William Hill Business Overview
 - 7.12.3 William Hill Internet Betting for Sports and Casinos Major Product Offerings
 - 7.12.4 William Hill Internet Betting for Sports and Casinos Revenue in Global Market (2017-2022)
 - 7.12.5 William Hill Key News
- 7.13
 - 7.13.1 888 Corporate Summary
 - 7.13.2 888 Business Overview
 - 7.13.3 888 Internet Betting for Sports and Casinos Major Product Offerings
 - 7.13.4 888 Internet Betting for Sports and Casinos Revenue in Global Market (2017-2022)
 - 7.13.5 888 Key News
- 7.14 Expekt
 - 7.14.1 Expekt Corporate Summary
 - 7.14.2 Expekt Business Overview
 - 7.14.3 Expekt Internet Betting for Sports and Casinos Major Product Offerings
 - 7.14.4 Expekt Internet Betting for Sports and Casinos Revenue in Global Market (2017-2022)
 - 7.14.5 Expekt Key News

8 CONCLUSION

9 APPENDIX

- 9.1 Note
- 9.2 Examples of Clients
- 9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Internet Betting for Sports and Casinos Market Opportunities & Trends in Global Market

Table 2. Internet Betting for Sports and Casinos Market Drivers in Global Market

Table 3. Internet Betting for Sports and Casinos Market Restraints in Global Market

Table 4. Key Players of Internet Betting for Sports and Casinos in Global Market

Table 5. Top Internet Betting for Sports and Casinos Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Internet Betting for Sports and Casinos Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Internet Betting for Sports and Casinos Revenue Share by Companies, 2017-2022

Table 8. Global Companies Internet Betting for Sports and Casinos Product Type

Table 9. List of Global Tier 1 Internet Betting for Sports and Casinos Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Internet Betting for Sports and Casinos Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Internet Betting for Sports and Casinos Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Internet Betting for Sports and Casinos Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Internet Betting for Sports and Casinos Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Internet Betting for Sports and Casinos Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Internet Betting for Sports and Casinos Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Internet Betting for Sports and Casinos Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Internet Betting for Sports and Casinos Revenue,

(US\$, Mn), 2017-2022

Table 21. By Country - North America Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2023-2028

Table 30. International Game Technology PLC (IGT) Corporate Summary

Table 31. International Game Technology PLC (IGT) Internet Betting for Sports and Casinos Product Offerings

Table 32. International Game Technology PLC (IGT) Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 33. Bet365 Corporate Summary

Table 34. Bet365 Internet Betting for Sports and Casinos Product Offerings

Table 35. Bet365 Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 36. Scientific Games Corporate Summary

Table 37. Scientific Games Internet Betting for Sports and Casinos Product Offerings

Table 38. Scientific Games Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 39. Flutter Entertainment Corporate Summary

Table 40. Flutter Entertainment Internet Betting for Sports and Casinos Product Offerings

Table 41. Flutter Entertainment Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 42. Betsson Corporate Summary

Table 43. Betsson Internet Betting for Sports and Casinos Product Offerings

Table 44. Betsson Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 45. GVC Corporate Summary

Table 46. GVC Internet Betting for Sports and Casinos Product Offerings

Table 47. GVC Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 48. Playtech Corporate Summary

Table 49. Playtech Internet Betting for Sports and Casinos Product Offerings

Table 50. Playtech Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 51. Kindred Corporate Summary

Table 52. Kindred Internet Betting for Sports and Casinos Product Offerings

Table 53. Kindred Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 54. MRG Corporate Summary

Table 55. MRG Internet Betting for Sports and Casinos Product Offerings

Table 56. MRG Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 57. ZEAL Corporate Summary

Table 58. ZEAL Internet Betting for Sports and Casinos Product Offerings

Table 59. ZEAL Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 60. Bet-At-Home Corporate Summary

Table 61. Bet-At-Home Internet Betting for Sports and Casinos Product Offerings

Table 62. Bet-At-Home Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 63. William Hill Corporate Summary

Table 64. William Hill Internet Betting for Sports and Casinos Product Offerings

Table 65. William Hill Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 66. 888 Corporate Summary

Table 67. 888 Internet Betting for Sports and Casinos Product Offerings

Table 68. 888 Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

Table 69. Expekt Corporate Summary

Table 70. Expekt Internet Betting for Sports and Casinos Product Offerings

Table 71. Expekt Internet Betting for Sports and Casinos Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Internet Betting for Sports and Casinos Segment by Type in 2021
- Figure 2. Internet Betting for Sports and Casinos Segment by Application in 2021
- Figure 3. Global Internet Betting for Sports and Casinos Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Internet Betting for Sports and Casinos Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Internet Betting for Sports and Casinos Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Internet Betting for Sports and Casinos Revenue in 2021
- Figure 8. By Type - Global Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028
- Figure 12. US Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028
- Figure 16. Germany Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028

Figure 24. China Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 28. India Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028

Figure 30. Brazil Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Internet Betting for Sports and Casinos Revenue Market Share, 2017-2028

Figure 33. Turkey Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Internet Betting for Sports and Casinos Revenue, (US\$, Mn), 2017-2028

Figure 37. International Game Technology PLC (IGT) Internet Betting for Sports and Casinos Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Bet365 Internet Betting for Sports and Casinos Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Scientific Games Internet Betting for Sports and Casinos Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Flutter Entertainment Internet Betting for Sports and Casinos Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Betsson Internet Betting for Sports and Casinos Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 42. GVC Internet Betting for Sports and Casinos Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 43. Playtech Internet Betting for Sports and Casinos Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 44. Kindred Internet Betting for Sports and Casinos Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 45. MRG Internet Betting for Sports and Casinos Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 46. ZEAL Internet Betting for Sports and Casinos Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 47. Bet-At-Home Internet Betting for Sports and Casinos Revenue Year Over

Year Growth (US\$, Mn) & (2017-2022)

Figure 48. William Hill Internet Betting for Sports and Casinos Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

Figure 49. 888 Internet Betting for Sports and Casinos Revenue Year Over Year Growth

(US\$, Mn) & (2017-2022)

Figure 50. Expekt Internet Betting for Sports and Casinos Revenue Year Over Year

Growth (US\$, Mn) & (2017-2022)

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