

COVID-19 Impact on Global Coin-op Games Market Insights, Forecast to 2026

https://marketpublishers.com/r/C206725BF1ECEN.html

Date: July 2020 Pages: 113 Price: US\$ 4,900.00 (Single User License) ID: C206725BF1ECEN

Abstracts

Coin-op Games market is segmented by Type, and by Application. Players, stakeholders, and other participants in the global Coin-op Games market will be able to gain the upper hand as they use the report as a powerful resource. The segmental analysis focuses on production capacity, revenue and forecast by Type and by Application for the period 2015-2026.

Segment by Type, the Coin-op Games market is segmented into

Video Games

Pinball Machines

Electro-Mechanical Games

Others

Segment by Application, the Coin-op Games market is segmented into

Restaurants

Bars

Amusement Arcades

Others



Regional and Country-level Analysis

The Coin-op Games market is analysed and market size information is provided by regions (countries).

The key regions covered in the Coin-op Games market report are North America, Europe, China and Japan. It also covers key regions (countries), viz, the U.S., Canada, Germany, France, U.K., Italy, Russia, China, Japan, South Korea, India, Australia, Taiwan, Indonesia, Thailand, Malaysia, Philippines, Vietnam, Mexico, Brazil, Turkey, Saudi Arabia, U.A.E, etc.

The report includes country-wise and region-wise market size for the period 2015-2026. It also includes market size and forecast by Type, and by Application segment in terms of production capacity, price and revenue for the period 2015-2026.

Competitive Landscape and Coin-op Games Market Share Analysis

Coin-op Games market competitive landscape provides details and data information by manufacturers. The report offers comprehensive analysis and accurate statistics on production capacity, price, revenue of Coin-op Games by the player for the period 2015-2020. It also offers detailed analysis supported by reliable statistics on production, revenue (global and regional level) by players for the period 2015-2020. Details included are company description, major business, company total revenue, and the production capacity, price, revenue generated in Coin-op Games business, the date to enter into the Coin-op Games market, Coin-op Games product introduction, recent developments, etc.

The major vendors covered:

X-Arcade

Rec Room Masters, LLC

Arcade Classics

North Coast Custom Arcades

Guangzhou Neogame Amusement Technology Co., Ltd.

Guangzhou Divine Technology Co., Ltd.



Icefuns Amusement Co., Ltd.



Contents

1 STUDY COVERAGE

- 1.1 Coin-op Games Product Introduction
- 1.2 Key Market Segments in This Study
- 1.3 Key Manufacturers Covered: Ranking of Global Top Coin-op Games Manufacturers
- by Revenue in 2019
- 1.4 Market by Type
- 1.4.1 Global Coin-op Games Market Size Growth Rate by Type
- 1.4.2 Video Games
- 1.4.3 Pinball Machines
- 1.4.4 Electro-Mechanical Games

1.4.5 Others

- 1.5 Market by Application
 - 1.5.1 Global Coin-op Games Market Size Growth Rate by Application
 - 1.5.2 Restaurants
 - 1.5.3 Bars
 - 1.5.4 Amusement Arcades
 - 1.5.5 Others
- 1.6 Coronavirus Disease 2019 (Covid-19): Coin-op Games Industry Impact
 - 1.6.1 How the Covid-19 is Affecting the Coin-op Games Industry
 - 1.6.1.1 Coin-op Games Business Impact Assessment Covid-19
 - 1.6.1.2 Supply Chain Challenges
 - 1.6.1.3 COVID-19's Impact On Crude Oil and Refined Products

1.6.2 Market Trends and Coin-op Games Potential Opportunities in the COVID-19 Landscape

- 1.6.3 Measures / Proposal against Covid-19
- 1.6.3.1 Government Measures to Combat Covid-19 Impact
- 1.6.3.2 Proposal for Coin-op Games Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

2 EXECUTIVE SUMMARY

- 2.1 Global Coin-op Games Market Size Estimates and Forecasts
 - 2.1.1 Global Coin-op Games Revenue Estimates and Forecasts 2015-2026
 - 2.1.2 Global Coin-op Games Production Capacity Estimates and Forecasts 2015-2026
 - 2.1.3 Global Coin-op Games Production Estimates and Forecasts 2015-2026



2.2 Global Coin-op Games Market Size by Producing Regions: 2015 VS 2020 VS 2026

2.3 Analysis of Competitive Landscape

2.3.1 Manufacturers Market Concentration Ratio (CR5 and HHI)

2.3.2 Global Coin-op Games Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

2.3.3 Global Coin-op Games Manufacturers Geographical Distribution

2.4 Key Trends for Coin-op Games Markets & Products

2.5 Primary Interviews with Key Coin-op Games Players (Opinion Leaders)

3 MARKET SIZE BY MANUFACTURERS

3.1 Global Top Coin-op Games Manufacturers by Production Capacity

3.1.1 Global Top Coin-op Games Manufacturers by Production Capacity (2015-2020)

3.1.2 Global Top Coin-op Games Manufacturers by Production (2015-2020)

3.1.3 Global Top Coin-op Games Manufacturers Market Share by Production

3.2 Global Top Coin-op Games Manufacturers by Revenue

3.2.1 Global Top Coin-op Games Manufacturers by Revenue (2015-2020)

3.2.2 Global Top Coin-op Games Manufacturers Market Share by Revenue (2015-2020)

3.2.3 Global Top 10 and Top 5 Companies by Coin-op Games Revenue in 2019

3.3 Global Coin-op Games Price by Manufacturers

3.4 Mergers & Acquisitions, Expansion Plans

4 COIN-OP GAMES PRODUCTION BY REGIONS

4.1 Global Coin-op Games Historic Market Facts & Figures by Regions

4.1.1 Global Top Coin-op Games Regions by Production (2015-2020)

4.1.2 Global Top Coin-op Games Regions by Revenue (2015-2020)

4.2 North America

4.2.1 North America Coin-op Games Production (2015-2020)

4.2.2 North America Coin-op Games Revenue (2015-2020)

4.2.3 Key Players in North America

4.2.4 North America Coin-op Games Import & Export (2015-2020)

4.3 Europe

4.3.1 Europe Coin-op Games Production (2015-2020)

4.3.2 Europe Coin-op Games Revenue (2015-2020)

4.3.3 Key Players in Europe

4.3.4 Europe Coin-op Games Import & Export (2015-2020)

4.4 China



- 4.4.1 China Coin-op Games Production (2015-2020)
- 4.4.2 China Coin-op Games Revenue (2015-2020)
- 4.4.3 Key Players in China
- 4.4.4 China Coin-op Games Import & Export (2015-2020)
- 4.5 Japan
- 4.5.1 Japan Coin-op Games Production (2015-2020)
- 4.5.2 Japan Coin-op Games Revenue (2015-2020)
- 4.5.3 Key Players in Japan
- 4.5.4 Japan Coin-op Games Import & Export (2015-2020)

5 COIN-OP GAMES CONSUMPTION BY REGION

- 5.1 Global Top Coin-op Games Regions by Consumption
- 5.1.1 Global Top Coin-op Games Regions by Consumption (2015-2020)
- 5.1.2 Global Top Coin-op Games Regions Market Share by Consumption (2015-2020)
- 5.2 North America
 - 5.2.1 North America Coin-op Games Consumption by Application
 - 5.2.2 North America Coin-op Games Consumption by Countries
 - 5.2.3 U.S.
 - 5.2.4 Canada
- 5.3 Europe
 - 5.3.1 Europe Coin-op Games Consumption by Application
 - 5.3.2 Europe Coin-op Games Consumption by Countries
 - 5.3.3 Germany
 - 5.3.4 France
 - 5.3.5 U.K.
 - 5.3.6 Italy
 - 5.3.7 Russia
- 5.4 Asia Pacific
 - 5.4.1 Asia Pacific Coin-op Games Consumption by Application
 - 5.4.2 Asia Pacific Coin-op Games Consumption by Regions
 - 5.4.3 China
 - 5.4.4 Japan
 - 5.4.5 South Korea
 - 5.4.6 India
 - 5.4.7 Australia
 - 5.4.8 Taiwan
 - 5.4.9 Indonesia
 - 5.4.10 Thailand



5.4.11 Malaysia

5.4.12 Philippines

5.4.13 Vietnam

5.5 Central & South America

- 5.5.1 Central & South America Coin-op Games Consumption by Application
- 5.5.2 Central & South America Coin-op Games Consumption by Country

5.5.3 Mexico

- 5.5.3 Brazil
- 5.5.3 Argentina
- 5.6 Middle East and Africa
 - 5.6.1 Middle East and Africa Coin-op Games Consumption by Application
 - 5.6.2 Middle East and Africa Coin-op Games Consumption by Countries
 - 5.6.3 Turkey
 - 5.6.4 Saudi Arabia
 - 5.6.5 U.A.E

6 MARKET SIZE BY TYPE (2015-2026)

6.1 Global Coin-op Games Market Size by Type (2015-2020)

- 6.1.1 Global Coin-op Games Production by Type (2015-2020)
- 6.1.2 Global Coin-op Games Revenue by Type (2015-2020)
- 6.1.3 Coin-op Games Price by Type (2015-2020)
- 6.2 Global Coin-op Games Market Forecast by Type (2021-2026)
- 6.2.1 Global Coin-op Games Production Forecast by Type (2021-2026)
- 6.2.2 Global Coin-op Games Revenue Forecast by Type (2021-2026)
- 6.2.3 Global Coin-op Games Price Forecast by Type (2021-2026)

6.3 Global Coin-op Games Market Share by Price Tier (2015-2020): Low-End, Mid-Range and High-End

7 MARKET SIZE BY APPLICATION (2015-2026)

7.2.1 Global Coin-op Games Consumption Historic Breakdown by Application (2015-2020)

7.2.2 Global Coin-op Games Consumption Forecast by Application (2021-2026)

8 CORPORATE PROFILES

8.1 X-Arcade

8.1.1 X-Arcade Corporation Information



8.1.2 X-Arcade Overview and Its Total Revenue

8.1.3 X-Arcade Production Capacity and Supply, Price, Revenue and Gross Margin (2015-2020)

8.1.4 X-Arcade Product Description

8.1.5 X-Arcade Recent Development

8.2 Rec Room Masters, LLC

8.2.1 Rec Room Masters, LLC Corporation Information

8.2.2 Rec Room Masters, LLC Overview and Its Total Revenue

8.2.3 Rec Room Masters, LLC Production Capacity and Supply, Price, Revenue and Gross Margin (2015-2020)

8.2.4 Rec Room Masters, LLC Product Description

8.2.5 Rec Room Masters, LLC Recent Development

8.3 Arcade Classics

8.3.1 Arcade Classics Corporation Information

8.3.2 Arcade Classics Overview and Its Total Revenue

8.3.3 Arcade Classics Production Capacity and Supply, Price, Revenue and Gross Margin (2015-2020)

8.3.4 Arcade Classics Product Description

8.3.5 Arcade Classics Recent Development

8.4 North Coast Custom Arcades

8.4.1 North Coast Custom Arcades Corporation Information

8.4.2 North Coast Custom Arcades Overview and Its Total Revenue

8.4.3 North Coast Custom Arcades Production Capacity and Supply, Price, Revenue and Gross Margin (2015-2020)

8.4.4 North Coast Custom Arcades Product Description

8.4.5 North Coast Custom Arcades Recent Development

8.5 Guangzhou Neogame Amusement Technology Co., Ltd.

8.5.1 Guangzhou Neogame Amusement Technology Co., Ltd. Corporation Information

8.5.2 Guangzhou Neogame Amusement Technology Co., Ltd. Overview and Its Total Revenue

8.5.3 Guangzhou Neogame Amusement Technology Co., Ltd. Production Capacity and Supply, Price, Revenue and Gross Margin (2015-2020)

8.5.4 Guangzhou Neogame Amusement Technology Co., Ltd. Product Description

8.5.5 Guangzhou Neogame Amusement Technology Co., Ltd. Recent Development8.6 Guangzhou Divine Technology Co., Ltd.

8.6.1 Guangzhou Divine Technology Co., Ltd. Corporation Information

8.6.2 Guangzhou Divine Technology Co., Ltd. Overview and Its Total Revenue

8.6.3 Guangzhou Divine Technology Co., Ltd. Production Capacity and Supply, Price, Revenue and Gross Margin (2015-2020)



8.6.4 Guangzhou Divine Technology Co., Ltd. Product Description

8.6.5 Guangzhou Divine Technology Co., Ltd. Recent Development

8.7 Icefuns Amusement Co., Ltd.

8.7.1 Icefuns Amusement Co., Ltd. Corporation Information

8.7.2 Icefuns Amusement Co., Ltd. Overview and Its Total Revenue

8.7.3 Icefuns Amusement Co., Ltd. Production Capacity and Supply, Price, Revenue and Gross Margin (2015-2020)

8.7.4 Icefuns Amusement Co., Ltd. Product Description

8.7.5 Icefuns Amusement Co., Ltd. Recent Development

8.8 Guangzhou Imyjoy Electronic Technology Co., Ltd.

8.8.1 Guangzhou Imyjoy Electronic Technology Co., Ltd. Corporation Information

8.8.2 Guangzhou Imyjoy Electronic Technology Co., Ltd. Overview and Its Total Revenue

8.8.3 Guangzhou Imyjoy Electronic Technology Co., Ltd. Production Capacity and Supply, Price, Revenue and Gross Margin (2015-2020)

8.8.4 Guangzhou Imyjoy Electronic Technology Co., Ltd. Product Description

8.8.5 Guangzhou Imyjoy Electronic Technology Co., Ltd. Recent Development

9 PRODUCTION FORECASTS BY REGIONS

9.1 Global Top Coin-op Games Regions Forecast by Revenue (2021-2026)

9.2 Global Top Coin-op Games Regions Forecast by Production (2021-2026)

9.3 Key Coin-op Games Production Regions Forecast

- 9.3.1 North America
- 9.3.2 Europe
- 9.3.3 China
- 9.3.4 Japan

10 COIN-OP GAMES CONSUMPTION FORECAST BY REGION

10.1 Global Coin-op Games Consumption Forecast by Region (2021-2026)
10.2 North America Coin-op Games Consumption Forecast by Region (2021-2026)
10.3 Europe Coin-op Games Consumption Forecast by Region (2021-2026)
10.4 Asia Pacific Coin-op Games Consumption Forecast by Region (2021-2026)
10.5 Latin America Coin-op Games Consumption Forecast by Region (2021-2026)
10.6 Middle East and Africa Coin-op Games Consumption Forecast by Region (2021-2026)
(2021-2026)

11 VALUE CHAIN AND SALES CHANNELS ANALYSIS



- 11.1 Value Chain Analysis
- 11.2 Sales Channels Analysis
- 11.2.1 Coin-op Games Sales Channels
- 11.2.2 Coin-op Games Distributors
- 11.3 Coin-op Games Customers

12 MARKET OPPORTUNITIES & CHALLENGES, RISKS AND INFLUENCES FACTORS ANALYSIS

- 12.1 Market Opportunities and Drivers
- 12.2 Market Challenges
- 12.3 Market Risks/Restraints
- 12.4 Porter's Five Forces Analysis

13 KEY FINDING IN THE GLOBAL COIN-OP GAMES STUDY

14 APPENDIX

- 14.1 Research Methodology
- 14.1.1 Methodology/Research Approach
- 14.1.2 Data Source
- 14.2 Author Details
- 14.3 Disclaimer



List Of Tables

LIST OF TABLES

Table 1. Coin-op Games Key Market Segments in This Study

Table 2. Ranking of Global Top Coin-op Games Manufacturers by Revenue (US\$ Million) in 2019

Table 3. Global Coin-op Games Market Size Growth Rate by Type 2020-2026 (K Units) (Million US\$)

Table 4. Major Manufacturers of Video Games

Table 5. Major Manufacturers of Pinball Machines

Table 6. Major Manufacturers of Electro-Mechanical Games

Table 7. Major Manufacturers of Others

Table 8. COVID-19 Impact Global Market: (Four Coin-op Games Market Size Forecast Scenarios)

Table 9. Opportunities and Trends for Coin-op Games Players in the COVID-19 Landscape

Table 10. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis

Table 11. Key Regions/Countries Measures against Covid-19 Impact

Table 12. Proposal for Coin-op Games Players to Combat Covid-19 Impact

Table 13. Global Coin-op Games Market Size Growth Rate by Application 2020-2026 (K Units)

Table 14. Global Coin-op Games Market Size by Region in US\$ Million: 2015 VS 2020 VS 2026

Table 15. Global Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 16. Global Coin-op Games by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Coin-op Games as of 2019)

Table 17. Coin-op Games Manufacturing Base Distribution and Headquarters

Table 18. Manufacturers Coin-op Games Product Offered

Table 19. Date of Manufacturers Enter into Coin-op Games Market

Table 20. Key Trends for Coin-op Games Markets & Products

Table 21. Main Points Interviewed from Key Coin-op Games Players

Table 22. Global Coin-op Games Production Capacity by Manufacturers (2015-2020) (K Units)

Table 23. Global Coin-op Games Production Share by Manufacturers (2015-2020)

Table 24. Coin-op Games Revenue by Manufacturers (2015-2020) (Million US\$)

Table 25. Coin-op Games Revenue Share by Manufacturers (2015-2020)

Table 26. Coin-op Games Price by Manufacturers 2015-2020 (USD/Unit)

Table 27. Mergers & Acquisitions, Expansion Plans



Table 28. Global Coin-op Games Production by Regions (2015-2020) (K Units)

Table 29. Global Coin-op Games Production Market Share by Regions (2015-2020)

- Table 30. Global Coin-op Games Revenue by Regions (2015-2020) (US\$ Million)
- Table 31. Global Coin-op Games Revenue Market Share by Regions (2015-2020)
- Table 32. Key Coin-op Games Players in North America
- Table 33. Import & Export of Coin-op Games in North America (K Units)
- Table 34. Key Coin-op Games Players in Europe
- Table 35. Import & Export of Coin-op Games in Europe (K Units)
- Table 36. Key Coin-op Games Players in China
- Table 37. Import & Export of Coin-op Games in China (K Units)
- Table 38. Key Coin-op Games Players in Japan
- Table 39. Import & Export of Coin-op Games in Japan (K Units)
- Table 40. Global Coin-op Games Consumption by Regions (2015-2020) (K Units)
- Table 41. Global Coin-op Games Consumption Market Share by Regions (2015-2020)
- Table 42. North America Coin-op Games Consumption by Application (2015-2020) (K Units)
- Table 43. North America Coin-op Games Consumption by Countries (2015-2020) (K Units)
- Table 44. Europe Coin-op Games Consumption by Application (2015-2020) (K Units)
- Table 45. Europe Coin-op Games Consumption by Countries (2015-2020) (K Units)
- Table 46. Asia Pacific Coin-op Games Consumption by Application (2015-2020) (K Units)
- Table 47. Asia Pacific Coin-op Games Consumption Market Share by Application (2015-2020) (K Units)
- Table 48. Asia Pacific Coin-op Games Consumption by Regions (2015-2020) (K Units) Table 49. Latin America Coin-op Games Consumption by Application (2015-2020) (K Units)
- Table 50. Latin America Coin-op Games Consumption by Countries (2015-2020) (K Units)
- Table 51. Middle East and Africa Coin-op Games Consumption by Application (2015-2020) (K Units)
- Table 52. Middle East and Africa Coin-op Games Consumption by Countries (2015-2020) (K Units)
- Table 53. Global Coin-op Games Production by Type (2015-2020) (K Units)
- Table 54. Global Coin-op Games Production Share by Type (2015-2020)
- Table 55. Global Coin-op Games Revenue by Type (2015-2020) (Million US\$)
- Table 56. Global Coin-op Games Revenue Share by Type (2015-2020)
- Table 57. Coin-op Games Price by Type 2015-2020 (USD/Unit)
- Table 58. Global Coin-op Games Consumption by Application (2015-2020) (K Units)



Table 59. Global Coin-op Games Consumption by Application (2015-2020) (K Units)

Table 60. Global Coin-op Games Consumption Share by Application (2015-2020)

Table 61. X-Arcade Corporation Information

Table 62. X-Arcade Description and Major Businesses

Table 63. X-Arcade Coin-op Games Production (K Units), Revenue (US\$ Million), Price

(USD/Unit) and Gross Margin (2015-2020)

- Table 64. X-Arcade Product
- Table 65. X-Arcade Recent Development
- Table 66. Rec Room Masters, LLC Corporation Information
- Table 67. Rec Room Masters, LLC Description and Major Businesses

Table 68. Rec Room Masters, LLC Coin-op Games Production (K Units), Revenue

(US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 69. Rec Room Masters, LLC Product

Table 70. Rec Room Masters, LLC Recent Development

- Table 71. Arcade Classics Corporation Information
- Table 72. Arcade Classics Description and Major Businesses

Table 73. Arcade Classics Coin-op Games Production (K Units), Revenue (US\$ Million),

Price (USD/Unit) and Gross Margin (2015-2020)

- Table 74. Arcade Classics Product
- Table 75. Arcade Classics Recent Development
- Table 76. North Coast Custom Arcades Corporation Information
- Table 77. North Coast Custom Arcades Description and Major Businesses

Table 78. North Coast Custom Arcades Coin-op Games Production (K Units), Revenue

(US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 79. North Coast Custom Arcades Product

Table 80. North Coast Custom Arcades Recent Development

Table 81. Guangzhou Neogame Amusement Technology Co., Ltd. CorporationInformation

Table 82. Guangzhou Neogame Amusement Technology Co., Ltd. Description and Major Businesses

Table 83. Guangzhou Neogame Amusement Technology Co., Ltd. Coin-op Games Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 84. Guangzhou Neogame Amusement Technology Co., Ltd. Product

Table 85. Guangzhou Neogame Amusement Technology Co., Ltd. Recent Development

Table 86. Guangzhou Divine Technology Co., Ltd. Corporation Information

Table 87. Guangzhou Divine Technology Co., Ltd. Description and Major Businesses

Table 88. Guangzhou Divine Technology Co., Ltd. Coin-op Games Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)



Table 89. Guangzhou Divine Technology Co., Ltd. Product Table 90. Guangzhou Divine Technology Co., Ltd. Recent Development Table 91. Icefuns Amusement Co., Ltd. Corporation Information Table 92. Icefuns Amusement Co., Ltd. Description and Major Businesses Table 93. Icefuns Amusement Co., Ltd. Coin-op Games Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020) Table 94. Icefuns Amusement Co., Ltd. Product Table 95. Icefuns Amusement Co., Ltd. Recent Development Table 96. Guangzhou Imyjoy Electronic Technology Co., Ltd. Corporation Information Table 97. Guangzhou Imyjoy Electronic Technology Co., Ltd. Description and Major Businesses Table 98. Guangzhou Imyjoy Electronic Technology Co., Ltd. Coin-op Games Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015 - 2020)Table 99. Guangzhou Imyjoy Electronic Technology Co., Ltd. Product Table 100. Guangzhou Imyjoy Electronic Technology Co., Ltd. Recent Development Table 101. Global Coin-op Games Revenue Forecast by Region (2021-2026) (Million US\$) Table 102. Global Coin-op Games Production Forecast by Regions (2021-2026) (K Units) Table 103. Global Coin-op Games Production Forecast by Type (2021-2026) (K Units) Table 104. Global Coin-op Games Revenue Forecast by Type (2021-2026) (Million US\$) Table 105. North America Coin-op Games Consumption Forecast by Regions (2021-2026) (K Units) Table 106. Europe Coin-op Games Consumption Forecast by Regions (2021-2026) (K Units) Table 107. Asia Pacific Coin-op Games Consumption Forecast by Regions (2021-2026) (K Units) Table 108. Latin America Coin-op Games Consumption Forecast by Regions (2021-2026) (K Units) Table 109. Middle East and Africa Coin-op Games Consumption Forecast by Regions (2021-2026) (K Units) Table 110. Coin-op Games Distributors List Table 111. Coin-op Games Customers List Table 112. Key Opportunities and Drivers: Impact Analysis (2021-2026) Table 113. Key Challenges Table 114. Market Risks

Table 115. Research Programs/Design for This Report



Table 116. Key Data Information from Secondary SourcesTable 117. Key Data Information from Primary Sources



List Of Figures

LIST OF FIGURES

- Figure 1. Coin-op Games Product Picture
- Figure 2. Global Coin-op Games Production Market Share by Type in 2020 & 2026
- Figure 3. Video Games Product Picture
- Figure 4. Pinball Machines Product Picture
- Figure 5. Electro-Mechanical Games Product Picture
- Figure 6. Others Product Picture
- Figure 7. Global Coin-op Games Consumption Market Share by Application in 2020 & 2026
- Figure 8. Restaurants
- Figure 9. Bars
- Figure 10. Amusement Arcades
- Figure 11. Others
- Figure 12. Coin-op Games Report Years Considered
- Figure 13. Global Coin-op Games Revenue 2015-2026 (Million US\$)
- Figure 14. Global Coin-op Games Production Capacity 2015-2026 (K Units)
- Figure 15. Global Coin-op Games Production 2015-2026 (K Units)
- Figure 16. Global Coin-op Games Market Share Scenario by Region in Percentage: 2020 Versus 2026
- Figure 17. Coin-op Games Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2015 VS 2019
- Figure 18. Global Coin-op Games Production Share by Manufacturers in 2015
- Figure 19. The Top 10 and Top 5 Players Market Share by Coin-op Games Revenue in 2019
- Figure 20. Global Coin-op Games Production Market Share by Region (2015-2020)
- Figure 21. Coin-op Games Production Growth Rate in North America (2015-2020) (K Units)
- Figure 22. Coin-op Games Revenue Growth Rate in North America (2015-2020) (US\$ Million)
- Figure 23. Coin-op Games Production Growth Rate in Europe (2015-2020) (K Units)
- Figure 24. Coin-op Games Revenue Growth Rate in Europe (2015-2020) (US\$ Million)
- Figure 25. Coin-op Games Production Growth Rate in China (2015-2020) (K Units)
- Figure 26. Coin-op Games Revenue Growth Rate in China (2015-2020) (US\$ Million)
- Figure 27. Coin-op Games Production Growth Rate in Japan (2015-2020) (K Units)
- Figure 28. Coin-op Games Revenue Growth Rate in Japan (2015-2020) (US\$ Million)
- Figure 29. Global Coin-op Games Consumption Market Share by Regions 2015-2020



Figure 30. North America Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 31. North America Coin-op Games Consumption Market Share by Application in 2019

Figure 32. North America Coin-op Games Consumption Market Share by Countries in 2019

Figure 33. U.S. Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 34. Canada Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 35. Europe Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 36. Europe Coin-op Games Consumption Market Share by Application in 2019

Figure 37. Europe Coin-op Games Consumption Market Share by Countries in 2019

Figure 38. Germany Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 39. France Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 40. U.K. Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 41. Italy Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 42. Russia Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 43. Asia Pacific Coin-op Games Consumption and Growth Rate (K Units)

Figure 44. Asia Pacific Coin-op Games Consumption Market Share by Application in 2019

Figure 45. Asia Pacific Coin-op Games Consumption Market Share by Regions in 2019

Figure 46. China Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 47. Japan Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 48. South Korea Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 49. India Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 50. Australia Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 51. Taiwan Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 52. Indonesia Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 53. Thailand Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 54. Malaysia Coin-op Games Consumption and Growth Rate (2015-2020) (K



Units)

Figure 55. Philippines Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 56. Vietnam Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 57. Latin America Coin-op Games Consumption and Growth Rate (K Units)

Figure 58. Latin America Coin-op Games Consumption Market Share by Application in 2019

Figure 59. Latin America Coin-op Games Consumption Market Share by Countries in 2019

Figure 60. Mexico Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 61. Brazil Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 62. Argentina Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 63. Middle East and Africa Coin-op Games Consumption and Growth Rate (K Units)

Figure 64. Middle East and Africa Coin-op Games Consumption Market Share by Application in 2019

Figure 65. Middle East and Africa Coin-op Games Consumption Market Share by Countries in 2019

Figure 66. Turkey Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

Figure 67. Saudi Arabia Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)

- Figure 68. U.A.E Coin-op Games Consumption and Growth Rate (2015-2020) (K Units)
- Figure 69. Global Coin-op Games Production Market Share by Type (2015-2020)
- Figure 70. Global Coin-op Games Production Market Share by Type in 2019

Figure 71. Global Coin-op Games Revenue Market Share by Type (2015-2020)

Figure 72. Global Coin-op Games Revenue Market Share by Type in 2019

Figure 73. Global Coin-op Games Production Market Share Forecast by Type (2021-2026)

Figure 74. Global Coin-op Games Revenue Market Share Forecast by Type (2021-2026)

Figure 75. Global Coin-op Games Market Share by Price Range (2015-2020) Figure 76. Global Coin-op Games Consumption Market Share by Application (2015-2020)

Figure 77. Global Coin-op Games Value (Consumption) Market Share by Application (2015-2020)



Figure 78. Global Coin-op Games Consumption Market Share Forecast by Application (2021-2026)

Figure 79. X-Arcade Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 80. Rec Room Masters, LLC Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 81. Arcade Classics Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 82. North Coast Custom Arcades Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 83. Guangzhou Neogame Amusement Technology Co., Ltd. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 84. Guangzhou Divine Technology Co., Ltd. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 85. Icefuns Amusement Co., Ltd. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 86. Guangzhou Imyjoy Electronic Technology Co., Ltd. Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 87. Global Coin-op Games Revenue Forecast by Regions (2021-2026) (US\$ Million)

Figure 88. Global Coin-op Games Revenue Market Share Forecast by Regions ((2021-2026))

Figure 89. Global Coin-op Games Production Forecast by Regions (2021-2026) (K Units)

Figure 90. North America Coin-op Games Production Forecast (2021-2026) (K Units)

Figure 91. North America Coin-op Games Revenue Forecast (2021-2026) (US\$ Million)

Figure 92. Europe Coin-op Games Production Forecast (2021-2026) (K Units)

Figure 93. Europe Coin-op Games Revenue Forecast (2021-2026) (US\$ Million)

Figure 94. China Coin-op Games Production Forecast (2021-2026) (K Units)

Figure 95. China Coin-op Games Revenue Forecast (2021-2026) (US\$ Million)

Figure 96. Japan Coin-op Games Production Forecast (2021-2026) (K Units)

Figure 97. Japan Coin-op Games Revenue Forecast (2021-2026) (US\$ Million)

Figure 98. Global Coin-op Games Consumption Market Share Forecast by Region (2021-2026)

Figure 99. Coin-op Games Value Chain

Figure 100. Channels of Distribution

Figure 101. Distributors Profiles

Figure 102. Porter's Five Forces Analysis

Figure 103. Bottom-up and Top-down Approaches for This Report

Figure 104. Data Triangulation

Figure 105. Key Executives Interviewed



I would like to order

Product name: COVID-19 Impact on Global Coin-op Games Market Insights, Forecast to 2026 Product link: <u>https://marketpublishers.com/r/C206725BF1ECEN.html</u>

Price: US\$ 4,900.00 (Single User License / Electronic Delivery) If you want to order Corporate License or Hard Copy, please, contact our Customer Service: <u>info@marketpublishers.com</u>

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <u>https://marketpublishers.com/r/C206725BF1ECEN.html</u>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name: Last name: Email: Company: Address: City: Zip code: Country: Tel: Fax: Your message:

**All fields are required

Custumer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <u>https://marketpublishers.com/docs/terms.html</u>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970