

COVID-19 Impact on Global Electronic Gaming Machine, Market Insights and Forecast to 2026

<https://marketpublishers.com/r/C41265438E5EEN.html>

Date: September 2020

Pages: 152

Price: US\$ 3,900.00 (Single User License)

ID: C41265438E5EEN

Abstracts

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

Segment by Type, the Electronic Gaming Machine market is segmented into

Poker EGMs

TV EGMs

Large-scale EGMs

Segment by Application, the Electronic Gaming Machine market is segmented into

TV Games

ARC Games

Pocket Games

PC Games

Regional and Country-level Analysis

The Electronic Gaming Machine market is analysed and market size information is provided by regions (countries).

The key regions covered in the Electronic Gaming Machine market report are North America, Europe, Asia Pacific, Latin America, Middle East and Africa. It also covers key regions (countries), viz, 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 sales and revenue for the period 2015-2026.

Competitive Landscape and Electronic Gaming Machine Market Share Analysis

Electronic Gaming Machine market competitive landscape provides details and data information by players.

The report offers comprehensive analysis and accurate statistics on revenue by the player for the period 2015-2020. It also offers detailed analysis supported by reliable statistics on revenue (global and regional level) by players for the period 2015-2020. Details included are company description, major business, company total revenue and the sales, revenue generated in Electronic Gaming Machine business, the date to enter into the Electronic Gaming Machine market, Electronic Gaming Machine product introduction, recent developments, etc.

The major vendors covered:

Sega

Tai rely

PlayStation

Sony

Microsoft

Xbox

Nintendo

I-dong

Timetop

Subor

Alien technology

Uniscom

JXD

WINYSON

THRUSTMASTER

BLACK HORNS

BETOP

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