

# COVID-19 Impact on Global Portable Handheld Electronic Game Machine Market Insights, Forecast to 2026

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## Abstracts

Portable Handheld Electronic Game Machine market is segmented by Type, and by Application. Players, stakeholders, and other participants in the global Portable Handheld Electronic Game Machine 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 Portable Handheld Electronic Game Machine market is segmented into

Digital

Mechanical

Segment by Application, the Portable Handheld Electronic Game Machine market is segmented into

Legal Gambling

Electronic Games

Regional and Country-level Analysis

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

The key regions covered in the Portable Handheld Electronic Game Machine market report are North America, Europe, China, Japan and South Korea. 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 Portable Handheld Electronic Game Machine Market Share Analysis

Portable Handheld Electronic Game Machine market competitive landscape provides details and data information by manufacturers. The report offers comprehensive analysis and accurate statistics on production capacity, price, revenue of Portable Handheld Electronic Game Machine 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 Portable Handheld Electronic Game Machine business, the date to enter into the Portable Handheld Electronic Game Machine market, Portable Handheld Electronic Game Machine product introduction, recent developments, etc.

The major vendors covered:

Apollo Games

Sony

Aristocrat Leisure

IGT

NOVOMATIC Group

Scientific Games

Nintendo

## Atari Games

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