

# Global Arcade Gaming Market Size, Status and Forecast 2022

<https://marketpublishers.com/r/G0234A6CCEAEN.html>

Date: August 2017

Pages: 95

Price: US\$ 3,300.00 (Single User License)

ID: G0234A6CCEAEN

## Abstracts

This report studies the global Arcade Gaming market, analyzes and researches the Arcade Gaming development status and forecast in United States, EU, Japan, China, India and Southeast Asia.

This report focuses on the top players in global market, like

CXC Simulations

Eleetus

NAMCO

SEGA

D-BOX Technologies

Vesaro

Taito

BRUNSWICK GROUP

Gold Standard Games

Rene Pierre

Market segment by Regions/Countries, this report covers

United States

EU

Japan

China

India

Southeast Asia

Market segment by Type, Arcade Gaming can be split into

Racing

Shooting

Sports

Action

Market segment by Application, Arcade Gaming can be split into

Skittle-alley

Video city

Others

## Contents

Global Arcade Gaming Market Size, Status and Forecast 2022

### **1 INDUSTRY OVERVIEW OF ARCADE GAMING**

#### 1.1 Arcade Gaming Market Overview

##### 1.1.1 Arcade Gaming Product Scope

##### 1.1.2 Market Status and Outlook

#### 1.2 Global Arcade Gaming Market Size and Analysis by Regions

##### 1.2.1 United States

##### 1.2.2 EU

##### 1.2.3 Japan

##### 1.2.4 China

##### 1.2.5 India

##### 1.2.6 Southeast Asia

#### 1.3 Arcade Gaming Market by Type

##### 1.3.1 Racing

##### 1.3.2 Shooting

##### 1.3.3 Sports

##### 1.3.4 Action

#### 1.4 Arcade Gaming Market by End Users/Application

##### 1.4.1 Skittle-alley

##### 1.4.2 Video city

##### 1.4.3 Others

### **2 GLOBAL ARCADE GAMING COMPETITION ANALYSIS BY PLAYERS**

#### 2.1 Arcade Gaming Market Size (Value) by Players (2016 and 2017)

#### 2.2 Competitive Status and Trend

##### 2.2.1 Market Concentration Rate

##### 2.2.2 Product/Service Differences

##### 2.2.3 New Entrants

##### 2.2.4 The Technology Trends in Future

### **3 COMPANY (TOP PLAYERS) PROFILES**

#### 3.1 CXC Simulations

##### 3.1.1 Company Profile

- 3.1.2 Main Business/Business Overview
- 3.1.3 Products, Services and Solutions
- 3.1.4 Arcade Gaming Revenue (Value) (2012-2017)
- 3.1.5 Recent Developments
- 3.2 Eleetus
  - 3.2.1 Company Profile
  - 3.2.2 Main Business/Business Overview
  - 3.2.3 Products, Services and Solutions
  - 3.2.4 Arcade Gaming Revenue (Value) (2012-2017)
  - 3.2.5 Recent Developments
- 3.3 NAMCO
  - 3.3.1 Company Profile
  - 3.3.2 Main Business/Business Overview
  - 3.3.3 Products, Services and Solutions
  - 3.3.4 Arcade Gaming Revenue (Value) (2012-2017)
  - 3.3.5 Recent Developments
- 3.4 SEGA
  - 3.4.1 Company Profile
  - 3.4.2 Main Business/Business Overview
  - 3.4.3 Products, Services and Solutions
  - 3.4.4 Arcade Gaming Revenue (Value) (2012-2017)
  - 3.4.5 Recent Developments
- 3.5 D-BOX Technologies
  - 3.5.1 Company Profile
  - 3.5.2 Main Business/Business Overview
  - 3.5.3 Products, Services and Solutions
  - 3.5.4 Arcade Gaming Revenue (Value) (2012-2017)
  - 3.5.5 Recent Developments
- 3.6 Vesaro
  - 3.6.1 Company Profile
  - 3.6.2 Main Business/Business Overview
  - 3.6.3 Products, Services and Solutions
  - 3.6.4 Arcade Gaming Revenue (Value) (2012-2017)
  - 3.6.5 Recent Developments
- 3.7 Taito
  - 3.7.1 Company Profile
  - 3.7.2 Main Business/Business Overview
  - 3.7.3 Products, Services and Solutions
  - 3.7.4 Arcade Gaming Revenue (Value) (2012-2017)

- 3.7.5 Recent Developments
- 3.8 BRUNSWICK GROUP
  - 3.8.1 Company Profile
  - 3.8.2 Main Business/Business Overview
  - 3.8.3 Products, Services and Solutions
  - 3.8.4 Arcade Gaming Revenue (Value) (2012-2017)
  - 3.8.5 Recent Developments
- 3.9 Gold Standard Games
  - 3.9.1 Company Profile
  - 3.9.2 Main Business/Business Overview
  - 3.9.3 Products, Services and Solutions
  - 3.9.4 Arcade Gaming Revenue (Value) (2012-2017)
  - 3.9.5 Recent Developments
- 3.10 Rene Pierre
  - 3.10.1 Company Profile
  - 3.10.2 Main Business/Business Overview
  - 3.10.3 Products, Services and Solutions
  - 3.10.4 Arcade Gaming Revenue (Value) (2012-2017)
  - 3.10.5 Recent Developments

## **4 GLOBAL ARCADE GAMING MARKET SIZE BY TYPE AND APPLICATION (2012-2017)**

- 4.1 Global Arcade Gaming Market Size by Type (2012-2017)
- 4.2 Global Arcade Gaming Market Size by Application (2012-2017)
- 4.3 Potential Application of Arcade Gaming in Future
- 4.4 Top Consumer/End Users of Arcade Gaming

## **5 UNITED STATES ARCADE GAMING DEVELOPMENT STATUS AND OUTLOOK**

- 5.1 United States Arcade Gaming Market Size (2012-2017)
- 5.2 United States Arcade Gaming Market Size and Market Share by Players (2016 and 2017)

## **6 EU ARCADE GAMING DEVELOPMENT STATUS AND OUTLOOK**

- 6.1 EU Arcade Gaming Market Size (2012-2017)
- 6.2 EU Arcade Gaming Market Size and Market Share by Players (2016 and 2017)

## **7 JAPAN ARCADE GAMING DEVELOPMENT STATUS AND OUTLOOK**

7.1 Japan Arcade Gaming Market Size (2012-2017)

7.2 Japan Arcade Gaming Market Size and Market Share by Players (2016 and 2017)

## **8 CHINA ARCADE GAMING DEVELOPMENT STATUS AND OUTLOOK**

8.1 China Arcade Gaming Market Size (2012-2017)

8.2 China Arcade Gaming Market Size and Market Share by Players (2016 and 2017)

## **9 INDIA ARCADE GAMING DEVELOPMENT STATUS AND OUTLOOK**

9.1 India Arcade Gaming Market Size (2012-2017)

9.2 India Arcade Gaming Market Size and Market Share by Players (2016 and 2017)

## **10 SOUTHEAST ASIA ARCADE GAMING DEVELOPMENT STATUS AND OUTLOOK**

10.1 Southeast Asia Arcade Gaming Market Size (2012-2017)

10.2 Southeast Asia Arcade Gaming Market Size and Market Share by Players (2016 and 2017)

## **11 MARKET FORECAST BY REGIONS, TYPE AND APPLICATION (2017-2022)**

11.1 Global Arcade Gaming Market Size (Value) by Regions (2017-2022)

11.1.1 United States Arcade Gaming Revenue and Growth Rate (2017-2022)

11.1.2 EU Arcade Gaming Revenue and Growth Rate (2017-2022)

11.1.3 Japan Arcade Gaming Revenue and Growth Rate (2017-2022)

11.1.4 China Arcade Gaming Revenue and Growth Rate (2017-2022)

11.1.5 India Arcade Gaming Revenue and Growth Rate (2017-2022)

11.1.6 Southeast Asia Arcade Gaming Revenue and Growth Rate (2017-2022)

11.2 Global Arcade Gaming Market Size (Value) by Type (2017-2022)

11.3 Global Arcade Gaming Market Size by Application (2017-2022)

## **12 ARCADE GAMING MARKET DYNAMICS**

12.1 Arcade Gaming Market Opportunities

12.2 Arcade Gaming Challenge and Risk

12.2.1 Competition from Opponents

- 12.2.2 Downside Risks of Economy
- 12.3 Arcade Gaming Market Constraints and Threat
  - 12.3.1 Threat from Substitute
  - 12.3.2 Government Policy
  - 12.3.3 Technology Risks
- 12.4 Arcade Gaming Market Driving Force
  - 12.4.1 Growing Demand from Emerging Markets
  - 12.4.2 Potential Application

## **13 MARKET EFFECT FACTORS ANALYSIS**

- 13.1 Technology Progress/Risk
  - 13.1.1 Substitutes
  - 13.1.2 Technology Progress in Related Industry
- 13.2 Consumer Needs Trend/Customer Preference
- 13.3 External Environmental Change
  - 13.3.1 Economic Fluctuations
  - 13.3.2 Other Risk Factors

## **14 RESEARCH FINDING/CONCLUSION**

## **15 APPENDIX**

- Methodology
- Analyst Introduction
- Data Source

The report requires updating with new data and is sent in 2-3 business days after order is placed.

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Arcade Gaming Product Scope

Figure Global Arcade Gaming Market Size (Million USD) (2012-2017)

Table Global Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Global Arcade Gaming Market Share by Regions in 2016

Figure United States Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure EU Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Japan Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure China Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure India Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Southeast Asia Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Global Arcade Gaming Market Share by Type in 2016

Figure Racing Market Size (Million USD) and Growth Rate (2012-2017)

Figure Shooting Market Size (Million USD) and Growth Rate (2012-2017)

Figure Sports Market Size (Million USD) and Growth Rate (2012-2017)

Figure Action Market Size (Million USD) and Growth Rate (2012-2017)

Figure Global Arcade Gaming Market Share by Application in 2016

Figure Arcade Gaming Market Size (Million USD) and Growth Rate in Skittle-alley (2012-2017)

Figure Arcade Gaming Market Size (Million USD) and Growth Rate in Video city (2012-2017)

Figure Arcade Gaming Market Size (Million USD) and Growth Rate in Others (2012-2017)

Table Arcade Gaming Market Size (Million USD) by Players (2016 and 2017)

Figure Arcade Gaming Market Size Share by Players in 2016

Figure Arcade Gaming Market Size Share by Players in 2017

Table CXC Simulations Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of CXC Simulations (2012-2017)



Figure CXC Simulations Arcade Gaming Business Revenue Market Share in 2016

Table Eleetus Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of Eleetus (2012-2017)

Figure Eleetus Arcade Gaming Business Revenue Market Share in 2016

Table NAMCO Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of NAMCO (2012-2017)

Figure NAMCO Arcade Gaming Business Revenue Market Share in 2016

Table SEGA Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of SEGA (2012-2017)

Figure SEGA Arcade Gaming Business Revenue Market Share in 2016

Table D-BOX Technologies Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of D-BOX Technologies (2012-2017)

Figure D-BOX Technologies Arcade Gaming Business Revenue Market Share in 2016

Table Vesaro Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of Vesaro (2012-2017)

Figure Vesaro Arcade Gaming Business Revenue Market Share in 2016

Table Taito Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of Taito (2012-2017)

Figure Taito Arcade Gaming Business Revenue Market Share in 2016

Table BRUNSWICK GROUP Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of BRUNSWICK GROUP (2012-2017)

Figure BRUNSWICK GROUP Arcade Gaming Business Revenue Market Share in 2016

Table Gold Standard Games Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of Gold Standard Games (2012-2017)

Figure Gold Standard Games Arcade Gaming Business Revenue Market Share in 2016

Table Rene Pierre Basic Information List

Table Arcade Gaming Business Revenue (Million USD) of Rene Pierre (2012-2017)

Figure Rene Pierre Arcade Gaming Business Revenue Market Share in 2016

Table Global Arcade Gaming Market Size (Million USD) by Type (2012-2017)

Figure Global Arcade Gaming Market Size Share by Type in 2012

Figure Global Arcade Gaming Market Size Share by Type in 2013

Figure Global Arcade Gaming Market Size Share by Type in 2014

Figure Global Arcade Gaming Market Size Share by Type in 2015

Figure Global Arcade Gaming Market Size Share by Type in 2016

Figure Global Arcade Gaming Market Size Share by Type in 2017

Table Global Arcade Gaming Market Size (Million USD) by Application (2012-2017)

Figure Global Arcade Gaming Market Size (Million USD) by Application in 2012

Figure Global Arcade Gaming Market Size (Million USD) by Application in 2013

Figure Global Arcade Gaming Market Size (Million USD) by Application in 2014

Figure Global Arcade Gaming Market Size (Million USD) by Application in 2015

Figure Global Arcade Gaming Market Size (Million USD) by Application in 2016

Figure Global Arcade Gaming Market Size (Million USD) by Application in 2017

Table Top Consumer/End Users of Arcade Gaming

Figure United States Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table United States Arcade Gaming Market Size (Million USD) by Players (2012-2017)

Figure United States Arcade Gaming Market Size Share by Players in 2016

Figure United States Arcade Gaming Market Size Share by Players in 2017

Figure EU Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table EU Arcade Gaming Market Size (Million USD) by Players (2012-2017)

Figure EU Arcade Gaming Market Size Share by Players in 2016

Figure EU Arcade Gaming Market Size Share by Players in 2017

Figure Japan Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table Japan Arcade Gaming Market Size (Million USD) by Players (2012-2017)

Figure Japan Arcade Gaming Market Size Share by Players in 2016

Figure Japan Arcade Gaming Market Size Share by Players in 2017

Figure China Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table China Arcade Gaming Market Size (Million USD) by Players (2012-2017)

Figure China Arcade Gaming Market Size Share by Players in 2016

Figure China Arcade Gaming Market Size Share by Players in 2017

Figure India Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table India Arcade Gaming Market Size (Million USD) by Players (2012-2017)

Figure India Arcade Gaming Market Size Share by Players in 2016

Figure India Arcade Gaming Market Size Share by Players in 2017

Figure Southeast Asia Arcade Gaming Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table Southeast Asia Arcade Gaming Market Size (Million USD) by Players (2012-2017)

Figure Southeast Asia Arcade Gaming Market Size Share by Players in 2016

Figure Southeast Asia Arcade Gaming Market Size Share by Players in 2017

Figure Global Arcade Gaming Market Size (Million USD) by Regions (2017-2022)

Table Global Arcade Gaming Market Size (Million USD) by Regions (2017-2022)

Figure Global Arcade Gaming Market Size Share by Regions in 2017

Figure Global Arcade Gaming Market Size Share by Regions in 2022

Figure United States Arcade Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure EU Arcade Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure Japan Arcade Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure China Arcade Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure India Arcade Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Figure Southeast Asia Arcade Gaming Revenue (Million USD) and Growth Rate (2017-2022)

Table Global Arcade Gaming Market Size (Million USD) by Type (2017-2022)

Figure Global Arcade Gaming Market Size Share by Type in 2017

Figure Global Arcade Gaming Market Size Share by Type in 2022

Table Global Arcade Gaming Market Size (Million USD) by Application (2017-2022)

Figure Global Arcade Gaming Market Size (Million USD) by Application in 2017

Figure Global Arcade Gaming Market Size (Million USD) by Application in 2022

## I would like to order

Product name: Global Arcade Gaming Market Size, Status and Forecast 2022

Product link: <https://marketpublishers.com/r/G0234A6CCEAEN.html>

Price: US\$ 3,300.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G0234A6CCEAEN.html>

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**

Customer signature \_\_\_\_\_

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

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