

Global Coin-operated Entertainment Machine Market Research Report 2023

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Abstracts

Coin-operated amusements include video games, pinball machines, jukeboxes, pool tables, slot machines, and other machines and gaming devices operated by coins or tokens inserted into the machines by individual users. These games are attractive to both children and adults, and can be found in a variety of locations, such as convenience stores, bars, restaurants, grocery stores, truck stops and bus terminals.

According to QYResearch's new survey, global Coin-operated Entertainment Machine market is projected to reach US\$ 11720 million in 2029, increasing from US\$ 9492 million in 2022, with the CAGR of 3.0% during the period of 2023 to 2029. Influencing issues, such as economy environments, COVID-19 and Russia-Ukraine War, have led to great market fluctuations in the past few years and are considered comprehensively in the whole Coin-operated Entertainment Machine market research.

Global athletic bags main players include IGT, Konami Gaming, Novomatic, Aristocrat Leisure, Scientific Games, Chicago Gaming Company, Amatic Industries, APEX Gaming Technology, Aruze Gaming, Astro Corp, Belatra Co. Ltd., Casino Technology, Gauselmann Group, Everi, etc., totally accounting for about 30%. North America is the largest market, with a share over 43%. As for the types of products, it can be divided into slot machine, dance dance revolution, arcade and racing type. The most common product is slot machine, holding a share over 38%. In terms of applications, it is widely used in casinos, amusement arcades and others. The most application is casinos, with a share over 42%.

Report Scope

This report, based on historical analysis (2018-2022) and forecast calculation

(2023-2029), aims to help readers to get a comprehensive understanding of global Coin-operated Entertainment Machine market with multiple angles, which provides sufficient supports to readers' strategy and decision making.

By Company

BANDAI NAMCO Holdings Inc.

Raw Thrills, Inc.

UNIS Technology Co.Ltd.

Taito Corporation (Square Enix Holdings Co., Ltd.)

Dream Arcades

Bespoke Arcades

Rec Room Masters LLC

Segment by Type

Fighting Game

Speed Game

Puzzle Game

Others Game

Segment by Application

Amusement Arcades

Commercial Place

Production by Region

North America

Europe

China

Japan

Consumption by Region

North America

U.S.

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

China Taiwan

Southeast Asia

India

Latin America, Middle East & Africa

Mexico

Brazil

Turkey

GCC Countries

The Coin-operated Entertainment Machine report covers below items:

Chapter 1: Product Basic Information (Definition, type and application)

Chapter 2: Manufacturers' Competition Patterns

Chapter 3: Production Region Distribution and Analysis

Chapter 4: Country Level Sales Analysis

Chapter 5: Product Type Analysis

Chapter 6: Product Application Analysis

Chapter 7: Manufacturers' Outline

Chapter 8: Industry Chain, Market Channel and Customer Analysis

Chapter 9: Market Opportunities and Challenges

Chapter 10: Market Conclusions

Chapter 11: Research Methodology and Data Source

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