

Global Electronic Gaming Machine Market Research Report 2017

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Abstracts

Notes:

Production, means the output of Electronic Gaming Machine

Revenue, means the sales value of Electronic Gaming Machine

This report studies Electronic Gaming Machine in Global market, especially in North America, Europe, China, Japan, Korea and Taiwan, focuses on top manufacturers in global market, with capacity, production, price, revenue and market share for each manufacturer, covering

Sega

Tai rely

PlayStation

Sony

Microsoft

Xbox

Nintendo

I-dong

Timetop

Subor

Alien technology

Uniscom

JXD

WINYSON

THRUSTMASTER

BLACK HORNS

BETOP

Market Segment by Regions, this report splits Global into several key Regions, with production, consumption, revenue, market share and growth rate of Electronic Gaming Machine in these regions, from 2011 to 2021 (forecast), like

North America

Europe

China

Japan

Korea

Taiwan

Split by product type, with production, revenue, price, market share and growth rate of each type, can be divided into

Poker EGMs

TV EGMs

Large-scale EGMs

Split by application, this report focuses on consumption, market share and growth rate of Electronic Gaming Machine in each application, can be divided into

TV Games

ARC Games

Pocket Games

PC Games

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