

Global Gaming and Traditional Sports Betting Market Size, Status and Forecast 2020-2026

<https://marketpublishers.com/r/G049CA002473EN.html>

Date: August 2020

Pages: 129

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

ID: G049CA002473EN

Abstracts

Gaming and Traditional Sports Betting market is segmented by Type, and by Application. Players, stakeholders, and other participants in the global Gaming and Traditional Sports Betting market will be able to gain the upper hand as they use the report as a powerful resource. The segmental analysis focuses on revenue and forecast by Type and by Application in terms of revenue and forecast for the period 2015-2026. The key players covered in this study

Bet365

GVC Holdings

Flutter Entertainment

William Hill

Kindred Group

Pinnacle

Betfred

Bodog

Betway

Betsson AB

Betvictor

888 Holdings

Bet-at-home.com

Interwetten

Intertops

Betcris

BetAmerica

SBOBET

Sportech

Twinspires

BetOnline

EGB

Market segment by Type, the product can be split into

Football

Basketball

Tennis

Hockey

Baseball

Horse Racing

Boxing

E-Sport

Other

Market segment by Application, split into

Offline Sports Betting

Online Sports Betting

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

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