



Published on *SWOT Analysis* (<https://www.swotanalysis.info>)

Home > Global Coin-operated Entertainment Machine Market Outlook 2021

# Global Coin-operated Entertainment Machine Market Outlook 2021

**Publication ID:**

QYR11200470

**Publication Date:**

November 23, 2020

**Pages:**

96

**Publisher:**

QYR

**Region:**

Global [1]

**\$2,900.00**

Publication License Type \*

Single User License (PDF), \$2,900.00

Global License (PDF), \$5,800.00

Please choose the suitable license type from above. More details are at given under tab "Report License Types" below.

Add to cart



**Description:**

The research report includes specific segments by region (country), by company, by Type and by Application. This study provides information about the sales and revenue during the historic and

forecasted period of 2015 to 2026. Understanding the segments helps in identifying the importance of different factors that aid the market growth.

#### Segment by Type

Fighting Game

Speed Game

Puzzle Game

Others Game

#### Segment by Application

Amusement Arcades

Commercial Place

#### Global Coin-operated Entertainment Machine Market: Regional Analysis

The report offers in-depth assessment of the growth and other aspects of the Coin-operated Entertainment Machine market in important regions, including the U.S., Canada, Germany, France, U.K., Italy, Russia, China, Japan, South Korea, Taiwan, Southeast Asia, Mexico, and Brazil, etc. Key regions covered in the report are North America, Europe, Asia-Pacific and Latin America.

The report has been curated after observing and studying various factors that determine regional growth such as economic, environmental, social, technological, and political status of the particular region. Analysts have studied the data of revenue, production, and manufacturers of each region. This section analyses region-wise revenue and volume for the forecast period of 2015 to 2026. These analyses will help the reader to understand the potential worth of investment in a particular region.

#### Global Coin-operated Entertainment Machine Market: Competitive Landscape

This section of the report identifies various key manufacturers of the market. It helps the reader understand the strategies and collaborations that players are focusing on combat competition in the market. The comprehensive report provides a significant microscopic look at the market. The reader can identify the footprints of the manufacturers by knowing about the global revenue of manufacturers, the global price of manufacturers, and production by manufacturers during the forecast period of 2015 to 2019.

The major players in the market include 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, etc.

#### **Table Of Contents:**

1 Coin-operated Entertainment Machine Market Overview

1.1 Product Overview and Scope of Coin-operated Entertainment Machine

1.2 Coin-operated Entertainment Machine Segment by Type

1.2.1 Global Coin-operated Entertainment Machine Production Growth Rate Comparison by Type 2020 VS 2026

1.2.2 Fighting Game

1.2.3 Speed Game

- 1.2.4 Puzzle Game
- 1.2.5 Others Game
- 1.3 Coin-operated Entertainment Machine Segment by Application
  - 1.3.1 Coin-operated Entertainment Machine Consumption Comparison by Application: 2020 VS 2026
  - 1.3.2 Amusement Arcades
  - 1.3.3 Commercial Place
- 1.4 Global Coin-operated Entertainment Machine Market by Region
  - 1.4.1 Global Coin-operated Entertainment Machine Market Size Estimates and Forecasts by Region: 2020 VS 2026
  - 1.4.2 North America Estimates and Forecasts (2015-2026)
  - 1.4.3 Europe Estimates and Forecasts (2015-2026)
  - 1.4.4 China Estimates and Forecasts (2015-2026)
  - 1.4.5 Japan Estimates and Forecasts (2015-2026)
- 1.5 Global Coin-operated Entertainment Machine Growth Prospects
  - 1.5.1 Global Coin-operated Entertainment Machine Revenue Estimates and Forecasts (2015-2026)
  - 1.5.2 Global Coin-operated Entertainment Machine Production Capacity Estimates and Forecasts (2015-2026)
  - 1.5.3 Global Coin-operated Entertainment Machine Production Estimates and Forecasts (2015-2026)
- 1.6 Coin-operated Entertainment Machine Industry
- 1.7 Coin-operated Entertainment Machine Market Trends
- 2 Market Competition by Manufacturers
  - 2.1 Global Coin-operated Entertainment Machine Production Capacity Market Share by Manufacturers (2015-2020)
  - 2.2 Global Coin-operated Entertainment Machine Revenue Share by Manufacturers (2015-2020)
  - 2.3 Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
  - 2.4 Global Coin-operated Entertainment Machine Average Price by Manufacturers (2015-2020)
  - 2.5 Manufacturers Coin-operated Entertainment Machine Production Sites, Area Served, Product Types
  - 2.6 Coin-operated Entertainment Machine Market Competitive Situation and Trends
    - 2.6.1 Coin-operated Entertainment Machine Market Concentration Rate
    - 2.6.2 Global Top 3 and Top 5 Players Market Share by Revenue
    - 2.6.3 Mergers & Acquisitions, Expansion
- 3 Production and Capacity by Region
  - 3.1 Global Production Capacity of Coin-operated Entertainment Machine Market Share by Regions (2015-2020)
  - 3.2 Global Coin-operated Entertainment Machine Revenue Market Share by Regions (2015-2020)
  - 3.3 Global Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
  - 3.4 North America Coin-operated Entertainment Machine Production
    - 3.4.1 North America Coin-operated Entertainment Machine Production Growth Rate (2015-2020)

- 3.4.2 North America Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
- 3.5 Europe Coin-operated Entertainment Machine Production
  - 3.5.1 Europe Coin-operated Entertainment Machine Production Growth Rate (2015-2020)
  - 3.5.2 Europe Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
- 3.6 China Coin-operated Entertainment Machine Production
  - 3.6.1 China Coin-operated Entertainment Machine Production Growth Rate (2015-2020)
  - 3.6.2 China Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
- 3.7 Japan Coin-operated Entertainment Machine Production
  - 3.7.1 Japan Coin-operated Entertainment Machine Production Growth Rate (2015-2020)
  - 3.7.2 Japan Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
- 4 Global Coin-operated Entertainment Machine Consumption by Regions
  - 4.1 Global Coin-operated Entertainment Machine Consumption by Regions
    - 4.1.1 Global Coin-operated Entertainment Machine Consumption by Region
    - 4.1.2 Global Coin-operated Entertainment Machine Consumption Market Share by Region
  - 4.2 North America
    - 4.2.1 North America Coin-operated Entertainment Machine Consumption by Countries
    - 4.2.2 U.S.
    - 4.2.3 Canada
  - 4.3 Europe
    - 4.3.1 Europe Coin-operated Entertainment Machine Consumption by Countries
    - 4.3.2 Germany
    - 4.3.3 France
    - 4.3.4 U.K.
    - 4.3.5 Italy
    - 4.3.6 Russia
  - 4.4 Asia Pacific
    - 4.4.1 Asia Pacific Coin-operated Entertainment Machine Consumption by Region
    - 4.4.2 China
    - 4.4.3 Japan
    - 4.4.4 South Korea
    - 4.4.5 Taiwan
    - 4.4.6 Southeast Asia
    - 4.4.7 India
    - 4.4.8 Australia
  - 4.5 Latin America

4.5.1 Latin America Coin-operated Entertainment Machine Consumption by Countries

4.5.2 Mexico

4.5.3 Brazil

5 Coin-operated Entertainment Machine Production, Revenue, Price Trend by Type

5.1 Global Coin-operated Entertainment Machine Production Market Share by Type (2015-2020)

5.2 Global Coin-operated Entertainment Machine Revenue Market Share by Type (2015-2020)

5.3 Global Coin-operated Entertainment Machine Price by Type (2015-2020)

5.4 Global Coin-operated Entertainment Machine Market Share by Price Tier (2015-2020): Low-End, Mid-Range and High-End

6 Global Coin-operated Entertainment Machine Market Analysis by Application

6.1 Global Coin-operated Entertainment Machine Consumption Market Share by Application (2015-2020)

6.2 Global Coin-operated Entertainment Machine Consumption Growth Rate by Application (2015-2020)

7 Company Profiles and Key Figures in Coin-operated Entertainment Machine Business

7.1 BANDAI NAMCO Holdings Inc.

7.1.1 BANDAI NAMCO Holdings Inc. Coin-operated Entertainment Machine Production Sites and Area Served

7.1.2 BANDAI NAMCO Holdings Inc. Coin-operated Entertainment Machine Product Introduction, Application and Specification

7.1.3 BANDAI NAMCO Holdings Inc. Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)

7.1.4 BANDAI NAMCO Holdings Inc. Main Business and Markets Served

7.2 Raw Thrills, Inc.

7.2.1 Raw Thrills, Inc. Coin-operated Entertainment Machine Production Sites and Area Served

7.2.2 Raw Thrills, Inc. Coin-operated Entertainment Machine Product Introduction, Application and Specification

7.2.3 Raw Thrills, Inc. Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)

7.2.4 Raw Thrills, Inc. Main Business and Markets Served

7.3 UNIS Technology Co.Ltd.

7.3.1 UNIS Technology Co.Ltd. Coin-operated Entertainment Machine Production Sites and Area Served

7.3.2 UNIS Technology Co.Ltd. Coin-operated Entertainment Machine Product Introduction, Application and Specification

7.3.3 UNIS Technology Co.Ltd. Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)

7.3.4 UNIS Technology Co.Ltd. Main Business and Markets Served

- 7.4 Taito Corporation (Square Enix Holdings Co., Ltd.)
  - 7.4.1 Taito Corporation (Square Enix Holdings Co., Ltd.) Coin-operated Entertainment Machine Production Sites and Area Served
  - 7.4.2 Taito Corporation (Square Enix Holdings Co., Ltd.) Coin-operated Entertainment Machine Product Introduction, Application and Specification
  - 7.4.3 Taito Corporation (Square Enix Holdings Co., Ltd.) Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
  - 7.4.4 Taito Corporation (Square Enix Holdings Co., Ltd.) Main Business and Markets Served
- 7.5 Dream Arcades
  - 7.5.1 Dream Arcades Coin-operated Entertainment Machine Production Sites and Area Served
  - 7.5.2 Dream Arcades Coin-operated Entertainment Machine Product Introduction, Application and Specification
  - 7.5.3 Dream Arcades Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
  - 7.5.4 Dream Arcades Main Business and Markets Served
- 7.6 Bespoke Arcades
  - 7.6.1 Bespoke Arcades Coin-operated Entertainment Machine Production Sites and Area Served
  - 7.6.2 Bespoke Arcades Coin-operated Entertainment Machine Product Introduction, Application and Specification
  - 7.6.3 Bespoke Arcades Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
  - 7.6.4 Bespoke Arcades Main Business and Markets Served
- 7.7 Rec Room Masters LLC
  - 7.7.1 Rec Room Masters LLC Coin-operated Entertainment Machine Production Sites and Area Served
  - 7.7.2 Rec Room Masters LLC Coin-operated Entertainment Machine Product Introduction, Application and Specification
  - 7.7.3 Rec Room Masters LLC Coin-operated Entertainment Machine Production Capacity, Revenue, Price and Gross Margin (2015-2020)
  - 7.7.4 Rec Room Masters LLC Main Business and Markets Served
- 8 Coin-operated Entertainment Machine Manufacturing Cost Analysis
  - 8.1 Coin-operated Entertainment Machine Key Raw Materials Analysis
    - 8.1.1 Key Raw Materials
    - 8.1.2 Key Raw Materials Price Trend
    - 8.1.3 Key Suppliers of Raw Materials
  - 8.2 Proportion of Manufacturing Cost Structure
  - 8.3 Manufacturing Process Analysis of Coin-operated Entertainment Machine
  - 8.4 Coin-operated Entertainment Machine Industrial Chain Analysis
- 9 Marketing Channel, Distributors and Customers
  - 9.1 Marketing Channel

9.2 Coin-operated Entertainment Machine Distributors List

9.3 Coin-operated Entertainment Machine Customers

10 Market Dynamics

10.1 Market Trends

10.2 Opportunities and Drivers

10.3 Challenges

10.4 Porter's Five Forces Analysis

11 Production and Supply Forecast

11.1 Global Forecasted Production of Coin-operated Entertainment Machine (2021-2026)

11.2 Global Forecasted Revenue of Coin-operated Entertainment Machine (2021-2026)

11.3 Global Forecasted Price of Coin-operated Entertainment Machine (2021-2026)

11.4 Global Coin-operated Entertainment Machine Production Forecast by Regions (2021-2026)

11.4.1 North America Coin-operated Entertainment Machine Production, Revenue Forecast (2021-2026)

11.4.2 Europe Coin-operated Entertainment Machine Production, Revenue Forecast (2021-2026)

11.4.3 China Coin-operated Entertainment Machine Production, Revenue Forecast (2021-2026)

11.4.4 Japan Coin-operated Entertainment Machine Production, Revenue Forecast (2021-2026)

12 Consumption and Demand Forecast

12.1 Global Forecasted and Consumption Demand Analysis of Coin-operated Entertainment Machine

12.2 North America Forecasted Consumption of Coin-operated Entertainment Machine by Country

12.3 Europe Market Forecasted Consumption of Coin-operated Entertainment Machine by Country

12.4 Asia Pacific Market Forecasted Consumption of Coin-operated Entertainment Machine by Regions

12.5 Latin America Forecasted Consumption of Coin-operated Entertainment Machine

13 Forecast by Type and by Application (2021-2026)

13.1 Global Production, Revenue and Price Forecast by Type (2021-2026)

13.1.1 Global Forecasted Production of Coin-operated Entertainment Machine by Type (2021-2026)

13.1.2 Global Forecasted Revenue of Coin-operated Entertainment Machine by Type (2021-2026)

13.1.2 Global Forecasted Price of Coin-operated Entertainment Machine by Type (2021-2026)

13.2 Global Forecasted Consumption of Coin-operated Entertainment Machine by Application (2021-2026)

14 Research Finding and Conclusion

15 Methodology and Data Source

15.1 Methodology/Research Approach

15.1.1 Research Programs/Design

15.1.2 Market Size Estimation

15.1.3 Market Breakdown and Data Triangulation

15.2 Data Source

15.2.1 Secondary Sources

15.2.2 Primary Sources

15.3 Author List

15.4 Disclaimer

**Companies Mentioned:**

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

**License Types:**

### Single User License (PDF)

- This license allows for use of a publication by one person.
- This person may print out a single copy of the publication.
- This person can include information given in the publication in presentations and internal reports by providing full copyright credit to the publisher.
- This person cannot share the publication (or any information contained therein) with any other person or persons.
- Unless a Enterprise License is purchased, a Single User License must be purchased for every person that wishes to use the publication within the same organization.
- Customers who infringe these license terms are liable for a Global license fee.

### Site License (PDF)\*

- This license allows for use of a publication by all users within one corporate location, e.g. a regional office.
- These users may print out a single copy of the publication.
- These users can include information given in the publication in presentations and internal reports by providing full copyright credit to the publisher.
- These users cannot share the publication (or any information contained therein) with any other person or persons outside the corporate location for which the publication is purchased.
- Unless a Enterprise License is purchased, a Site User License must be purchased for every corporate location by an organization that wishes to use the publication within the same organization.
- Customers who infringe these license terms are liable for a Global license fee.

## Global License (PDF)\*

- This license allows for use of a publication by unlimited users within the purchasing organization e.g. all employees of a single company.
- Each of these people may use the publication on any computer, and may print out the report, but may not share the publication (or any information contained therein) with any other person or persons outside of the organization.
- These employees of purchasing organization can include information given in the publication in presentations and internal reports by providing full copyright credit to the publisher.

\*If Applicable.

No. 1101, Golden Square, 3rd Floor,  
24th Main, J P Nagar, 1st Phase,  
Bangalore, Karnataka, India- 560078

India: +91-8762746600

info@domain.com

-->

## NAVIGATE

[About Us](#)

[Reports by Region](#)

[FAQ](#)

[Privacy Policy](#)

[TERMS & CONDITIONS](#)

[CONTACT](#)

## RECENT POSTS

[What is SWOT Analysis?](#)

March 12

[How to use market research to bring your idea to life?](#)

March 11

[How to gain business insights using syndicated market research?](#)

March 10

---

Source URL:<https://www.swotanalysis.info/qyr/global-coin-operated-entertainment-machine-market-outlook-2021>

Links

[1] <https://www.swotanalysis.info/region/global>