

News-Press Release

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Summary

The arcade gaming market size value is poised to grow by \$ 1.66 bn during 2021-2025. The market is expected to progressing at a CAGR of almost 1.74%.

Message

The arcade gaming market size value is poised to grow by \$ 1.66 bn during 2021-2025. The market is expected to progressing at a CAGR of almost 1.74%. In addition, the report offers a detailed analysis of the current market scenario, which is majorly focused on the COVID-19 impact. Furthermore, our research expects have extensively covered the latest trends, challenges, and drivers and vendor strategies to overcome growth obstacles.

Technavio offers an up-to-date analysis of the current global market scenario and the overall market environment - [Download Free Sample Report](#). Arcade Gaming Market Trends & Drivers The [arcade gaming market](#) research report has a detailed analysis on the key drivers, trends, and challenges, which will help vendors in making important business decisions and modifications to cater to the changing consumer demand. While it is essential to capitalize on key drivers such as a high scope for monetization, it is also crucial to understand the challenges that will impede sales during the forecast period. Identifying and addressing market growth challenges will create additional opportunities for the existing and new market players. Understand the challenges and opportunities influenced by the COVID-19 pandemic. [Request Free Sample Report](#) The arcade gaming market has also explored key trends such as limited piracy concerns, which will have a significant positive impact on the market growth over the forecast period. A thorough study of the market trends will enable vendors to understand demographics effectively, which can be used to further product and service innovation. Register for a free trial today and gain instant access to 17,000+ market research reports [Arcade Gaming Market: Segmentation Analysis](#) This market research report segments the [arcade gaming market](#) by End-user (Gaming hubs, Semi-commercial, and Residential), Type (video games, simulation games, and mechanical games), and Geography (APAC, North America, Europe, South America, and MEA). The APAC region led the arcade gaming market in 2021, followed by North America, Europe, South America, and MEA respectively. During the forecast period, the APAC region is expected to register the highest incremental growth due to factors such as . Get a well-thought-out preview on the global trends that will impact the future of the market - [Download Free Sample Report](#) A few of the key topics covered in the report include: Market Drivers Market Challenges Market Trends Vendor Landscape Vendors covered Vendor classification Market positioning of vendors Competitive scenario

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Categories

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