

Chapter 1 : US Tribal Casinos Report Strong Revenue Growth

The annual report provides a comprehensive overview of the commercial casino industry and the significant economic impact it has in the 24 U.S. states with commercial gaming operations. Key findings from the State of the States report include.

Etymology and usage[edit] The term "casino" is a confusing linguistic false friend for translators. Casino is of Italian origin ; the root casa means a house. The term casino may mean a small country villa , summerhouse , or social club. Not all casinos were used for gaming. The Catalina Casino , [5] a famous landmark overlooking Avalon Harbor on Santa Catalina Island, California , has never been used for traditional games of chance, which were already outlawed in California by the time it was built. The Copenhagen Casino was a theatre, known for the mass public meetings often held in its hall during the Revolution , which made Denmark a constitutional monarchy. Until , it was a well-known Danish theatre. Rather, it was a banquet hall for the Russian nobility which frequented this spa resort in the late 19th century and is now used as a restaurant. The precise origin of gambling is unknown. It is generally believed that gambling in some form or another has been seen in almost every society in history. The first known European gambling house, not called a casino although meeting the modern definition, was the Ridotto , established in Venice , Italy in by the Great Council of Venice to provide controlled gambling during the carnival season. It was closed in as the city government felt it was impoverishing the local gentry. The creation and importance of saloons was greatly influenced by four major cities: New Orleans , St. Louis , Chicago and San Francisco. It was in the saloons that travelers could find people to talk to, drink with, and often gamble with. During the early 20th century in America, gambling became outlawed and banned by state legislation and social reformers of the time. However, in , gambling was legalized throughout the state of Nevada. Gambling in casinos[edit] Slot machines in Atlantic City. Slot machines are a standard attraction of casinos Most jurisdictions worldwide have a minimum gambling age 16 to 21 years of age in most countries which permit the operation of casinos. Most games played have mathematically determined odds that ensure the house has at all times an overall advantage over the players. This advantage is called the house edge. In games such as poker where players play against each other, the house takes a commission called the rake. Casinos sometimes give out complimentary items or comps to gamblers. Payout is the percentage of funds "winnings" returned to players. Video Lottery Machines slot machines have become one of the most popular forms of gambling in casinos. As of [update] investigative reports have started calling into question whether the modern-day slot-machine is addictive. He suggested that the scent acted as an aphrodisiac, causing a more aggressive form of gambling. He broke casino design convention by introducing natural sunlight and flora to appeal to women. Thomas put in skylights and antique clocks, defying the commonplace notion that a casino should be a timeless space. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed. August This section needs to be updated. Please update this article to reflect recent events or newly available information.

Chapter 2 : The Gaming Industry Daily Report - Gaming USA Corp

It also includes industry and country reports from Euromonitor and company and industry reports from Datamonitor. Search for articles about gaming trends internationally or in specific geographic regions and/or casinos.

Request Report Methodology Casio gaming equipment or gambling equipment are gaming machines used in casinos, malls, and other places of entertainment. These equipment are manufactured in a way that allows casino operations to be conducted in secure, auditable, and reliable manner. Various games are played at casinos; each game has its own type of casino gaming equipment. Some gaming equipment can analyze and authenticate fake or original currency notes. Casino gaming is regulated by various policies in each country. Manufacturers of gaming equipment are required to adhere to these policies. Development in casino gaming equipment has transformed casinos into high technology arcades. Most of these equipment works electronically. Earlier, casino gaming equipment were operated manually. Various types of casino gaming equipment are used; however, slot machines are used commonly and extensively. Other equipment include casino tables and video pokers. The classic mechanical gaming equipment have been replaced by computer controlled technology. This has increased accuracy and honesty in the game. Computer controlled technology has also added to the gaming speed. The casino gaming equipment market has been expanding due to the digitization trend. The global casino gaming equipment market is projected to expand at a rapid pace during the forecast period. Many countries have become liberal with government regulations on casinos. For instance, Japan has legalized casinos due to the high revenues and the rise in popularity of gambling. This is expected to be a key factor driving the casino gaming equipment market. Increase in middle class population and rise in disposable income are other factors driving the casino gaming equipment market. Manufacturers of casino gaming equipment have adopted the latest technologies of smart gaming and digital gaming. They have analyzed and developed trending games such as Angry Birds and Call of Duty. Casino gaming is considered an easy and quicker source of income; however, it is banned or considered illegal in many countries. Implementation of various regulations in manufacture and functioning of these equipment is hampering the casino gaming equipment market. Shift in gambling habits of consumers and changes in market strategies such as gambling mobile applications are also estimated to adversely affect the casino gaming equipment market. The casino gaming equipment market can be segmented based on product type, end-user, and region. In terms of product type, the casino gaming equipment market can be divided into gaming chips, slot machines, casino tables, video poker machines, and others. Casino tables also can be classified further in terms of different games such as Blackjack, Roulette, Baccarat, and others. Similarly, slot machines can also be categorized into three slot machines, multi play line slots and others. Based on end-user, the casino gaming equipment market can be split into casinos, malls, leisure centers, and others. North America can be sub-divided into the U. Europe can be classified into the U. Asia Pacific can be split into China, India, Japan, and the rest. Asia Pacific is expected to contribute extensively to the casino gaming equipment market due to the increase in popularity of gambling in the region. The global casino gaming equipment market is projected to expand due to the increase in population of gamblers and technological advancements in the industry. Furthermore, the rise in number of casinos across countries has been propelling the casino gaming equipment market. The report offers a comprehensive evaluation of the market. It does so via in-depth qualitative insights, historical data, and verifiable projections about market size. The projections featured in the report have been derived using proven research methodologies and assumptions. By doing so, the research report serves as a repository of analysis and information for every facet of the market, including but not limited to: Regional markets, technology, types, and applications. The study is a source of reliable data on: Market segments and sub-segments.

Chapter 3 : Casino Industry

Casino and Gambling Industry - Statistics & Facts Casinos are establishments where people can participate in various forms of gambling, and the casino industry generates high revenues from these.

Assessments of performance of Indian gaming Economic and fiscal contribution of Indian gaming to the U. Alan Meister and published by Casino City Press. Meister has conducted extensive research and analysis of the gaming industry, particularly Indian gaming, for over 17 years. His research and analyses have been relied on in matters before the U. He was also commissioned by the National Indian Gaming Commission to independently analyze the economic effects of proposed changes in Indian gaming regulations. The report is the fifteenth and latest edition. To obtain a copy, please visit www.IndianGaming.org. Indian Gaming Gaining Momentum U. Indian gaming experienced strong growth on a nationwide basis in calendar year 2015. Non-gaming amenities continued to expand at many Indian gaming facilities. In 2015, non-gaming revenue grew approximately 4%. It also outperformed other casino gaming segments to become the largest industry segment the commercial casino segment grew 1%. Furthermore, gaming revenue was highly concentrated among: Indian gaming generated significant economic impacts in 2015. First and foremost, Indian gaming continued to help promote tribal economic development, self-sufficiency, and strong governments. Gaming profit is used by tribes to fund government operations, develop infrastructure, support social and economic programs and services, and finance other business ventures. Indian gaming also continued to have a significant economic impact on surrounding communities and the general economy. Its total contribution to the U. Growth of Indian Gaming Parallels U. Alan Meister found that despite the struggling economy, Indian gaming on a nationwide basis experienced its fourth consecutive year of growth in calendar year 2015. Gaming revenue grew approximately 0%. In the aggregate, there were Native American tribes operating gaming facilities in 28 states. Indian gaming growth in 2015 was slower paced than in previous years, and well below its pre-recession growth rate. The biggest culprit was the slowdown of the U. Gross domestic product and per capita disposable personal income at the national level and in the vast majority of states grew at slower rates in 2015 versus 2014, and in fact, disposable personal income declined. Market maturation and increased competition in various parts of the country, particularly the Northeast and some of the Midwest, also slowed the growth of Indian gaming. In fact, Indian gaming in 19 of the 28 states experienced slower growth in 2015. In the face of these same economic conditions, other segments of the gaming industry also experienced slower gaming revenue growth in 2015. The commercial casino segment grew 1%. The drop in gaming revenue in the racino segment was its first ever decline. While there was a slowdown on a nationwide basis in 2015, Indian gaming in many parts of the country enjoyed healthy growth. Of the 28 states with Indian gaming, 16 experienced gaming revenue growth. Indian gaming in Texas, Nebraska, North Carolina, and North Dakota all experienced double-digit growth on a statewide basis. On the other hand, Indian gaming in 12 states experienced a decline in gaming revenue. Gaming revenue was highly concentrated among a small number of states. Gaming revenue was also highly concentrated among a small number of Indian gaming facilities. Alan Meister found that Indian gaming experienced modest growth in 2015. This was the third straight year of growth. However, in a slow-growth economy, the pace was slower than and prior to the Great Recession. Furthermore, growth of Indian gaming was markedly slower than that of other casino gaming segments. The performance of Indian gaming varied widely across facilities, tribes, and states. Gaming revenue remained concentrated among a relatively small number of gaming facilities and states. Alan Meister found that despite a sluggish economy in 2015, Indian gaming sustained modest growth to bring it above its pre-recession gaming revenue level. This was the second straight year of growth following Indian gaming? Indian gaming did not grow everywhere or grow uniformly across the country. Gaming revenue was also very concentrated. Alan Meister found that in the wake of the Great Recession Indian gaming showed signs of recovery in calendar year 2015. This growth followed Indian gaming? Also on a nationwide basis, Indian gaming outperformed the commercial casino segment and the card room segment, which declined approximately 0%. While Indian gaming grew slightly on a nationwide basis in 2015, its performance varied widely across facilities, tribes, and states. Alan Meister found that the ailing economy took its toll on Indian gaming in 2015. In fact, on a

nationwide basis, gaming revenue at Indian gaming facilities declined for the first time in the recorded history of Indian gaming. Performance, however, varied widely across states, tribes, and gaming facilities. Although the majority of Indian gaming facilities suffered a decline in , some grew. The states with the highest amounts of gaming revenue from Indian gaming were California, Oklahoma, Connecticut, Florida, and Washington, while Indian gaming grew fastest in Alabama, Alaska, Florida, Texas, and Nebraska. Alan Meister attributed the slower growth of Indian gaming in to the recession. However, the slowing growth pattern of previous years was the result of public policies that restricted the supply of Indian gaming. Twelve of the states with Indian gaming experienced declines in gaming revenue, while 16 experienced growth. Oklahoma became the second largest Indian gaming state after California.

Chapter 4 : Indian Gaming Industry Report – Nathan

Market Research Report Summary. United States Casino Gaming Equipment Market Report report is published on March 29, and has pages in it. This market research report provides information about Gambling, Country Overview (Travel & Leisure), Travel & Leisure industry.

The day started out well and then fizzled. Morgan Stanley downgraded their rating on Boyd Gaming to Equal Weight following a good run in the stock. Bernstein upped their June GGR forecast for Macau to percent growth, moving them more to the high side and double the low end of forecasts. The FTC made it official, announced it would file an antitrust lawsuit that seeks to block the merger alleging the deal would harm consumers who play DFS contests. The companies said they are disappointed in this decision but chances are last week there were tears shed and walls punched. The DFS industry has enough issues as it is, what with not being able to make a profit and certain states still debating whether it is legal or not. Is the bell tolling for either or both of these companies? Once again we ask why anyone would fund this business or these companies? In Florida, Leon County Circuit Judge John Cooper reversed his previous decision and now said the pre-reveal games that are in bars, strip malls and convenience stores throughout the state, are illegal and violate a law banning slot machines outside of approved sites. Florida gambling regulators and the Seminole Tribe had asked him to reconsider his ruling from March which we believe mistakenly authorized the games. Remember that this all started when the Seminole Tribe told lawmakers they better get rid of these machines or they will stop paying. The Division of Alcohol, Tobacco and Firearms confiscated the machines and the manufacturer and distributor sued the state. The judge said he made a mistake in March. A decision from the Bureau of Indian Affairs on whether the Mashpee Wampanoag Tribe in Massachusetts qualifies for reservation lands was supposed to be released yesterday. Monday came and went with no decision and no word on when there would be one. Spokane County in Washington State sued the Dept. They join the competing Kalispel Tribe who sued the Bureau of Indian Affairs in federal court in April over this casino development. They have something in common and that is strong visitation and revenue. So forgive us for scratching our heads over the decision by Mohegan Sun Pocono, who has seen revenue spiral lower the past few months, to announce they will begin charging for valet parking and will no longer be holding free events like a fireworks display on July 4th or Oktoberfest. The decision on parking was said to have been made because people are complaining about how long the waits are for valet parking. Considering how there have been reports of a lot of belt tightening and things like draft beers being downsized to 12 ounces from 16 ounces, we would say that the revenue plunge at Mohegan Sun Poconos is not going to turn around any time soon. Speaking of Empire City, are they getting ready to be approved for full table games? A Daily Racing Form story suggested Yonkers races could be moved to a training track from Belmont Park which could be expanded. The current track from Yonkers would then get the land from the current track to expand ahead of what the DRF said would be a potential full blown casino possibility in It seems a bit strange to have Yonkers Raceway at Belmont, which is minutes from Aqueduct but then again it seems ridiculous to even have horse racing anymore in most locations. SGMS said the rights agreement is to protect shareholders so that they company cannot get in trouble with respect to its licenses, contracts, franchises and other regulatory approvals. Churchill Downs has decided they will add historical racing machines at their Kentucky track. The Kentucky Horse Racing Commission was expected to approve the measure today but some said they are not sure if it will be at the Churchill Downs track or another CHDN owned property. We never understood why CHDN held out on getting these machines all this time when other tracks in Kentucky had them. Surely CHDN did not really believe that slots at tracks were going to have an easy time being legalized in the state. The Universal Entertainment Corporation situation with founder Kazuo Okada, which has spilled over to the namesake integrated resort in Manila, now has even more revelations. A Special Investigation Committee established by Universal has uncovered two more cases of alleged illegal activity. John Smith, the Las Vegas reporter who has become fascinated with this situation, reported that the Nevada Gaming Control Board is investigating this situation. It would be news if they were not starting an investigation. The latest meetings in

Japan contained some suggestions on how to handle local visitation to the integrated resorts. There would be a firm limit to the number of times they would be allowed to enter over the span of a month, not something that was mentioned previously. Again, we are not sure if this is just throw stuff against the wall to see what sticks ahead of the eventual real rules and regulations but there is some progress. Unfortunately just like those who made predictions before it was legalized in NJ, the predictions of how this will be replicated in other states will wind up being just as misguided because legalization of online gaming in other gaming states will not be the same situation mainly because of the geographic location of casinos in other states. In other words, you will not have the same impact where there are casinos within an hour of every person in the state. We were the only ones who said that NJ would be successful with getting customers back because those living in North Jersey were NOT going to Atlantic City anymore because it was too far away and there are out of state options that are closer. In other words, just like what we said about the initial studies on what online gaming will be like in NJ, read the ones about the other states for entertainment purposes only because there is a very good chance they will be wrong. GVC Holdings has launched The Clubhouse, a new live casino studio for its portfolio of gaming brands. They called it the most significant upgrade to its live dealer offering since it acquired bwin. The studio has been developed in collaboration with My Agency and live casino specialist Evolution Gaming.

Chapter 5 : Industry Profiles - Gaming and Casinos Industry Guide - LibGuides at Cornell University

Casino City's Indian Gaming Industry Report is relied upon by the gaming industry, other related industries, tribal and non-tribal governments, gaming regulatory agencies, the investment.

Technological proliferation and innovation in both hardware and software are expected to be key factors driving the market. Growing penetration of Internet services across the globe, coupled with easy availability and access of games on the Internet, are also expected to keep growth prospects upbeat over the coming years. Rising inclination to shift from physical games to online games has led industry participants to focus on hardware compatibility and efficiency. Free2Play F2P , massively multiplayer online MMO , and multiplayer games have progressively gained popularity, a trend that is anticipated to continue over the next eight years. The trend of social media gaming is expected to have a positive impact on market growth. For instance, a substantial percentage of the global population uses social networking sites such as Facebook and Reddit to play games. Availability of games across different genres such as action, role play, simulation, and strategy are also influential in attracting customers. Copyright and piracy issues are expected to negatively impact market growth. Concerns relating to fraud during gaming transactions are expected to hamper market growth. A steep rise in video game-related health issues and problems is further expected to restrain the market growth. Device Insights On the basis of device, the gaming market has been segmented into console, computer, and mobile devices. The console device segment dominated the market in and was valued at USD Advantages such as availability of high-end displays and sound systems that provide improved and rich experience to customers are anticipated to drive segment growth over the forecast period. The mobile device segment is expected to gain momentum owing to increasing smartphone penetration across the globe. Tablets are estimated to drive the growth of the mobile device segment owing to advantages such as larger displays and better viewing experience. Type Insights The online gaming segment is expected to gain traction over the forecast period. Increasing demand for multiplayer games is driving the demand for online games as they facilitate in-game communication and improve overall experience. Social networking sites are influential in providing online games a virtual platform for expansion. Market players involved in the development of gaming consoles are laying emphasis on capitalizing opportunities offered through online games. Ever-increasing smartphone penetration and rising demand for entertainment in China is a key factor driving regional growth. Tencent Holdings Limited, headquartered in China, has emerged as the biggest player in the global market owing to its inorganic growth strategies, such as the acquisition of Riot Games and Supercell Oy, developers of popular games such as League of Legends and Clash of Clans. South Korea is expected to contribute significantly to regional growth owing to its increased focus on e-sports and massively multiplayer online games. Massively multiplayer online role-playing games have gained immense popularity in South Korea. These companies are largely focusing on development of engaging gaming content and next-generation gaming consoles. Market players are largely focusing on offering product differentiation and innovation with a view to increasing their market share. Market players are laying significant emphasis on improving customer experience by offering products equipped with multi-utility features that enable users to play games and browse the Internet at the same time. These multi-utility gaming consoles are anticipated to drive market growth over the forecast period.

Chapter 6 : Gambling News, Conferences & iGaming Industry Analysis | Gambling Insider

Industry Insights. The global gaming market size was valued at USD billion in and is expected to witness remarkable growth over the next eight years.

Gaming revenue at Indian gaming facilities nationwide grew approximately 3. Indian gaming remained the largest casino gaming segment, generating On a nationwide basis, non-gaming revenue outpaced gaming revenue at Indian gaming facilities with growth of 8. There continued to be a wide disparity in the performance of Indian gaming. Gaming revenue grew in 20 states, including double-digit growth in two states. However, gaming revenue declined in eight states. About the Author The report is authored by Dr. Alan Meister, an economist specializing in the application of economic analysis to public policy, litigation, regulatory, and business planning and operations matters. He has extensive experience analyzing economic issues related to the gaming industry, including Indian gaming, commercial casinos, racinos, card rooms, and online gaming. His consulting work has included industry and market analyses, economic and fiscal impact studies, public policy analysis, feasibility analysis, evaluations of regulations, analyses of land-in-trust gaming applications, economic assessments of tribal-state gaming compacts and revenue sharing, tribal socioeconomic needs assessments, surveys, damage analysis, and economic research, analysis, and expert testimony in litigation and regulatory matters. His clients have included gaming facility operators, industry suppliers, investors, gaming associations, Native American tribes, and other governments. Meister has also conducted years of independent, scholarly research on the gaming industry and authored a number of publications, most notably his annual study, the Indian Gaming Industry Report, which has been cited by the United States Supreme Court. He has presented his work at various academic, professional, and industry conferences. For further information on Dr. Meister, please visit MeisterEconomics. Covers the Indian Gaming Segment of the U. Size of the segment: The report is succinct yet thorough in its analysis and information on the state of Indian gaming today. The Report provides nationwide and state statistics the latter not available anywhere else for calendar year , the most current data available. Market summaries and performance metrics are provided by state. Summaries include year-over-year comparisons for gaming and non-gaming related revenue. The Report includes a directory of the Indian gaming facilities that operated in the United States in along with a cross-reference listing of gaming tribes and the facilities they own. It provides me as a Tribal leader the kind of information that helps me understand the current conditions of the Indian gaming industry, including trends and how our gaming operation is fairing relative to what is going on across Indian Country. As a gaming law practitioner, I find it to be an incredibly useful tool. Alan Meister is one of the most intelligent and thorough professionals I have encountered in my multi decade career in Indian Gaming. The report is used by all business disciplines in the gaming business including finance, sales, business development, compliance, and strategic planning. I keep the report close at hand and I refer to it often. It is the best source I know of for detailed information on the Indian gaming industry. Meister is to be congratulated for providing this truly excellent report. As misinformation pervades the public discourse on Indian gaming, Dr. Meister should be applauded for this superlative research effort and its contribution to the literature of gaming studies. The depth of information provided is a time saver for our team when raising capital for and providing financial advisory services to Native American tribes. Also, we are always needing details for presentations we give and the Indian Gaming Industry Report is the first place we look. Meister has done it again. His latest Indian Gaming Industry Report zeroes in on the economic and sociopolitical reality of Indian gaming today.

Chapter 7 : Casino City's Indian Gaming Industry Report by Alan Meister PhD

Understand the Casino Industry Quickly & Get Actionable Data Easily. The Latest Reports with Statistics & Trends from Top Industry Sources.

In fact, the Great Recession, which emerged with the subprime and credit crisis throughout the world, forced the gaming and casino revenues to shrink down to 4. The year was even worse as it saw the adverse pattern and growth was lower by 2. The US witnessed fall by 3. In fact, these two crises of sheer fall in consumer spending and credit crunch have left huge pessimist signs on the future growth and profitability of the overall industry Palenik M. The five forces model was developed in order to study the impact of these forces on an organization and particularly, gain competitive advantage leveraging these forces in a particular industry. These models and ideas were developed during the period from to the mids so that organizations can better earn the return on investment than in order to gain a competitive edge in the industry sector Thurlby, As the business dynamics of industries and markets keep on changing and thus they ultimately create varying scenarios of the competitive landscape. In fact, the five forces with their relative strengths determine the intensity of competition in an industry and further their interaction create a competitive environment Porter, M. Organizations whether small or big can formulate appropriate strategies to win the competitive edge in the relatively intensifying market by better understating the nature of each of these forces Thurlby, It must be noted that fragmented markets such as casinos don present healthy prospects as compared to concentrated industries where organizations can compete less fiercely and earn bigger margins. However, the competitive behavior of an industry also reacts to the changing histories and cultures of organizations in the industry; hence this model requires timely adjustments to harness the five forces Porter, M. Competitive Rivalry among the existing companies: Bargaining Power of Buyers in the Industry: Bargaining Power of Suppliers in the Industry: Potential Threat of New Entrants: Potential Threat of Substitutes in the Industry: The tremendous changes in the business landscape of the USA after the recessionary period, the Casino and gaming sector of the economy has become much competitive where the bigger companies are trying to take over small rivals in order to reduce this intensified competition. The deregulation of gambling activities such as increasing legalization and emergence of new internet-based gambling, entertainments options, and waterborne casinos are some of these changes. Thus the lower law restrictions have increased threats of new entrants in the industry. However, larger capital requirement and rapid technological obsolescence present certain issues for new entrants and thus maintains the threats of new entrants at a relatively medium. In the casino and gaming industry of the USA, the bargaining power of buyers also seems to be medium in the presences of rising gambling alternatives such as land-based, riverboat, New York, Orlando, and Native American casinos. However, the target market of these casinos is different and thus they serve the different types of customers. In addition, pricing of the casinos does not allow the visitors to switch to another one. Hence the bargaining power of the buyers can be considered comparatively medium as discretionary income of the consumers has much reduced at present. The analysis shows a low bargaining power of suppliers in the casino, gaming industry because casinos often require furnishing and food supplies. In fact, big casinos still exert much pressure over a large array of small suppliers to take advantages of pricing. However, as internet-based gambling is gaining importance, the developers of innovative technology solutions can increase this power to some extent in the new future. As compared to other forces, the threats of substitutes are increasing day by day as low law restrictions have allowed many forms of gambling activities to come on to the legal business platform to operate. Furthermore, flourishing range of other forms of gambling such as tribal lands, Internet-based casinos, waterborne casinos has attracted plenty of new visitors. Medium Competitive Rivalry A large array of small internet based and big land-based and waterborne casino and gaming companies. Expansion in exurban areas from Las Vegas and New York. Competitors are entering into other forms of gambling to leverage the resources and their core competencies. Acquisition and takeovers of small casinos by big guns of the industry. High Threat of Substitutes Non-Indian styles, Indian Casinos, waterborne, are some of the casino gaming options that are increasing rapidly. Other forms of entertainment activities and internet

based gambling options are also becoming popular. High Bargaining Power of Buyers Decreasing no of visitors due to the decrease in disposable income. They have many alternative gambling options to avail. No say in the pricing of casinos. Medium Commoditizing of hospitality, a large array of gambling machines and other technological solutions providers Low Future Outlook: The raw figures present the industry that is not resilient to the economic shocks that often have global reaching effects. It constantly moves with the changing patterns in consumer spending, their abilities and employment rates. The US casino and gaming industry were much profitable and beneficial before the recession when consumer confidence in the housing industry was on the higher side. This allowed much spending on gaming destination vacation and other fun activities. At that time the unemployment rate was just 4. In addition, Las Vegas, the top casino-destination location in the world got attracted a large number of international visitors William R. Have you read this: Furthermore, alternative entertainments that are exploding daily have lured a large gaming clientele forcing the existing companies to replace, renovate to present competitive gaming offerings in the market. At present, the present rivals will have to embrace new technological solutions to keep them current and develop new casino product to entice new visitors whose preference are changing very rapidly Post Views:

Chapter 8 : CDC Newsroom - Page 1

The Casinos and Gaming industry consists of companies engaged in casinos and gambling operations. Companies classified as casinos will often engage in auxiliary restaurant and hotel services. The industry includes stand alone casinos, casino hotels, riverboat casinos, bingo halls, gambling machine manufacturers, lottery services, Internet.

Chapter 9 : Casino Gaming Equipment Market Size, Share, Growth, Trends, Sales | Industry Report, Forec

Global Casino Gaming Market , has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects.