

Toys & Games: Consumption, Demand, Sales, Competitor and Forecast 2016 – 2021

Toys & Games Global Market 2016 Analysis and Forecast to 2021

PUNE, INDIA, November 18, 2016 /EINPresswire.com/ -- Summary Global Toys & Games industry profile provides top-line qualitative and quantitative summary information including

Get Sample Report @

https://www.wiseguyreports.com/sample-request/750829-toys-games-global-industry-almanac 2016



Key Findings

- Save time carrying out entry-level research by identifying the size, growth, and leading players in the global toys & games market
- Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the global toys & games market
- Leading company profiles reveal details of key toys & games market players' global operations and financial performance
- Add weight to presentations and pitches by understanding the future growth prospects of the global toys & games market with five year forecasts

Synopsis

Essential resource for top-line data and analysis covering the global toys & games market. Includes market size data, textual and graphical analysis of market growth trends and leading companies.

Reasons to Buy

- What was the size of the global toys & games market by value in 2015?
- What will be the size of the global toys & games market in 2020?
- What factors are affecting the strength of competition in the global toys & games market?
- How has the market performed over the last five years?
- How large is the global toys & games market in relation to its regional counterparts?

Key Highlights

The toys & games market includes retail sales of action figures, activity toys, dolls, games, infant and baby toys, miniature models, plush toys, puzzles, ride-on model toys, and toy vehicles. Any currency conversions used in the creation of this report have been calculated using constant 2015 annual average exchange rates.

The global toys & games market had total revenues of \$92,011.5m in 2015, representing a compound

annual growth rate (CAGR) of 4.7% between 2011 and 2015.

Other specialist retailers account for the largest proportion of sales in the global toys & games market in 2015. Sales through this channel generated \$43,605.2m, equivalent to 47.4% of the market's overall value.

The market is driven to some extent by licensed toys linked to film and TV franchises. 2015 was a strong year as Disney's Frozen continued to drive sales of toys and the release of Stars Wars

Table of Contents

EXECUTIVE SUMMARY

Market value

Market value forecast

Geography segmentation

Introduction

What is this report about?

Who is the target reader?

How to use this report

Definitions

Global Toys & Games

Market Overview

Market Data

Market Segmentation

Market outlook

Five forces analysis

Toys & Games in Asia-Pacific

Market Overview

Market Data

Market Segmentation

Market outlook

Five forces analysis

Toys & Games in Europe

Market Overview

Market Data

Market Segmentation

Market outlook

Five forces analysis

Toys & Games in France

Market Overview

Market Data

Market Segmentation

Market outlook

Five forces analysis

Macroeconomic indicators

Toys & Games in Germany

Market Overview

Market Data

Market Segmentation

Market outlook

Five forces analysis

Macroeconomic indicators

Toys & Games in Australia

Market Overview

Market Data

Market Segmentation
Market outlook
Five forces analysis
Macroeconomic indicators
Toys & Games in Brazil
Market Overview
Market Data
Market Segmentation

Access Report @ https://www.wiseguyreports.com/reports/750829-toys-games-global-industry-almanac 2016

Get in touch:

LinkedIn: www.linkedin.com/company/4828928
Twitter: https://twitter.com/WiseGuyReports

Facebook: https://www.facebook.com/Wisequyreports-1009007869213183/?fref=ts

Norah Trent wiseguyreports +1 646 845 9349 / +44 208 133 9349 email us here

This press release can be viewed online at: http://www.einpresswire.com

Disclaimer: If you have any questions regarding information in this press release please contact the company listed in the press release. Please do not contact EIN Presswire. We will be unable to assist you with your inquiry. EIN Presswire disclaims any content contained in these releases. © 1995-2016 IPD Group, Inc. All Right Reserved.