

Toys and Games Industry Sales, Supply and Consumption 2018 Analysis and Forecasts to 2022

This report covers market characteristics, size and growth, segmentation, regional breakdowns, competitive landscape, market shares, trends and strategies

PUNE, INDIA, February 19, 2018 /EINPresswire.com/ -- In this report, the global <u>Toys and Games</u> market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report is segmented into several key Regions, with production, consumption, revenue (million USD), market share and growth rate of Toys and Games in these regions, from 2012 to 2022 (forecast), covering North America Europe China Japan Southeast Asia India

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Global Toys and Games market competition by top manufacturers, with production, price, revenue (value) and market share for each manufacturer; the top players including Dream International Limited (Hong Kong) Hasbro, Inc. (US) Integrity Toys, Inc. (US) JAKKS Pacific Inc. (US) Kids II, Inc. (US) K'NEX Brands, L.P. (US) Konami Corporation (Japan) LeapFrog Enterprises, Inc. (US) LEGO Group (Denmark) Mattel, Inc. (US) Fisher-Price, Inc. (US) MEGA Brands, Inc. (Canada) MGA Entertainment, Inc. (US) NAMCO BANDAI Holdings Inc. (Japan) Playmates Toys, Inc. (US) Ravensburger AG (Germany) Sanrio Company Ltd. (Japan) Tarata Toys Ltd. (New Zealand) TOMY Company Ltd. (Japan)

Toy Quest (US) VTech Holdings Limited (Hong Kong) On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into Games and Puzzles Infant and Preschool Activity and Construction Toys **Dolls and Action Figures** Vehicle Toys and Ride-Ons Soft/Plush Toys Others On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, consumption (sales), market share and growth rate of Toys and Games for each application, including Girls Boys Table of Contents Global Toys and Games Market Research Report 2017 1 Toys and Games Market Overview 1.1 Product Overview and Scope of Toys and Games 1.2 Toys and Games Segment by Type (Product Category) 1.2.1 Global Toys and Games Production and CAGR (%) Comparison by Type (Product Category) (2012 - 2022)

- 1.2.2 Global Toys and Games Production Market Share by Type (Product Category) in 2016
- 1.2.3 Games and Puzzles
- 1.2.4 Infant and Preschool
- 1.2.5 Activity and Construction Toys
- 1.2.6 Dolls and Action Figures
- 1.2.7 Vehicle Toys and Ride-Ons
- 1.2.8 Soft/Plush Toys
- 1.2.9 Others
- 1.3 Global Toys and Games Segment by Application
- 1.3.1 Toys and Games Consumption (Sales) Comparison by Application (2012-2022)
- 1.3.2 Girls
- 1.3.3 Boys
- 1.4 Global Toys and Games Market by Region (2012-2022)

1.4.1 Global Toys and Games Market Size (Value) and CAGR (%) Comparison by Region (2012-2022)

- 1.4.2 North America Status and Prospect (2012-2022)
- 1.4.3 Europe Status and Prospect (2012-2022)
- 1.4.4 China Status and Prospect (2012-2022)
- 1.4.5 Japan Status and Prospect (2012-2022)
- 1.4.6 Southeast Asia Status and Prospect (2012-2022)
- 1.4.7 India Status and Prospect (2012-2022)
- 1.5 Global Market Size (Value) of Toys and Games (2012-2022)
- 1.5.1 Global Toys and Games Revenue Status and Outlook (2012-2022)
- 1.5.2 Global Toys and Games Capacity, Production Status and Outlook (2012-2022)
- 2 Global Toys and Games Market Competition by Manufacturers
- 2.1 Global Toys and Games Capacity, Production and Share by Manufacturers (2012-2017)

- 2.1.1 Global Toys and Games Capacity and Share by Manufacturers (2012-2017)
- 2.1.2 Global Toys and Games Production and Share by Manufacturers (2012-2017)
- 2.2 Global Toys and Games Revenue and Share by Manufacturers (2012-2017)
- 2.3 Global Toys and Games Average Price by Manufacturers (2012-2017)
- 2.4 Manufacturers Toys and Games Manufacturing Base Distribution, Sales Area and Product Type
- 2.5 Toys and Games Market Competitive Situation and Trends
- 2.5.1 Toys and Games Market Concentration Rate
- 2.5.2 Toys and Games Market Share of Top 3 and Top 5 Manufacturers
- 2.5.3 Mergers & Acquisitions, Expansion

3 Global Toys and Games Capacity, Production, Revenue (Value) by Region (2012-2017)

- 3.1 Global Toys and Games Capacity and Market Share by Region (2012-2017)
- 3.2 Global Toys and Games Production and Market Share by Region (2012-2017)
- 3.3 Global Toys and Games Revenue (Value) and Market Share by Region (2012-2017)
- 3.4 Global Toys and Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017) 3.5 North America Toys and Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 3.6 Europe Toys and Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 3.7 China Toys and Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 3.8 Japan Toys and Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)3.9 Southeast Asia Toys and Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 3.10 India Toys and Games Capacity, Production, Revenue, Price and Gross Margin (2012-2017)
- 4 Global Toys and Games Supply (Production), Consumption, Export, Import by Region (2012-2017) 4.1 Global Toys and Games Consumption by Region (2012-2017)
- 4.2 North America Toys and Games Production, Consumption, Export, Import (2012-2017)
- 4.3 Europe Toys and Games Production, Consumption, Export, Import (2012-2017)
- 4.4 China Toys and Games Production, Consumption, Export, Import (2012-2017)
- 4.5 Japan Toys and Games Production, Consumption, Export, Import (2012-2017)
- 4.6 Southeast Asia Toys and Games Production, Consumption, Export, Import (2012-2017)
- 4.7 India Toys and Games Production, Consumption, Export, Import (2012-2017)

5 Global Toys and Games Production, Revenue (Value), Price Trend by Type

- 5.1 Global Toys and Games Production and Market Share by Type (2012-2017)
- 5.2 Global Toys and Games Revenue and Market Share by Type (2012-2017)
- 5.3 Global Toys and Games Price by Type (2012-2017)
- 5.4 Global Toys and Games Production Growth by Type (2012-2017)

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