

China Playing Cards & Board Games Market by Product Type (Playing Cards and Board Games) and Competition Type (Tier 1, Tier 2, and Tier 3): Opportunity Analysis and Industry Forecast, 2018-2025

https://marketpublishers.com/r/C41C89586DAEN.html

Date: July 2019 Pages: 52 Price: US\$ 2,580.00 (Single User License) ID: C41C89586DAEN

Abstracts

Playing cards are flat, rectangular pieces of layered pasteboard typically used for playing a variety of games of skill or chance. Playing card is a very popular and common product known by every age of person from child to adults. There are different types and variety of playing cards available in the market but the principle of all is one—52 cards divided into four categories of 13 leaves Spade, Heart, Diamond, and Club. The game of playing cards is very tricky and interesting. Blackjack, Bridge, Roulette, Sweeps, and Rummy are some of the popular games played in casinos, clubs, and other places.

Although all the games by playing cards are very interesting, gambling which is illegal by law in most of countries caused high sale of playing cards thus increasing the popularity. In the modern standards of living the most appealing and attractive playing cards are made on PVC coating card substrates and plastics laminated. Better look, non-effective on water, longer lasting, and protection from dust are the advantages of such playing cards. These type of playing cards are somewhat costlier than the ordinary type of playing cards, but the strength & life of the cards along with rigidity are enhanced. The exponential popularity and rise in number of live casinos help in the development of the China playing cards industry. For instance, Macau is country's sole gambling destination which is known worldwide as the 'Gambling capital of the world'. In addition, the increase in per capita income, high adoption, rise in interest, and growth of dual-income households are some of the factors that augment the growth of the playing cards market in China.



Board games are also called as tabletop games, which involve counters or pieces moved or placed on a pre-marked surface or board, according to a set of rules. Some games are based on pure strategy, but many contain an element of chance and some are purely chance, with no element of skill or it can be the combination of two. Chess, monopoly, checkers, and stratego are some of the popular games around the world. In addition, Weiqi (Go), Xiangqi, Jungle, Chinese Checkers, Mahjong, and Chinese Chess are some of the popular Chinese board games that are now played around the world. These games are specifically designed to engender competitive recreational activities among end users. Kids, juvenile, and young population play these games for recreational and learning purpose. Such games enhance team building and problemsolving skills and facilitate active learning. The rise in number of game bars & cafes, increase in demand among grade-schoolers, teenagers, and adults, and surge in number of crowdfunding platforms for designers and manufacturers are the prominent factors that propel the growth of the China board games market.

China is one of the world's major exporter of toys, playing cards, and board games. The main production and export bases are Guangdong, Jiangsu, Shanghai, Shandong, Zhejiang, and Fujian. Low manufacturing cost, low wages, and availability of raw materials are the major factors that support the growth of playing cards & board games. However factors such as increased tariffs, emergence of new and cost effective production hubs such as India & Vietnam affect the growth of playing cards & board games industry in China.

China playing cards & board games market is segmented on the basis of product type and competition type. By product type, the market is bifurcated into playing cards and board games. By competition type, it is studied across Tier 1, Tier 2, and Tier 3 companies.

The China playing cards & board games market report contains competitive landscape for manufacturers of China playing cards & board games market and it also provides extensive list of importers of US and Europe from China. The key companies profiled in this report are ShangHai YaoJi Playing Card Co.,Ltd., Shenzhen YHD Packaging Products Co., Ltd., Shenzhen ITIS Packaging Products Co., Ltd, Shenzhen Yahong Color Printing Co., Ltd., Zhejiang Chinu Packing & Printing Co., Ltd., Ningbo Charron Industry Co., Ltd., Shenzhen Swarm Playing Cards Co., Ltd. Yangzhou Jinyi Stationery Co., Ltd., Yangzhou Jumbay International Trading Co., Ltd. and Dongguan Bright Sea Industrial Co., Ltd



KEY BENEFITS FOR STAKEHOLDERS

This report provides a quantitative analysis of the current China playing cards & board games market trends, estimations, and dynamics of the market from 2016 to 2025 to identify the prevailing market opportunities.

In-depth analysis of the China playing cards & board games market segmentation assists to determine the prevailing opportunities.

Market player positioning segment facilitates benchmarking and provides a clear understanding of the present position of the market players.

The report includes the analysis of the key players, market segments, and growth strategies.

KEY MARKET SEGMENTS

By Product Type

Playing Cards

Board Games

By Competition Type

Tier 1

Tier 2

Tier 3



Contents

CHAPTER 1: INTRODUCTION

- 1.1. Report description
- 1.2. Key benefits for stakeholders
- 1.3. Key market segments
- 1.4. Research methodology
- 1.4.1. Primary research
- 1.4.2. Secondary research
- 1.4.3. Analyst tools and models

CHAPTER 2: EXECUTIVE SUMMARY

- 2.1. Key finding of the study
- 2.2. CXO perspective

CHAPTER 3: MARKET OVERVIEW

- 3.1. Market definition and scope
- 3.2. Key findings
 - 3.2.1. Top investment pocket
 - 3.2.2. Top winning strategies
- 3.3. Regulatory guidelines/Global economic environment on the industry
 - 3.3.1. Product regulations
 - 3.3.1.1. United States regulations:
 - 3.3.1.2. European regulations:
 - 3.3.1.3. Chinese regulations:
 - 3.3.2. Import & Trade Regulations
 - 3.3.2.1. Import & Trade Regulations of USA
 - 3.3.2.2. Import & Trade Regulations of China
- 3.4. Market dynamics
 - 3.4.1. Drivers
 - 3.4.1.1. The rise in number of games bars and cafes globally
 - 3.4.1.2. Growth in demand from children and young population
 - 3.4.1.3. Rise in number of crowdfunding platforms for designers and manufacturers

3.4.2. Restraints

- 3.4.2.1. Higher tariffs on Chinese import goods
- 3.4.2.2. Emergence of new manufacturing hubs



3.4.3. Opportunity

- 3.4.3.1. Growth in digitization of playing cards & board games
- 3.5. List of importer (North America and Europe) from China market

CHAPTER 4: CHINA PLAYING CARDS & BOARD GAMES MARKET, BY PRODUCT TYPE

- 4.1. Overview
- 4.1.1. Market size and forecast
- 4.2. Playing cards
- 4.2.1. Key market trends, growth factors, and opportunities
- 4.2.2. Market size and forecast
- 4.3. Board games
 - 4.3.1. Key market trends, growth factors, and opportunities
- 4.3.2. Market size and forecast

CHAPTER 5: CHINA PLAYING CARDS & BOARD GAMES MARKET, BY COMPETITION TYPE

- 5.1. Overview
- 5.1.1. Market size and forecast
- 5.2. Tier
 - 5.2.1. Key market trends, growth factors, and opportunities
- 5.2.2. Market size and forecast

5.3. Tier

- 5.3.1. Key market trends, growth factors, and opportunities
- 5.3.2. Market size and forecast
- 5.4. Tier
 - 5.4.1. Key market trends, growth factors, and opportunities
 - 5.4.2. Market size and forecast

CHAPTER 6: COMPANY PROFILES

- 6.1. ShangHai YaoJi Playing Card Co.,Ltd
 - 6.1.1. Company overview
 - 6.1.2. Company snapshot
 - 6.1.3. Operating business segments
 - 6.1.4. Product portfolio
- 6.2. Shenzhen YHD Packaging Products Co., Ltd



- 6.2.1. Company overview
- 6.2.2. Company snapshot
- 6.2.3. Operating business segments
- 6.2.4. Product portfolio
- 6.3. Shenzhen ITIS Packaging Products Co., Ltd
 - 6.3.1. Company overview
 - 6.3.2. Company snapshot
 - 6.3.3. Operating business segments
 - 6.3.4. Product portfolio
- 6.4. Shenzhen Yahong Color Printing Co., Ltd
- 6.4.1. Company overview
- 6.4.2. Company snapshot
- 6.4.3. Operating business segments
- 6.4.4. Product portfolio
- 6.5. Zhejiang Chinu Packing & Printing Co., Ltd
 - 6.5.1. Company overview
 - 6.5.2. Company snapshot
 - 6.5.3. Operating business segments
 - 6.5.4. Product portfolio
- 6.6. Ningbo Charron Industry Co., Ltd
 - 6.6.1. Company overview
 - 6.6.2. Company snapshot
 - 6.6.3. Operating business segments
 - 6.6.4. Product portfolio
- 6.7. Shenzhen Swarm Playing Cards Co., Ltd
 - 6.7.1. Company overview
 - 6.7.2. Company snapshot
 - 6.7.3. Operating business segments
 - 6.7.4. Product portfolio
- 6.8. Yangzhou Jinyi Stationery Co., Ltd
 - 6.8.1. Company overview
 - 6.8.2. Company snapshot
 - 6.8.3. Operating business segments
 - 6.8.4. Product portfolio
- 6.9. Yangzhou Jumbay International Trading Co., Ltd.
 - 6.9.1. Company overview
 - 6.9.2. Company snapshot
 - 6.9.3. Operating business segments
 - 6.9.4. Product portfolio



- 6.10. Dongguan Bright Sea Industrial Co., Ltd
 - 6.10.1. Company overview
 - 6.10.2. Company snapshot
 - 6.10.3. Operating business segments
 - 6.10.4. Product portfolio



List Of Tables

LIST OF TABLES

TABLE 01. CHINA PLAYING CARDS & BOARDS GAME MARKET, BY PRODUCT TYPE, 2016–2025 (\$MILLION) TABLE 02. CHINA PLAYING CARDS & BOARD GAMES MARKET, BY COMPETITION TYPE, 2016–2025 (\$MILLION)



List Of Figures

LIST OF FIGURES

FIGURE 01. KEY MARKET SEGMENTS FIGURE 02. TOP INVESTMENT POCKET, BY PRODUCT TYPE, 2017 FIGURE 03. CHINA PLAYING CARDS & BOARD GAMES MARKET SHARE, BY PRODUCT TYPE, 2018(%) FIGURE 04. CHINA PLAYING CARDS MARKET(\$MILLION), 2018-2025 FIGURE 05. CHINA BOARD GAMES MARKET(\$MILLION), 2018-2025 FIGURE 06. CHINA PLAYING CARDS & BOARD GAMES MARKET SHARE, BY COMPETITION TYPE, 2018(%) FIGURE 07. CHINA PLAYING CARDS & BOARD GAMES MARKET FOR TIER 1 COMPANIES (\$MILLION), 2018-2025 FIGURE 08. CHINA PLAYING CARDS & BOARD GAMES MARKET FOR TIER 2 COMPANIES (\$MILLION), 2018-2025 FIGURE 09. CHINA PLAYING CARDS & BOARD GAMES MARKET FOR TIER 3 COMPANIES (\$MILLION), 2018-2025



I would like to order

Product name: China Playing Cards & Board Games Market by Product Type (Playing Cards and Board Games) and Competition Type (Tier 1, Tier 2, and Tier 3): Opportunity Analysis and Industry Forecast, 2018-2025

Product link: https://marketpublishers.com/r/C41C89586DAEN.html

Price: US\$ 2,580.00 (Single User License / Electronic Delivery) If you want to order Corporate License or Hard Copy, please, contact our Customer Service: info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <u>https://marketpublishers.com/r/C41C89586DAEN.html</u>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name: Last name: Email: Company: Address: City: Zip code: Country: Tel: Fax: Your message:

**All fields are required

Custumer signature ____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <u>https://marketpublishers.com/docs/terms.html</u>

To place an order via fax simply print this form, fill in the information below



and fax the completed form to +44 20 7900 3970