

Toys Market - Global Outlook and Forecast 2018-2023

<https://marketpublishers.com/r/TEE5C3E24D6EN.html>

Date: October 2018

Pages: 215

Price: US\$ 3,500.00 (Single User License)

ID: TEE5C3E24D6EN

Abstracts

The global toys market is projected to reach revenues of more than \$120 billion by 2023, growing at a CAGR of around 4% during 2017-2023.

The growing dual-income households and improving the purchasing sentiments are two of the major factors propelling the growth of the global market. The development of economics in regions such as APAC, Latin America, and the Middle East and the African continent will create lucrative opportunities for leading players operating in the market. The global toys market is driven by growing demand for a replica of instruments such as a keyboard, guitar, and drums, art and craft toys, and stuffed toys. The increasing social media penetration, growing audience, and rising user engagement are major factors attributing to the growth of the global market. The market research report provides in-depth market analysis and segmental analysis of the global toys market by category, age group, distribution channel, and geography.

The report considers the present scenario of the global toys market and its market dynamics for the period 2018-2023. It covers a detailed overview of various market growth enablers, restraints, and trends. The study covers both the demand and supply sides of the market. It also profiles and analyzes the leading companies and various other prominent companies operating in the global toys market.

Toys Market – Dynamics

The recent trend of parents to purchase and invest in educational toys for cognitive development in children is fueling the growth of the global toys market. Millennial parents listen to child psychologists and their popularizers in magazines who provide us with lists of time-tested products that aid in skill development of children. The increasing number of movies and television shows based on fictional characters will create a cult following among consumers and propel the demand for the products in the global

market. For instance, Hasbro becomes a major player through the Transformers movie franchise, and Lego had two movie launches in 2017 including the Lego Batman and Lego Ninjago. The introduction of the box subscription services in this industry will revolutionize the global toys market over the next few years. The toy box subscription works by curating to the needs of the children and contain toys which are selected for the user. The proliferation of these business models will propel the development of the global toys market during the forecast period.

Toys Market – Segmentation

This market research report includes a detailed segmentation of the market by category, age group, distribution channels, and geography. Games and puzzle segment dominated 1/6th of total market share in 2017, growing at a CAGR of around 9% during the forecast period. The extensive use of this board games and jigsaw puzzles to teach communication skills and language arts to kids as well as adults is fueling the growth of this segment in the global market.

5-12 years segment occupied around 1/4th of the market share in 2017, growing at a CAGR of around 5% during the forecast period. The toys designed for 5-12 years age group comprises of games and puzzles, construction toys or building blocks, some outdoor and sports toys, and other toys. The growing popularity of licensed toy properties, remote controlled toys including cars and musical toys is propelling the growth of this segment in the global market. Retail channels dominated more than half of the total market share in 2017, growing at a CAGR of more than 2% during the forecast period. The different playthings through department stores, small chain stores, free-standing toys stores, catalog stores, and other non-tracked retail outlets are driving the growth of this segment in the global market.

Market Segmentation by Category

Infant and Preschool

Dolls

Games & Puzzles

Construction

Outdoor & Sports

Others

Market Segmentation by Age Group

0-3 Years

3-5 Years

5-12 Years

12-18 Years

Market Segmentation by Distribution Channels

Retail

Specialty Stores

Mass Market Players

Other Stores

Online

Toys Market – Geography

The global toy market by geography is divided into APAC, Europe, North America, Latin America, and MEA. APAC occupied more than 1/3rd of the total market share in 2017, growing at a CAGR of around 5% during the forecast period. The rapid urbanization and increase in spending capacity are major factors propelling the growth of the APAC region in the global market. The unprecedented popularity of branded, as well as private label toys, is fueling the growth of the Latin American region in the market. The steady increase in the per capita disposable income of people will contribute to the revenues in the region and the global toy market.

Market Segmentation by Geography

North America

US

Canada

Europe

UK

Germany

France

Russia

Italy

Spain

The Netherlands

APAC

China

India

Japan

South Korea

Thailand

Australia

Latin America

Brazil

Mexico

MEA

UAE

South Africa

Key Vendor Analysis

The global toys market is highly concentrated, and the top 3 players control the level of the competition. The leading manufacturers are leveraging advanced technologies to refine their unique value proposition and gain a larger global market share. Various international brands are partnering with local, regional players to expand their businesses in emerging nations across the world market. The leading companies are utilizing factors such as smartphone proliferation, nuclear households, and humongous amount of targeted media content to advertise their products and reach a wider consumer audience in the global market. Moreover, the inclusion of technological developments such as immersive experiences of virtual and augmented reality will have a positive impact on the global toys market.

The major vendors in the global toys market are:

Lego Group

Mattel

Hasbro

Bandai Namco

Other prominent vendors in the global toys market are Asmodee, Ravensburger, Funskool, Top Toy, K'NEX, Playmates Toys, Simba Toys, Spin Master, CMON, Disney, Fremont Die Consumer Products, Games Workshop, Goliath, Grey Fox, IELLO, Indie

Boards and Cards, INI, International Playthings, Learning Resources, Loony Labs, Ludo Fact, Melissa & Doug, Orchard Toys, Panda GM, Paul Lamond Games, Pegasus Spiele, Piatnik, Pressman Toy, Roosterfin, Reaper Miniatures, Rio Grande Games, Schmidt Spiele, Surprised Stare, SunOut, Talicor, The Haywire, The Regency Chess Company, ThinkFun, TREND Enterprises, Ultra PRO International, University Games, USAopoly, Winning Moves Games, WizKids, and Zobmondo.

Key market insights include

1. The analysis of the global toys market provides market size and growth rate for the forecast period 2018-2023.
2. It offers comprehensive insights into current industry trends, trend forecast, and growth drivers about the global toys market.
3. The report provides the latest analysis of market share, growth drivers, challenges, and investment opportunities.
4. It offers a complete overview of market segments and the regional outlook of the global toys market.
5. The report offers a detailed overview of the vendor landscape, competitive analysis, and key market strategies to gain competitive advantage.

Contents

1 RESEARCH METHODOLOGY

2 RESEARCH OBJECTIVES

3 RESEARCH PROCESS

4 REPORT COVERAGE

4.1 Market Definition

4.2 Base Year

4.3 Scope of Study

4.3.1 Market Segmentation by Category

4.3.2 Market Segmentation by Age Group

4.3.3 Market Segmentation by Distribution Channels

4.3.4 Market Segmentation by Geography

5 REPORT ASSUMPTIONS & CAVEATS

5.1 Key Caveats

5.2 Inclusions

5.3 Exclusions

5.4 Currency Conversion

5.5 Market Derivation

6 MARKET AT A GLANCE

7 INTRODUCTION

7.1 Overview

7.1.1 Global Toys Market: Overview 2017

8 MARKET DYNAMICS

8.1 Market Growth Enablers

8.1.1 Desire among parents to provide educational toys for cognitive development

8.1.2 Toyetic impact

8.1.3 Increased online presence of toy vendors

- 8.1.4 Increase in number of games and puzzle cafes globally
- 8.1.5 YOY Impact of Market Growth Enablers
- 8.1.6 YOY Impact of Market Growth Enablers on Regions
- 8.2 Market Growth Restraints
 - 8.2.1 Toy libraries gaining traction among consumers
 - 8.2.2 Declining birth rates and aging population globally
 - 8.2.3 Growing presence of counterfeit toys and games
 - 8.2.4 Raw material price volatility and rising labor costs
 - 8.2.5 YOY Impact of Market Growth Restraints
 - 8.2.6 YOY Impact of Market Growth Restraints on Regions
- 8.3 Market Opportunities & Trends
 - 8.3.1 Toy box subscription services impacting retail sales
 - 8.3.2 Internet influencing choice and purchase of toys
 - 8.3.3 Increasing digitization of toys and games
 - 8.3.4 Increasing threats from online gaming platforms
 - 8.3.5 YOY Impact of Market Opportunities & Trends
 - 8.3.6 YOY Impact of Market Opportunities & Trends on Regions

9 VALUE CHAIN ANALYSIS

- 9.1 Value Chain overview
- 9.2 Value Chain Analysis
 - 9.2.1 Raw Material Suppliers
 - 9.2.2 Manufacturers
 - 9.2.3 Distributors/Retailers
 - 9.2.4 Retailers
 - 9.2.5 End-users

10 GLOBAL TOYS MARKET

- 10.1 Market Size & Forecast 2017–2023
 - 10.1.1 Per child spending on toys
- 10.2 Porter's Five Forces Analysis
 - 10.2.1 Threat of New Entrants
 - 10.2.2 Bargaining Power of Suppliers
 - 10.2.3 Bargaining Power of Buyers
 - 10.2.4 Threat of Substitutes
 - 10.2.5 Competitive Rivalry

11 BY CATEGORY

11.1 Market Overview

11.1.1 Global Toys Market by Categories

11.2 Outdoor and Sports toys

11.2.1 Market Size & Forecast

11.2.2 Market by Geography

11.3 Infant and Pre-School Toys

11.3.1 Market Size & Forecast

11.3.2 Market by Geography

11.4 Construction Toys

11.4.1 Market Size & Forecast

11.4.2 Market by Geography

11.5 Dolls

11.5.1 Market Size & Forecast

11.5.2 Market by Geography

11.6 Games and Puzzles

11.6.1 Market Size & Forecast

11.6.2 Market by Geography

12 BY AGE GROUP

12.1 Market Overview

12.1.1 Global Toys Market by Age Group

12.2 0-3 Years

12.2.1 Market Size & Forecast

12.2.2 Market by Geography

12.3 3-5 Years

12.3.1 Market Size & Forecast

12.3.2 Market by Geography

12.4 5-12 Years

12.4.1 Market Size & Forecast

12.4.2 Market by Geography

12.5 12-18 Years

12.5.1 Market Size & Forecast

12.5.2 Market by Geography

13 BY DISTRIBUTION CHANNEL

- 13.1 Market Overview
- 13.2 Manufacture, Production, And Distribution
- 13.3 Distribution Through Retail Stores
- 13.4 Distribution Through Online Websites

14 GEOGRAPHICAL SEGMENTATION

- 14.1 Market Overview

15 APAC

- 15.1 Market Size and Forecast
- 15.2 Segmentation by Category
 - 15.2.1 Market Size and Forecast
- 15.3 Segmentation by Age Group
 - 15.3.1 Market Size and Forecast
- 15.4 Key Countries
 - 15.4.1 China: Market Size and Forecast
 - 15.4.2 Japan: Market Size and Forecast
 - 15.4.3 South Korea: Market Size and Forecast
 - 15.4.4 Thailand: Market Size and Forecast
 - 15.4.5 India: Market Size and Forecast
 - 15.4.6 Australia: Market Size and Forecast

16 NORTH AMERICA

- 16.1 Market Size and Forecast
- 16.2 Segmentation by Category
 - 16.2.1 Market Size and Forecast
- 16.3 Segmentation by Age Group
 - 16.3.1 Market Size and Forecast
- 16.4 Key Countries
 - 16.4.1 US: Market Size and Forecast
 - 16.4.2 Canada: Market Size and Forecast

17 EUROPE

- 17.1 Market Size and Forecast
- 17.2 Segmentation by Category

- 17.2.1 Market Size and Forecast
- 17.3 Segmentation by Age-Group
 - 17.3.1 Market Size and Forecast
- 17.4 Key Countries
 - 17.4.1 UK: Market Size and Forecast
 - 17.4.2 France: Market Size and Forecast
 - 17.4.3 Germany: Market Size and Forecast
 - 17.4.4 Russia: Market Size and Forecast
 - 17.4.5 Italy: Market Size and Forecast
 - 17.4.6 Spain: Market Size and Forecast
 - 17.4.7 The Netherlands: Market Size and Forecast

18 LATIN AMERICA

- 18.1 Market Size and Forecast
- 18.2 Segmentation by Category
 - 18.2.1 Market Size and Forecast
- 18.3 Segmentation by Age Group
 - 18.3.1 Market Size and Forecast
- 18.4 Key Countries
 - 18.4.1 Brazil: Market Size and Forecast
 - 18.4.2 Mexico: Market Size and Forecast

19 MIDDLE-EAST & AFRICA

- 19.1 Market Size and Forecast
- 19.2 Segmentation by Category
 - 19.2.1 Market Size and Forecast
- 19.3 Segmentation by Age Group
 - 19.3.1 Market Size and Forecast
- 19.4 Key Countries
 - 19.4.1 UAE: Market Size and Forecast
 - 19.4.2 South Africa: Market Size and Forecast

20 COMPETITIVE LANDSCAPE

- 20.1 Competition Overview

21 KEY COMPANY PROFILES

21.1 Lego Group

- 21.1.1 Business Overview
- 21.1.2 Lego in Global Toys Market
- 21.1.3 Major Product Offerings
- 21.1.4 Key Strategies
- 21.1.5 Key Strengths
- 21.1.6 Key Opportunities

21.2 Mattel

- 21.2.1 Business Overview
- 21.2.2 Mattel in Global Toys Market
- 21.2.3 Major Product Offerings
- 21.2.4 Key Strategies
- 21.2.5 Key Strengths
- 21.2.6 Key Opportunities

21.3 Hasbro

- 21.3.1 Business Overview
- 21.3.2 Hasbro in Global Toys Market
- 21.3.3 Major Product Offerings
- 21.3.4 Key Strategies
- 21.3.5 Key Strengths
- 21.3.6 Key Opportunities

21.4 Bandai Namco

- 21.4.1 Business Overview
- 21.4.2 Bandai Namco in Global Toys Market
- 21.4.3 Major Product Offerings
- 21.4.4 Key Strategies
- 21.4.5 Key Strengths
- 21.4.6 Key Opportunities

22 OTHER PROMINENT VENDORS

22.1 Asmodee

- 22.1.1 Business Overview

22.2 Ravensburger

- 22.2.1 Business Overview

22.3 Funskool

- 22.3.1 Business Overview

22.4 Top Toy

22.4.1 Business Overview	
22.5 K'nex	
22.5.1 Business Overview	
22.6 Playmates Toys	
22.6.1 Business Overview	
22.7 Simba Toys	
22.7.1 Business Overview	
22.8 Spin Master	
22.8.1 Overview	
22.9 CMON	
22.9.1 Overview	
22.10 Disney	
22.10.1 Overview	
22.11 Fremont Die Consumer Products	
22.11.1 Overview	
22.12 Games Workshop	
22.12.1 Overview	
22.13 Goliath	
22.13.1 Overview	
22.14 Grey Fox	
22.14.1 Overview	
22.15 IELLO	
22.15.1 Overview	
22.16 Indie Boards and Cards	
22.16.1 Overview	
22.17 INI	
22.17.1 Overview	
22.18 International Playthings	
22.18.1 Overview	
22.19 Learning Resources	
22.19.1 Overview	
22.20 Legendary Games	
22.20.1 Overview	
22.21 Loony Labs	
22.21.1 Overview	
22.22 Ludo Fact	
22.22.1 Overview	
22.23 Melissa & Doug	
22.23.1 Overview	

- 22.24 Mindware.com
 - 22.24.1 Overview
- 22.25 Orchard Toys
 - 22.25.1 Overview
- 22.26 Panda GM
 - 22.26.1 Overview
- 22.27 Paul Lamond Games
 - 22.27.1 Overview
- 22.28 Pegasus Spiele
 - 22.28.1 Overview
- 22.29 Piatnik
 - 22.29.1 Overview
- 22.3 Pressman Toy
 - 22.30.1 Overview
- 22.31 RoosterFin
 - 22.31.1 Overview
- 22.32 Reaper Miniatures
 - 22.32.1 Overview
- 22.33 Rio Grande Games
 - 22.33.1 Overview
- 22.34 Schmidt Spiele
 - 22.34.1 Overview
- 22.35 Surprised Stare
 - 22.35.1 Overview
- 22.36 SunsOut
 - 22.36.1 Overview
- 22.37 Talicor
 - 22.37.1 Overview
- 22.38 The Haywire
 - 22.38.1 Overview
- 22.39 The Regency Chess Company
 - 22.39.1 Overview
- 22.40 ThinkFun
 - 22.40.1 Overview
- 22.41 TREND Enterprises
 - 22.41.1 Overview
- 22.42 Ultra PRO International
 - 22.42.1 Overview
- 22.43 University Games

- 22.43.1 Overview
- 22.44 USAopoly
 - 22.44.1 Overview
- 22.45 Winning Moves Games
 - 22.45.1 Overview
- 22.46 WizKids
 - 22.46.1 Overview
- 22.47 Zobmondo
 - 22.47.1 Overview

23 REPORT SUMMARY

- 23.1 Key Takeaways
- 23.2 Qualitative Summary
- 23.3 Quantitative Summary
 - 23.3.1 Market by Geography
 - 23.3.2 Market by Category
 - 23.3.3 Market by Age Group
 - 23.3.4 Global Toys Market by Key Countries

24 APPENDIX

- 24.1 Abbreviations

List Of Exhibits

LIST OF EXHIBITS

- Exhibit 1 Segmentation of Global Toys Market
- Exhibit 2 Market Size Calculation Approach 2017
- Exhibit 3 Global Toys Market Overview
- Exhibit 4 Most Popular Toys Properties Globally H1 2018
- Exhibit 5 Factors Impacting Purchase of Toys
- Exhibit 6 Global Birth Rate (birth per thousand) 2000?2016
- Exhibit 7 Global Prices of Crude Oil and Wood Pulp (yearly average) 2003?2017
- Exhibit 8 Global Price of Tin (\$ per metric ton) 2003?2017
- Exhibit 9 Perceived Benefits of Toy Box Subscriptions
- Exhibit 10 Select Toy Box Subscription Players
- Exhibit 11 Growing Web-influenced Retail Sales of Toys (%)
- Exhibit 12 Traditional Toys versus Other Gaming Platforms 2015?2017
- Exhibit 13 Value Chain Analysis of Global Toys Market
- Exhibit 14 Global Toys Market 2017–2023 (\$ billion)
- Exhibit 15 Global Toys Market Share of Toy Categories (%)
- Exhibit 16 Global Millennial Population by Key Regions 2017 (% of total population)
- Exhibit 17 Analysis of Per Child Spending on Toys in Key Regions 2017
- Exhibit 18 Five Forces Analysis 2017
- Exhibit 19 Global Toys Market by Product Category 2017 & 2023 (\$ billion)
- Exhibit 20 Global Toys Market by Category: Overview
- Exhibit 21 Global Toys Market by Category 2017 and 2023
- Exhibit 22 Global Outdoor and Sports Toys Market 2017–2023 (\$ billion)
- Exhibit 23 Market Share Change from 2017 to 2023 (%)
- Exhibit 24 Global Infant and Preschool Toys Market by 2017–2023 (\$ billion)
- Exhibit 25 Market Share Change from 2017 to 2023 (%)
- Exhibit 26 Global Construction Toys Market 2017–2023 (\$ billion)
- Exhibit 27 Market Share Change from 2017 to 2023 (%)
- Exhibit 28 Global Dolls Market 2017–2023 (\$ billion)
- Exhibit 29 Leading Doll Brands 2017
- Exhibit 30 Market Share Change from 2017 to 2023 (%)
- Exhibit 31 Global Games and Puzzles Market 2017–2023 (\$ billion)
- Exhibit 32 Market Share Change from 2017 to 2023 (%)
- Exhibit 33 Global Toys Market by Age Group 2017 & 2023 (\$ billion)
- Exhibit 34 Global Toys Market by Age Group: Overview
- Exhibit 35 Global Toys Market by Age Groups 2017 and 2023

- Exhibit 36 Global Toys Market by Age Group 0?3 Years 2017–2023 (\$ billion)
- Exhibit 37 Global Toys Market by Age Group 3?5 Years 2017–2023 (\$ billion)
- Exhibit 38 Global Toys Market by Age Group 5?12 Years 2017–2023 (\$ billion)
- Exhibit 39 Global Toys Market by Age Group 12?18 Years 2017–2023 (\$ billion)
- Exhibit 40 Global Toys Market by Distribution Channel 2017 & 2023 (\$ billion)
- Exhibit 41 Global Toys Market by Distribution Channel 2017 & 2023 (\$ billion)
- Exhibit 42 Global Toys Market by Distribution Channel: Overview
- Exhibit 43 Global Toys Market: Distribution Channel Flow
- Exhibit 44 Global Toys Market by Geography 2017 & 2023 (\$ billion)
- Exhibit 45 Market Share of Geographies in Global Toys Market 2017 and 2023
- Exhibit 46 Toys Market in APAC 2017–2023 (\$ billion)
- Exhibit 47 Toys Market in APAC by Key Countries 2017 & 2023 (\$ billion)
- Exhibit 48 Toys Market in China 2017?2023 (\$ billion)
- Exhibit 49 Toys Market in Japan 2017?2023 (\$ billion)
- Exhibit 50 Toys Market in South Korea 2017?2023 (\$ billion)
- Exhibit 51 Toys Market in Thailand 2017?2023 (\$ billion)
- Exhibit 52 Toys Market in India 2017?2023 (\$ billion)
- Exhibit 53 Toys Market in Australia 2017?2023 (\$ billion)
- Exhibit 54 Toys Market in North America 2017–2023 (\$ billion)
- Exhibit 55 Toys Market in North America by Key Countries 2017 & 2023 (\$ billion)
- Exhibit 56 Toys Market in US 2017?2023 (\$ billion)
- Exhibit 57 Toys Market in Canada 2017?2023 (\$ billion)
- Exhibit 58 Toys Market in Europe 2017–2023 (\$ billion)
- Exhibit 59 Annual Saving Ratio of Western European Countries 2008?2017
- Exhibit 60 Devices Used for Surfing Internet in Europe by Age Group 2017
- Exhibit 61 Toys Market in Europe by Key Countries 2017 & 2023 (\$ billion)
- Exhibit 62 Toys Market in UK 2017?2023 (\$ billion)
- Exhibit 63 Toys Market in France 2017?2023 (\$ billion)
- Exhibit 64 Toys Market in Germany 2017?2023 (\$ billion)
- Exhibit 65 Toys Market in Russia 2017?2023 (\$ billion)
- Exhibit 66 Toys Market in Italy 2017?2023 (\$ billion)
- Exhibit 67 Toys Market in Spain 2017?2023 (\$ billion)
- Exhibit 68 Toys Market in Netherlands 2017?2023 (\$ billion)
- Exhibit 69 Toys Market in Latin America 2017–2023 (\$ billion)
- Exhibit 70 Toys Market in Latin America by Key Countries 2017 & 2023 (\$ billion)
- Exhibit 71 Toys Market in Brazil 2017?2023 (\$ billion)
- Exhibit 72 Toys Market in Mexico 2017?2023 (\$ billion)
- Exhibit 73 Toys Market in MEA 2017–2023 (\$ billion)
- Exhibit 74 Toys Market in MEA by Key Countries 2017 & 2023 (\$ billion)

Exhibit 75 Toys Market in UAE 2017?2023 (\$ billion)

Exhibit 76 Toys Market in South Africa 2017?2023 (\$ billion)

List Of Tables

LIST OF TABLES

Table 1 Key Geographies Definition

Table 2 Key Caveats

Table 3 Currency Conversion 2013?2017

Table 4 Most Popular Toy Brands 2017

Table 5 YOY Impact of Market Growth Enablers 2017?2023

Table 6 YOY Impact of Market Growth Enablers on Regions 2017

Table 7 Birth Rate of Select Countries (birth per thousand) 2017

Table 8 YOY Impact of Market Growth Restraints 2017?2023

Table 9 YOY Impact of Market Growth Restraints on Regions 2017

Table 10 YOY Impact of Market Opportunities & Trends 2017?2023

Table 11 YOY Impact of Market Opportunities & Trends on Regions 2017

Table 12 Average Number of Children per Household and Spend on Toys per Child 2017

Table 13 Global Toys Market by Categories 2017?2023 (\$ billion)

Table 14 Global Outdoor and Sports Toys Market by Geography 2017?2023 (\$ billion)

Table 15 Global Infant and Preschool Toys Market by Geography 2017?2023 (\$ billion)

Table 16 Global Construction Toys Market by Geography 2017?2023 (\$ billion)

Table 17 Global Dolls Market by Geography 2017?2023 (\$ billion)

Table 18 Global Games and Puzzles Market by Geography 2017?2023 (\$ billion)

Table 19 Global Toys Market by Age Group 2017?2023 (\$ billion)

Table 20 Global 0?3 Years Toys Market by Geography 2017?2023 (\$ billion)

Table 21 Global 3?5 Years Toys Market by Geography 2017?2023 (\$ billion)

Table 22 Global 5?12 Years Toys Market by Geography 2017?2023 (\$ billion)

Table 23 Global 12?18 Years Toys Market by Geography 2017?2023 (\$ billion)

Table 24 Toys Market in APAC by Category 2017?2023 (\$ billion)

Table 25 Toys Market in APAC by Age Group 2017?2023 (\$ billion)

Table 26 Toys Market in North America by Category 2017?2023 (\$ billion)

Table 27 Toys Market in North America by Age Group 2017?2023 (\$ billion)

Table 28 Major Toy Manufacturing Regions in Europe 2017

Table 29 Toys Market in Europe by Category 2017?2023 (\$ billion)

Table 30 Toys Market in Europe by Age Group 2017?2023 (\$ billion)

Table 31 Toys Market in Latin America by Category 2017?2023 (\$ billion)

Table 32 Toys Market in Latin America by Age Group 2017?2023 (\$ billion)

Table 33 Toys Market in MEA by Category 2017?2023 (\$ billion)

Table 34 Toys Market in MEA by Age Group 2017?2023 (\$ billion)

Table 35 Lego: Product Offerings

Table 36 Mattel: Product Offerings

Table 37 Hasbro: Product Offerings

Table 38 Bandai Namco: Product Offerings

Table 39 Qualitative Summary of Global Toys Market

Table 40 Global Toys Market by Geography (\$ billion)

Table 41 Global Toys Market by Geography (%)

Table 42 Toys Market in APAC by Category 2017?2023 (\$ billion)

Table 43 Toys Market in APAC by Age Group 2017?2023 (\$ billion)

Table 44 Toys Market in North America by Category 2017?2023 (\$ billion)

Table 45 Toys Market in North America by Age Group 2017?2023 (\$ billion)

Table 46 Toys Market in Europe by Category 2017?2023 (\$ billion)

Table 47 Toys Market in Europe by Age Group 2017?2023 (\$ billion)

Table 48 Toys Market in Latin America by Category 2017?2023 (\$ billion)

Table 49 Toys Market in Latin America by Age Group 2017?2023 (\$ billion)

Table 50 Toys Market in MEA by Category 2017?2023 (\$ billion)

Table 51 Toys Market in MEA by Age Group 2017?2023 (\$ billion)

Table 52 Global Toys Market by Category (\$ billion)

Table 53 Global Toys Market by Category 2017?2023 (%)

Table 54 Global Infant and Preschool Toys Market by Geography 2017?2023 (\$ billion)

Table 55 Global Dolls Market by Geography 2017?2023 (\$ billion)

Table 56 Global Games and Puzzles Market by Geography 2017?2023 (\$ billion)

Table 57 Global Construction Toys Market by Geography 2017?2023 (\$ billion)

Table 58 Global Outdoor and Sports Toys Market by Geography 2017?2023 (\$ billion)

Table 59 Global Toys Market by Age Group 2017?2023 (\$ billion)

Table 60 Global Toys Market by Age Group 2017?2023 (%)

Table 61 Global 0-3 Years Toys Market by Geography 2017?2023 (\$ billion)

Table 62 Global 3-5 Years Toys Market by Geography 2017?2023 (\$ billion)

Table 63 Global 5-12 Years Toys Market by Geography 2017?2023 (\$ billion)

Table 64 Global 12-18 Years Toys Market by Geography 2017?2023 (\$ billion)

Table 65 Global Toys Market by Key Countries 2017?2023 (\$ billion)

I would like to order

Product name: Toys Market - Global Outlook and Forecast 2018-2023

Product link: <https://marketpublishers.com/r/TEE5C3E24D6EN.html>

Price: US\$ 3,500.00 (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 <https://marketpublishers.com/r/TEE5C3E24D6EN.html>

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**

Customer signature _____

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

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