

Global Traditional Toys and Games Market Size study, by Product (Games/Puzzles, Infants, Plush, Outdoors, Model Vehicles, Others), by Material (Plastic, Textile, Metal, Wood) and Regional Forecasts 2022-2028

<https://marketpublishers.com/r/GB68BF41EFE9EN.html>

Date: April 2022

Pages: 200

Price: US\$ 4,950.00 (Single User License)

ID: GB68BF41EFE9EN

Abstracts

Global Traditional Toys and Games Market is valued at approximately USD 80.00 billion in 2021 and is anticipated to grow with a healthy growth rate of more than 4.00 % over the forecast period 2022-2028. A Traditional Toy is typically thought of as non-electronic, made from materials such as wood or other types of natural fibers, and often handmade. The commercialization of favorite movies and cartoon characters such as spiderman, ironman and the rising usage of construction toys among adult kids for boosting their learning capabilities has led to the adoption of Traditional Toys and Games across the forecast period. For Instance: As per Statista, revenue in the Toys & Games segment amounts to US\$52,442m in 2022. The market is expected to grow annually by 8.92% (CAGR 2022-2026). In 2018 Paul Lamond Games launched a new brick construction toy line with a football focus in the shape of Nanostars. The range is created to combine admiration of football among kids with the activity of building brick constructions. Also, with the surge in demand in usage by educational institutes for physical and mental learning and licensing and branding of traditional toys, the adoption & demand for Traditional Toys and Games is likely to increase the market growth during the forecast period. However, high costs of products impede the growth of the market over the forecast period of 2022-2028.

The key regions considered for the Global Traditional Toys and Games Market study include Asia Pacific, North America, Europe, Latin America and Rest of the World. North America is the leading region across the world in terms of market share owing to the increase in purchasing dolls, puzzles, and model vehicles to keep children engaged. Whereas, Asia-Pacific is also anticipated to exhibit the highest growth rate over the

forecast period 2022-2028. Factors such as rising disposable income, increasing infant population, growing preference for e-commerce would create lucrative growth prospects for the Traditional Toys and Games Market across Asia-Pacific region.

Major market players included in this report are:

Funskool (India) Ltd.

Dream International Ltd.

Hasbro, Inc

TOMY

Mattel

Bandai Namco Holdings.inc

JAKKS pacific, inc.

Spin Master Ltd.

Moose Enterprise Holdings Pty Ltd (Moose)

Kirkbi A/S (LEGO System A/S)

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Product:

Games/Puzzles

Infants

Plush

Outdoors

Model Vehicles

Others

By Material:

Plastic

Textile

Metal

Wood

By Region:

North America

U.S.
Canada
Europe
UK
Germany
France
Spain
Italy
ROE

Asia Pacific
China
India
Japan
Australia
South Korea
RoAPAC
Latin America
Brazil
Mexico
Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019, 2020

Base year – 2021

Forecast period – 2022 to 2028

Target Audience of the Global Traditional Toys And Games Market in Market Study:

Key Consulting Companies & Advisors
Large, medium-sized, and small enterprises
Venture capitalists
Value-Added Resellers (VARs)
Third-party knowledge providers
Investment bankers
Investors

Contents

CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Global & Segmental Market Estimates & Forecasts, 2020-2028 (USD Billion)
 - 1.2.1. Traditional Toys and Games Market, by Region, 2020-2028 (USD Billion)
 - 1.2.2. Traditional Toys and Games Market, by Product, 2020-2028 (USD Billion)
 - 1.2.3. Traditional Toys and Games Market, by Material, 2020-2028 (USD Billion)
- 1.3. Key Trends
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. GLOBAL TRADITIONAL TOYS AND GAMES MARKET DEFINITION AND SCOPE

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
 - 2.2.1. Scope of the Study
 - 2.2.2. Industry Evolution
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

CHAPTER 3. GLOBAL TRADITIONAL TOYS AND GAMES MARKET DYNAMICS

- 3.1. Traditional Toys and Games Market Impact Analysis (2020-2028)
 - 3.1.1. Market Drivers
 - 3.1.1.1. Commercialization of favorite movies and cartoon characters such as Spiderman, Ironman
 - 3.1.1.2. Rising usage of construction toys among adult kids for boosting their learning capabilities
 - 3.1.2. Market Challenges
 - 3.1.2.1. High costs of product
 - 3.1.3. Market Opportunities
 - 3.1.3.1. Surge in demand in usage by educational institutes for physical and mental learning
 - 3.1.3.2. Licensing and branding of traditional toys

CHAPTER 4. GLOBAL TRADITIONAL TOYS AND GAMES MARKET INDUSTRY

Global Traditional Toys and Games Market Size study, by Product (Games/Puzzles, Infants, Plush, Outdoors, Mode...

ANALYSIS

- 4.1. Porter's 5 Force Model
 - 4.1.1. Bargaining Power of Suppliers
 - 4.1.2. Bargaining Power of Buyers
 - 4.1.3. Threat of New Entrants
 - 4.1.4. Threat of Substitutes
 - 4.1.5. Competitive Rivalry
 - 4.1.6. Futuristic Approach to Porter's 5 Force Model (2019-2028)
- 4.2. PEST Analysis
 - 4.2.1. Political
 - 4.2.2. Economical
 - 4.2.3. Social
 - 4.2.4. Technological
- 4.3. Investment Adoption Model
- 4.4. Analyst Recommendation & Conclusion
- 4.5. Top investment opportunity
- 4.6. Top winning strategies

CHAPTER 5. RISK ASSESSMENT: COVID-19 IMPACT

- 5.1.1. Assessment of the overall impact of COVID-19 on the industry
- 5.1.2. Pre COVID-19 and post COVID-19 market scenario

CHAPTER 6. GLOBAL TRADITIONAL TOYS AND GAMES MARKET, BY PRODUCT

- 6.1. Market Snapshot
- 6.2. Global Traditional Toys and Games Market by Product, Performance - Potential Analysis
- 6.3. Global Traditional Toys and Games Market Estimates & Forecasts by Product, 2019-2028 (USD Billion)
- 6.4. Traditional Toys and Games Market, Sub Segment Analysis
 - 6.4.1. Games/Puzzles
 - 6.4.2. Infants
 - 6.4.3. Plush
 - 6.4.4. Outdoors
 - 6.4.5. Model Vehicles
 - 6.4.6. Others

CHAPTER 7. GLOBAL TRADITIONAL TOYS AND GAMES MARKET, BY MATERIAL

7.1. Market Snapshot

7.2. Global Traditional Toys and Games Market by Material, Performance - Potential Analysis

7.3. Global Traditional Toys and Games Market Estimates & Forecasts by Material, 2019-2028 (USD Billion)

7.4. Traditional Toys and Games Market, Sub Segment Analysis

7.4.1. Plastic

7.4.2. Textile

7.4.3. Metal

7.4.4. Wood

CHAPTER 8. GLOBAL TRADITIONAL TOYS AND GAMES MARKET, REGIONAL ANALYSIS

8.1. Traditional Toys and Games Market, Regional Market Snapshot

8.2. North America Traditional Toys and Games Market

8.2.1. U.S. Traditional Toys and Games Market

8.2.1.1. Product breakdown estimates & forecasts, 2019-2028

8.2.1.2. Material breakdown estimates & forecasts, 2019-2028

8.2.2. Canada Traditional Toys and Games Market

8.3. Europe Traditional Toys and Games Market Snapshot

8.3.1. U.K. Traditional Toys and Games Market

8.3.2. Germany Traditional Toys and Games Market

8.3.3. France Traditional Toys and Games Market

8.3.4. Spain Traditional Toys and Games Market

8.3.5. Italy Traditional Toys and Games Market

8.3.6. Rest of Europe Traditional Toys and Games Market

8.4. Asia-Pacific Traditional Toys and Games Market Snapshot

8.4.1. China Traditional Toys and Games Market

8.4.2. India Traditional Toys and Games Market

8.4.3. Japan Traditional Toys and Games Market

8.4.4. Australia Traditional Toys and Games Market

8.4.5. South Korea Traditional Toys and Games Market

8.4.6. Rest of Asia Pacific Traditional Toys and Games Market

8.5. Latin America Traditional Toys and Games Market Snapshot

8.5.1. Brazil Traditional Toys and Games Market

8.5.2. Mexico Traditional Toys and Games Market

8.6. Rest of The World Traditional Toys and Games Market

CHAPTER 9. COMPETITIVE INTELLIGENCE

9.1. Top Market Strategies

9.2. Company Profiles

9.2.1. Funskool (India) Ltd.

9.2.1.1. Key Information

9.2.1.2. Overview

9.2.1.3. Financial (Subject to Data Availability)

9.2.1.4. Product Summary

9.2.1.5. Recent Developments

9.2.2. Dream International Ltd.

9.2.3. Hasbro, Inc

9.2.4. TOMY

9.2.5. Mattel

9.2.6. Bandai Namco Holdings.inc

9.2.7. JAKKS Pacific, Inc.

9.2.8. Spin Master Ltd.

9.2.9. Moose Enterprise Holdings Pty Ltd (Moose)

9.2.10. Kirkbi A/S (LEGO System A/S)

CHAPTER 10. RESEARCH PROCESS

10.1. Research Process

10.1.1. Data Mining

10.1.2. Analysis

10.1.3. Market Estimation

10.1.4. Validation

10.1.5. Publishing

10.2. Research Attributes

10.3. Research Assumption

List Of Tables

LIST OF TABLES

- TABLE 1. Global Traditional Toys and Games market, report scope
- TABLE 2. Global Traditional Toys and Games market estimates & forecasts by Region 2019-2028 (USD Billion)
- TABLE 3. Global Traditional Toys and Games market estimates & forecasts by Product 2019-2028 (USD Billion)
- TABLE 4. Global Traditional Toys and Games market estimates & forecasts by Material 2019-2028 (USD Billion)
- TABLE 5. Global Traditional Toys and Games market by segment, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 6. Global Traditional Toys and Games market by region, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 7. Global Traditional Toys and Games market by segment, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 8. Global Traditional Toys and Games market by region, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 9. Global Traditional Toys and Games market by segment, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 10. Global Traditional Toys and Games market by region, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 11. Global Traditional Toys and Games market by segment, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 12. Global Traditional Toys and Games market by region, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 13. Global Traditional Toys and Games market by segment, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 14. Global Traditional Toys and Games market by region, estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 15. U.S. Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)
- TABLE 16. U.S. Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)
- TABLE 17. U.S. Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)
- TABLE 18. Canada Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 19. Canada Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 20. Canada Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 21. UK Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 22. UK Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 23. UK Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 24. Germany Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 25. Germany Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 26. Germany Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 27. RoE Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 28. RoE Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 29. RoE Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 30. China Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 31. China Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 32. China Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 33. India Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 34. India Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 35. India Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 36. Japan Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 37. Japan Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 38. Japan Traditional Toys and Games market estimates & forecasts by

segment 2019-2028 (USD Billion)

TABLE 39. RoAPAC Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 40. RoAPAC Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 41. RoAPAC Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 42. Brazil Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 43. Brazil Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 44. Brazil Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 45. Mexico Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 46. Mexico Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 47. Mexico Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 48. RoLA Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 49. RoLA Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 50. RoLA Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 51. Row Traditional Toys and Games market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 52. Row Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 53. Row Traditional Toys and Games market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 54. List of secondary sources, used in the study of global Traditional Toys and Games market

TABLE 55. List of primary sources, used in the study of global Traditional Toys and Games market

TABLE 56. Years considered for the study

TABLE 57. Exchange rates considered

List Of Figures

LIST OF FIGURES

- FIG 1. Global Traditional Toys and Games market, research methodology
- FIG 2. Global Traditional Toys and Games market, market estimation techniques
- FIG 3. Global market size estimates & forecast methods
- FIG 4. Global Traditional Toys and Games market, key trends 2021
- FIG 5. Global Traditional Toys and Games market, growth prospects 2022-2028
- FIG 6. Global Traditional Toys and Games market, porters 5 force model
- FIG 7. Global Traditional Toys and Games market, pest analysis
- FIG 8. Global Traditional Toys and Games market, value chain analysis
- FIG 9. Global Traditional Toys and Games market by segment, 2019 & 2028 (USD Billion)
- FIG 10. Global Traditional Toys and Games market by segment, 2019 & 2028 (USD Billion)
- FIG 11. Global Traditional Toys and Games market by segment, 2019 & 2028 (USD Billion)
- FIG 12. Global Traditional Toys and Games market by segment, 2019 & 2028 (USD Billion)
- FIG 13. Global Traditional Toys and Games market by segment, 2019 & 2028 (USD Billion)
- FIG 14. Global Traditional Toys and Games market, regional snapshot 2019 & 2028
- FIG 15. North America Traditional Toys and Games market 2019 & 2028 (USD Billion)
- FIG 16. Europe Traditional Toys and Games market 2019 & 2028 (USD Billion)
- FIG 17. Asia pacific Traditional Toys and Games market 2019 & 2028 (USD Billion)
- FIG 18. Latin America Traditional Toys and Games market 2019 & 2028 (USD Billion)
- FIG 19. Global Traditional Toys and Games market, company market share analysis (2021)

I would like to order

Product name: Global Traditional Toys and Games Market Size study, by Product (Games/Puzzles, Infants, Plush, Outdoors, Model Vehicles, Others), by Material (Plastic, Textile, Metal, Wood) and Regional Forecasts 2022-2028

Product link: <https://marketpublishers.com/r/GB68BF41EFE9EN.html>

Price: US\$ 4,950.00 (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/GB68BF41EFE9EN.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