

Educational & Board Games Market World Report & Database

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Abstracts

EDUCATIONAL & BOARD GAMES MARKET WORLD REPORT + DATABASE

The Educational & Board Games Market World Report & Database gives Market Consumption/Products/Services for over 200 countries by each Product by 3 Time series: From 1997- 2019 and Forecasts 2020- 2027 & 2027-2046.

Countries covered include: Albania, Algeria, Angola, Argentina, Armenia, Aruba, Australia, Austria, Azerbaijan, Bahamas, Bahrain, Bangladesh, Barbados, Belarus, Belgium, Belize, Bolivia, Bosnia and Herzegovina, Botswana, Brazil, Bulgaria, Cambodia, Cameroon, Canada, Chile, China, Colombia, Costa Rica, Cote d'Ivoire, Croatia, Cuba, Cyprus, Czech Republic, Denmark, Dominica, Dominican Republic, Ecuador, Egypt, Eire, El Salvador, Eritrea, Estonia, Ethiopia, Finland, France, French Guiana, Gabon, Gambia, Georgia, Germany, Ghana, Greece, Guadeloupe, Guatemala, Guinea, Guinea-Bissau, Guyana, Haiti, Honduras, Hungary, Iceland, India, Indonesia, Iran, Iraq, Israel, Italy, Jamaica, Japan, Jordan, Kazakhstan, Kenya, Kuwait, Kyrgyzstan, Laos, Latvia, Lebanon, Lesotho, Liberia, Libya, Lithuania, Luxembourg, Macedonia, Madagascar, Malawi, Malaysia, Malta, Martinique, Mexico, Moldova, Montenegro, Morocco, Mozambique, Namibia, Netherlands, Netherlands Antilles, New Zealand, Nicaragua, Nigeria, Norway, Oman, Pakistan, Panama, Papua New Guinea, Paraguay, Peru, Philippines, Poland, Portugal, Puerto Rico, Qatar, Reunion, Romania, Russia, Saudi Arabia, Senegal, Sierra Leone, Singapore, Slovakia, Slovenia, South Africa, South Korea, Spain, Sri Lanka, Sudan, Suriname, Swaziland, Sweden, Switzerland, Syria, Taiwan, Tajikistan, Tanzania, Thailand, Trinidad and Tobago, Tunisia, Turkey, Turkmenistan, Uganda, Ukraine, United Arab Emirates, United Kingdom, United States, Uruguay, Uzbekistan, Venezuela, Vietnam, Zambia, Zimbabwe.

59 MARKET RESEARCH CHAPTERS. SPREADSHEET CHAPTERS: Market Consumption - in US\$ by Country by Product/Service by Year. Market, Financial, Competitive, Market Segmentation, Industry, Critical Parameters, Marketing Costs, Markets, Decision Makers, Performance, Product Launch.

WORLD & NATIONAL REPORT MARKET DATABASE & SPREADSHEETS.
FINANCIAL SPREADSHEETS & DATABASES. INDUSTRY SPREADSHEETS &
DATABASES.

Data includes Market Consumption by individual Product/Service, Per-Capita Consumption, Marketing Costs & Margins, Product Launch Data, Buyers, End Users & Customer Profile, Consumer Demographics. Historic Balance Sheets, Forecast Financial Data, Industry Profile, National Data.

The report is on a DVD containing the entire web and databases, or it is available online. Merge text, tables & databases for your own reports, spreadsheet calculations & modeling.

38 Products/Markets covered, 2167 pages, 9739 spreadsheets, 9684 database tables, 503 illustrations. Updated monthly. 12 month After-Sales Service.

Contents

EDUCATIONAL & BOARD GAMES MARKET WORLD REPORT + DATABASE

The Market for Educational & Board Games in each country by Products & Services.

The Educational & Board Games Market World Report & Database covers:

TIME SERIES - Historic: 1997- 2019 / Current time series: 2020- 2027 / Long Term Projection: 2027-2046. Consumption given at industry / distribution channel / service or product line level.

PRODUCTS & MARKETS COVERED:

EDUCATIONAL + BOARD GAMES

1. Educational & board games
2. Abacuses & blackboards (educational games)
3. Activity desks for children
4. Alphabets (educational games)
5. Bingo equipment
6. Board games
7. Board games, travel, with magnetic pieces
8. Bubble blowing kits, toy
9. Building bricks (educational games)
10. Cards, chips, markers & counters for parlour & board games
11. Chess boards, draughtboards & pieces
12. Chess boards, draughtboards & pieces, marble & granite
13. Construction kits, educational
14. Dice & dice shaking cups
15. Dominoes
16. Educational & board games, online
17. Educational games & toys for disabled children
18. Electric construction sets & kits (educational games)
19. Executive toys & games
20. Game cloths
21. Jigsaw puzzles
22. Kites
23. Language games (educational)

- 24. Lotto
- 25. Magic trick sets, jokes & puzzles
- 26. Mathematical games (educational)
- 27. Money, imitation, paper & cardboard, for parlour & board games
- 28. Motor cars, engine powered, for children
- 29. Playing cards
- 30. Roulette
- 31. Scientific & chemistry sets for children (educational games)
- 32. Solitaire
- 33. Stereoscopes, viewers (educational games)
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WORLD & NATIONAL REPORT MARKET DATABASE & SPREADSHEETS: 1332 World Database tables & Spreadsheets covering business scenarios. 1435 World Database tables & Spreadsheets covering Markets, Market Forecast, Financial Forecast, Financial Margins, Historic Financial, Historic Costs, Industry Norms for each country. 3816 National Database tables & Spreadsheets covering business scenarios.

FINANCIAL SPREADSHEETS & DATABASES: 188 Balance Sheet, Financial Margins & Ratios for each of 103 Business Scenarios - by Country by Year - Forecast 2020-2027, Forecast 2027-2046.

INDUSTRY SPREADSHEETS & DATABASES: 820 Database tables & Spreadsheets covering Historic Industry Balance Sheet Data, Forecast Industry Financial Data, Industry Profiles & Norms - by Country by Year - Forecast 2020- 2027, Forecast 2027-2046.

NATIONAL DATA - by Country by Year.

The report is produced on a DVD containing the entire report web and databases, and it is also supplied online as a zipped file. Readers can access & reproduce the information for their own documents or reports. Tables & databases as Access & Excel formats on the DVD to enable readers to produce their own spreadsheet calculations and modeling.

38 Products covered for over 200 Countries: 2167 pages, 9739 spreadsheets, 9684 database tables, 503 diagrams & maps.

This database is updated monthly. 12 months Full After-Sales Services & Updates available from the publishers.

This report is also available as 9 Regional Reports: Canada and the USA, Central America (31 countries), South America (13 countries), Europe (45 countries), Eurasia (4 countries), Middle East (19 Countries), Africa (54 countries), Asia (48 countries), and Oceania (20 countries). This report is also available for individual countries.

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