

Hobby, Toy & Game Store Revenues Asia Report & Database

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Abstracts

HOBBY, TOY & GAME STORE REVENUES ASIA REPORT + DATABASE

The Hobby, Toy & Game Store Revenues Asia Report & Database gives Market Consumption/Products/Services for 24 countries by 6 to 10-Digit NAICS Product Codes by 3 Time series: From 1997- 2019 and Forecasts 2020- 2027 & 2027-2046.

Countries covered include: Bangladesh, Bhutan, Brunei, Burma, Cambodia, China, Hong Kong, India, Indonesia, Japan, Laos, Macau, Malaysia, Maldives, Mongolia, Nepal, North Korea, Philippines, Singapore, South Korea, Sri Lanka, Taiwan, Thailand, Vietnam, Other: East Timor. NB: Data Caveats apply to some countries.

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.

ASIA & 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.

51 Products/Markets covered, 1940 pages, 3961 spreadsheets, 4041 database tables, 284 illustrations. Updated monthly. 12 month After-Sales Service. This database covers NAICS code: 45112_L.

Contents

HOBBY, TOY & GAME STORE REVENUES ASIA REPORT + DATABASE

The Market for Hobby, Toy & Game Store Revenues in each country by Products & Services.

This database covers NAICS code: 45112_L. Products/Services classified by 5-Digit US Commerce Department Code and then defined by each 6 to 10-Digit Product Codes.

The Hobby, Toy & Game Store Revenues Asia 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:

HOBBY - TOY + GAME STORE REVENUES

1. Hobby, toy & game stores Lines
2. Groceries & other foods for human consumption off the premises
3. Meals, unpack snacks, sandwiches, etc for immediate consump
4. Drugs, health aids, beauty aids, including cosmetics
5. Paper & related prod, incl paper towels, toilet tissue, wraps,etc
6. Men's wear
7. Women's, juniors', & misses' wear
8. Children's wear, incl boys, girls, & infants & toddlers
9. Footwear, including accessories
10. Sewing, knitting materials & supplies, needlework goods
11. Fabrics
12. Patterns
13. Sewing supplies, notions, yarns, laces, trimmings, etc
14. Curtains, draperies, blinds, slipcovers, bed & table coverings
15. TVs, video recorders, video cameras, videos, DVDs, etc
16. Audio equip, musical instr, radios, stereos, CDs, media, etc
17. Furniture, sleep equipment & outdoor/patio furniture
18. Computer hardware, software, & supplies
19. Kitchenware & home furnishings

20. Jewelry, incl watches, watch attach, novelty jewelry, etc
21. Books
22. Photographic equipment & supplies
23. Toys, hobby goods, & games
24. Toys, including wheel goods
25. Games, including video & electronic games
26. Hobby goods
27. Optical goods, incl eyeglasses, contact lenses, sunglasses, etc
28. Sporting goods
29. Bicycles, parts & accessories
30. All other sporting goods
31. Hardware, tools, & plumbing & electrical supplies
32. Lawn, garden, & farm equipment & supplies
33. Paint & sundries
34. Automotive tires, tubes, batteries, parts, accessories
35. All other merchandise
36. Stationery products
37. Office paper, incl computer, copier, fax & typewriter paper
38. Office & school supplies
39. Greeting cards
40. Magazines & newspapers
41. Artists' materials & supplies
42. Souvenirs & novelty items
43. Seasonal decorations
44. Artificial/silk flowers, plants, & trees
45. Craft supplies
46. All other merchandise
47. All nonmerchandise receipts
48. Receipts from video media, DVD, DVD player etc rentals
49. Receipts from instructions & lessons
50. All other nonmerchandise receipts

59 MARKET RESEARCH CHAPTERS:

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ASIA & NATIONAL REPORT MARKET DATABASE & SPREADSHEETS: 1332 Asia Database tables & Spreadsheets covering business scenarios. 1435 Asia 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.

51 Products covered for over 200 Countries: 1940 pages, 3961 spreadsheets, 4041 database tables, 284 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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