

Global Transport Media Market 2023

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Abstracts

Tabletop games, also known as board games, are a category of games that involve gameplay on a pre-marked surface, typically a board. They often include game pieces, cards, dice, and other accessories. Tabletop games encompass a wide range of genres, such as strategy games, card games, dice games, and role-playing games. The global tabletop games market is projected to rise by USD 11.4 billion by 2029, according to the latest market study results. It is anticipated to expand at a CAGR of 6.2 percent during the forecast period.

There has been a resurgence in tabletop gaming culture, with increased interest and participation in board games. In-game bars and cafes have played a crucial role in spreading knowledge about board games and providing spaces for players to try out a variety of games. This, in turn, drives the growth of the tabletop gaming market.

The report covers market size and growth, segmentation, regional breakdowns, competitive landscape, trends and strategies for global tabletop games market. It presents a quantitative analysis of the market to enable stakeholders to capitalize on the prevailing market opportunities. The report also identifies top segments for opportunities and strategies based on market trends and leading competitors' approaches.

Market Segmentation

Type: board games, dexterity games, tile-based games, paper and pencil games

Theme: strategy and war, fantasy, educational, sports, historical, others

User group: adults, kids, family and party

Distribution channel: specialty stores, mass market players, online, others

Region: Asia-Pacific, Europe, North America, Middle East and Africa (MEA), South America

Board game: tabletop board games, collectible card games, card & dice games,

miniature games, RPG board games

This industry report offers market estimates and forecasts of the global market, followed by a detailed analysis of the type, theme, user group, distribution channel, and region. The global market for tabletop games can be segmented by type: board games, dexterity games, tile-based games, paper and pencil games. According to the research, the board games segment had the largest share in the global tabletop games market. Tabletop games market is further segmented by theme: strategy and war, fantasy, educational, sports, historical, others. In 2022, the educational segment made up the largest share of revenue generated by the tabletop games market. Based on user group, the tabletop games market is segmented into: adults, kids, family and party. Among these, the adults segment was accounted for the highest revenue generator in 2022. On the basis of distribution channel, the tabletop games market also can be divided into: specialty stores, mass market players, online, others. The online segment captured the largest share of the market in 2022. Tabletop games market by region is categorized into: Asia-Pacific, Europe, North America, Middle East and Africa (MEA), South America. According to the research, North America had the largest share in the global tabletop games market.

The board game market is further segmented into tabletop board games, collectible card games, card & dice games, miniature games, RPG board games. The latest analysis indicates that the tabletop board games segment occupied the largest share of this market in 2022 and is expected to draw the highest demand in coming years.

Major Companies and Competitive Landscape

The report explores the recent developments and profiles of key vendors in the Global Tabletop Games Market, including Buffalo Gamez, Inc., CMON Limited, Embracer Group AB, Funko Inc., Games Workshop Group PLC, Hasbro, Inc., Learning Resources Ltd., Looney Labs, Inc., Mattel, Inc., Melissa?Doug, LLC, NECA/WizKids LLC, Ravensburger AG, Rio Grande Games, Inc, Schmidt Spiele GmbH, The Walt Disney Company, Ultra PRO International LLC, University Games Corporation, Wiener Spielkartenfabrik Ferd Piatnik und Soehne GmbH und Co KG, among others. In this report, key players and their strategies are thoroughly analyzed to understand the competitive outlook of the market.

Scope of the Report

To analyze and forecast the market size of the global tabletop games market.

To classify and forecast the global tabletop games market based on type, theme, user group, distribution channel, region.

To identify drivers and challenges for the global tabletop games market.

To examine competitive developments such as mergers & acquisitions, agreements, collaborations and partnerships, etc., in the global tabletop games market.

To identify and analyze the profile of leading players operating in the global tabletop games market.

Why Choose This Report

Gain a reliable outlook of the global tabletop games market forecasts from 2023 to 2029 across scenarios.

Identify growth segments for investment.

Stay ahead of competitors through company profiles and market data.

The market estimate for ease of analysis across scenarios in Excel format.

Strategy consulting and research support for three months.

Print authentication provided for the single-user license.

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