

Global AI Toys Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global AI Toys market size was valued at US\$ 55.2 million in 2024 and is forecast to a readjusted size of USD 99 million by 2031 with a CAGR of 8.2% during review period.

AI toys are next-generation smart toys that leverage artificial intelligence (AI), machine learning (ML), and interactive technologies to enhance user experience. These toys can learn, adapt, recognize speech, process images, and engage in interactive play, making them more engaging and educational compared to traditional toys.

This report is a detailed and comprehensive analysis for global AI Toys market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

In this report, we will assess the current U.S. tariff framework alongside international policy adaptations, analyzing their effects on competitive market structures, regional economic dynamics, and supply chain resilience.

Key Features:

Global AI Toys market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global AI Toys market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global AI Toys market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global AI Toys market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2020-2025

The Primary Objectives in This Report Are:

- To determine the size of the total market opportunity of global and key countries
- To assess the growth potential for AI Toys
- To forecast future growth in each product and end-use market
- To assess competitive factors affecting the marketplace

This report profiles key players in the global AI Toys market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Wheelabrator, Fuji Manufacturing, Graco, Shanghai Liangshi, Dongguan Jichuan, Empire Abrasive Equipment, Macoho, Elcometer, Rosler, Beijing Changkong Sand Blasting Equipment Co., Ltd., etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

AI Toys market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Manual Sandblasting Equipment

Automatic Sandblasting Equipment

Market segment by Application

Automobile Industry

Manufacturing Industry

Achitechive

Aerospace

Medical Industry

Others

Major players covered

Wheelabrator

Fuji Manufacturing

Graco

Shanghai Liangshi

Dongguan Jichuan

Empire Abrasive Equipment

Macoho

Elcometer

Rosler

Beijing Changkong Sand Blasting Equipment Co., Ltd.

Kunshan Carthing Precision

Clemco Industries

Shanghai Peentech Equipment Tech

Norblast

Zhangjiagang Site'er Coating Equipment Co., Ltd.

Airblast B.V.

FerroECOBlast

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe AI Toys product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of AI Toys, with price, sales quantity, revenue, and global market share of AI Toys from 2020 to 2025.

Chapter 3, the AI Toys competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the AI Toys breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2020 to 2025. and AI Toys market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of AI Toys.

Chapter 14 and 15, to describe AI Toys sales channel, distributors, customers, research findings and conclusion.

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