

Global Anime Figure Blind Box Market 2023 by Company, Regions, Type and Application, Forecast to 2029

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Abstracts

According to our (Global Info Research) latest study, the global Anime Figure Blind Box market size was valued at USD 3150.6 million in 2022 and is forecast to a readjusted size of USD 4232.3 million by 2029 with a CAGR of 4.3% during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

Since there is no label on the box, consumers will only know the product in the draw after purchasing and opening it, so it is named blind box. This uncertain stimulus makes the blind box attractive and has become a hot topic in social communication among users. Therefore, the blind box has both surprise and social attributes. In addition, the blind box also has attributes such as spiritual comfort and collection. The blind box has so many attributes that it goes beyond the category of leisure toys, and the audience covers a wider range of ages. The channels for blind box sales mainly include online Taobao stores, offline branded toy shopping mall stores, robot stores, and specialized fashion goods sales stores. At present, there are few blind box brands in offline self-operated stores (only Bubble Mart has self-operated stores), self-operated channels are mainly operated through online Taobao studio stores, and offline channels also have special trendy toy sales supplies shop.

Consumers cannot know in advance the toy boxes of specific product styles

This report is a detailed and comprehensive analysis for global Anime Figure Blind Box market. Both quantitative and qualitative analyses are presented by company, 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 2023, are provided.

Key Features:

Global Anime Figure Blind Box market size and forecasts, in consumption value (\$ Million), 2018-2029

Global Anime Figure Blind Box market size and forecasts by region and country, in consumption value (\$ Million), 2018-2029

Global Anime Figure Blind Box market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2018-2029

Global Anime Figure Blind Box market shares of main players, in revenue (\$ Million), 2018-2023

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 Anime Figure Blind Box

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 Anime Figure Blind Box market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Sonny Angel, Popmart, 1983, LEGO and Miniso, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Market segmentation

Anime Figure Blind Box market is split by Type and by Application. For the period 2018-2029, the growth among segments provide accurate calculations and forecasts for consumption value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Limited Edition

Hidden Edition

Ordinary Edition

Market segment by Application

Supermarkets

Convenience Stores

Online Sales

Others

Market segment by players, this report covers

Sonny Angel

Popmart

1983

LEGO

Miniso

TOKIDOKI

Kidrobot

DisneyFunko

Shopkins

Dreams inc

52toys

Robotime

Ip Station

EXDL

12dong

China Brands

Alpha Group

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, UK, Russia, Italy, and Rest of Europe)

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Anime Figure Blind Box product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Anime Figure Blind Box, with revenue, gross margin and global market share of Anime Figure Blind Box from 2018 to 2023.

Chapter 3, the Anime Figure Blind Box competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2018 to 2029.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2018 to 2023. and Anime Figure Blind Box market forecast, by regions, type and application, with consumption value, from 2024 to 2029.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War

Chapter 12, the key raw materials and key suppliers, and industry chain of Anime Figure Blind Box.

Chapter 13, to describe Anime Figure Blind Box research findings and conclusion.

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