

Global Games and Puzzles Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global Games and Puzzles market size was valued at USD 16860 million in 2023 and is forecast to a readjusted size of USD 44140 million by 2030 with a CAGR of 14.7% during review period.

A puzzle is a game, problem, or toy that tests a person's ingenuity or knowledge. In a puzzle, the solver is expected to put pieces together in a logical way, in order to arrive at the correct or fun solution of the puzzle.

The Global Info Research report includes an overview of the development of the Games and Puzzles industry chain, the market status of Kids (Games, Jigsaw Puzzles), Adults (Games, Jigsaw Puzzles), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Games and Puzzles.

Regionally, the report analyzes the Games and Puzzles markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global Games and Puzzles market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Games and Puzzles market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Games and Puzzles industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Games, Jigsaw Puzzles).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Games and Puzzles market.

Regional Analysis: The report involves examining the Games and Puzzles market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future projections and forecasts for the Games and Puzzles market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Games and Puzzles:

Company Analysis: Report covers individual Games and Puzzles players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards Games and Puzzles This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Kids, Adults).

Technology Analysis: Report covers specific technologies relevant to Games and Puzzles. It assesses the current state, advancements, and potential future developments in Games and Puzzles areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Games and Puzzles market. This analysis helps understand market share, competitive advantages, and

potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

Games and Puzzles market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

Games

Jigsaw Puzzles

Photo Puzzles

3D Puzzles

Others

Market segment by Application

Kids

Adults

Market segment by players, this report covers

Hasbro

LEGO

Mattel

Bandai

TOMY

Ravensburger AG

Buffalo Games

Springbok Puzzles

Cobble Hill (Outset Media)

Castor Drukarnia

Ceaco, Inc.

Gibsons

Educa Borrás, S.A.U.

Eurographics, Inc.

Heye Puzzle

Piatnik

MasterPieces Puzzle Company

Royal Jumbo BV

Schmidt Spiele GmbH

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 Games and Puzzles product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Games and Puzzles, with revenue, gross margin and global market share of Games and Puzzles from 2019 to 2024.

Chapter 3, the Games and Puzzles 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 2019 to 2030.

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 2019 to 2024. and Games and Puzzles market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Games and Puzzles.

Chapter 13, to describe Games and Puzzles research findings and conclusion.

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