

# **Kids Toys Market Opportunity, Growth Drivers, Industry Trend Analysis, and Forecast 2024 - 2032**

https://marketpublishers.com/r/KA908C7B873EEN.html

Date: September 2024

Pages: 161

Price: US\$ 4,365.00 (Single User License)

ID: KA908C7B873EEN

#### **Abstracts**

The Global Kids Toys Market amassed USD 134.1 billion in 2023 and will expand at a 4.5% CAGR from 2024 to 2032, owing to rising disposable income and increasing awareness of educational toys. As parents experience higher household incomes, they are more willing to invest in quality toys that offer both entertainment and educational benefits. The demand for educational toys, such as STEM-related products and interactive learning tools, reflects a growing recognition of the importance of early childhood development. This trend encourages manufacturers to create innovative, engaging toys that foster learning while enhancing playtime, further expanding the market.

The kids toys industry is classified based on product type, material, age group, category, price range, gender, distribution channel, and region. The high impact kids toys segment achieved USD 41.2 billion in 2023 and will reach USD 63.5 billion by 2032, fueled by the growing demand for durable and engaging products. These toys, designed for active play, are increasingly favored by parents who prioritize safety and longevity. High impact toys often include outdoor equipment, action figures, and interactive games that encourage physical activity and imaginative play. As parents seek toys that provide value and withstand rough use, the high impact segment will see significant growth within the overall market. The plastic segment held a 41% share in 2023 due to its versatility, affordability, and durability. Plastic toys can be molded into various shapes and sizes, enabling manufacturers to create a wide range of products, from action figures to building blocks. Additionally, plastic toys are often lightweight, making them easy for children to handle.

As safety standards for plastic materials improve and innovations in design continue, the demand for plastic toys remains strong, solidifying their dominance in the market. North America kids toys market accumulated USD 35.4 billion in 2023 and will experience USD 53.3 billion by 2032, driven by a combination of high disposable



incomes and a strong focus on child development. Parents in the region are increasingly willing to invest in innovative and educational toys that promote learning and creativity. The influence of popular media franchises also plays a pivotal role in toy sales, attracting children to branded products. With a well-established retail infrastructure and growing e-commerce options, North America will stand as a crucial contributor to the overall growth of the kids toys industry.



#### **Contents**

#### Report Content

#### **CHAPTER 1 METHODOLOGY & SCOPE**

- 1.1 Market scope & definitions
- 1.2 Base estimates & calculations
- 1.3 Forecast calculations
- 1.4 Data sources
  - 1.4.1 Primary
  - 1.4.2 Secondary
    - 1.4.2.1 Paid sources
    - 1.4.2.2 Public sources

#### **CHAPTER 2 EXECUTIVE SUMMARY**

2.1 Industry 360° synopsis, 2021-2032

#### **CHAPTER 3 INDUSTRY INSIGHTS**

- 3.1 Industry ecosystem analysis
  - 3.1.1 Factor affecting the value chain
  - 3.1.2 Profit margin analysis
  - 3.1.3 Disruptions
  - 3.1.4 Future outlook
  - 3.1.5 Manufacturers
  - 3.1.6 Distributors
- 3.2 Supplier landscape
- 3.3 Profit margin analysis
- 3.4 Raw material analysis
- 3.5 Key news & initiatives
- 3.6 Regulatory landscape
- 3.7 Impact forces
  - 3.7.1 Growth drivers
    - 3.7.1.1 Increasing focus on education and development
    - 3.7.1.2 Popular media and entertainment
    - 3.7.1.3 Advancements in textile technology
    - 3.7.1.4 Social and cultural trends



- 3.7.2 Industry pitfalls & challenges
  - 3.7.2.1 Regulatory and safety compliance
  - 3.7.2.2 Market saturation and competition
- 3.8 Growth potential analysis
- 3.9 Porter's analysis
- 3.10 PESTEL analysis

#### **CHAPTER 4 COMPETITIVE LANDSCAPE, 2023**

- 4.1 Introduction
- 4.2 Company market share analysis
- 4.3 Competitive positioning matrix
- 4.4 Strategic outlook matrix

### CHAPTER 5 MARKET ESTIMATES & FORECAST, BY PRODUCT TYPE, 2021-2032 (USD BILLION) (MILLION UNITS)

- 5.1 Key trends
- 5.2 Action figures and playsets
- 5.3 Dolls and stuffed toys
- 5.4 Building and construction toys
- 5.5 Educational toys
- 5.6 Board games and puzzles
- 5.7 Outdoor sports toys
- 5.8 Electronic toys
- 5.9 Others (Play and Dress-up Toys, etc.)

### CHAPTER 6 MARKET ESTIMATES & FORECAST, BY MATERIAL, 2021-2032 (USD BILLION) (MILLION UNITS)

- 6.1 Key trends
- 6.2 Plastic
- 6.3 Wood
- 6.4 Fabric
- 6.5 Metal
- 6.6 Others (Bamboo, etc.)

# CHAPTER 7 MARKET ESTIMATES & FORECAST, BY AGE GROUP, 2021-2032 (USD BILLION) (MILLION UNITS)



- 7.1 Key trends
- 7.2 Infants (0-2 years)
- 7.3 Toddlers (2-4 years)
- 7.4 Preschool (4-6 years)
- 7.5 Early school age (6-8 years)
- 7.6 Middle Childhood (8-10 years)

## CHAPTER 8 MARKET ESTIMATES & FORECAST, BY CATEGORY, 2021-2032 (USD BILLION) (MILLION UNITS)

- 8.1 Key trends
- 8.2 Smart
- 8.3 Conventional

### CHAPTER 9 MARKET ESTIMATES & FORECAST, BY PRICE RANGE, 2021-2032 (USD BILLION) (MILLION UNITS)

- 9.1 Key trends
- 9.2 Low
- 9.3 Mid
- 9.4 High

# CHAPTER 10 MARKET ESTIMATES & FORECAST, BY GENDER, 2021-2032 (USD BILLION) (MILLION UNITS)

- 10.1 Key trends
- 10.2 Boys
- 10.3 Girls

### CHAPTER 11 MARKET ESTIMATES & FORECAST, BY DISTRIBUTION CHANNEL, 2021-2032 (USD BILLION) (MILLION UNITS)

- 11.1 Key trends
- 11.2 Online
  - 11.2.1 E-commerce
  - 11.2.2 Company websites
- 11.3 Offline
- 11.3.1 Supermarkets



- 11.3.2 Specialty stores
- 11.3.3 Others (Departmental Stores, etc.)

# CHAPTER 12 MARKET ESTIMATES & FORECAST, BY REGION, 2021-2032 (USD BILLION) (MILLION UNITS)

- 12.1 Key trends
- 12.2 North America
  - 12.2.1 U.S.
  - 12.2.2 Canada
- 12.3 Europe
  - 12.3.1 UK
  - 12.3.2 Germany
  - 12.3.3 France
  - 12.3.4 Italy
  - 12.3.5 Spain
  - 12.3.6 Russia
  - 12.3.7 Rest of Europe
- 12.4 Asia Pacific
  - 12.4.1 China
  - 12.4.2 India
  - 12.4.3 Japan
  - 12.4.4 South Korea
  - 12.4.5 Australia
  - 12.4.6 Rest of Asia Pacific
- 12.5 Latin America
  - 12.5.1 Brazil
  - 12.5.2 Mexico
- 12.5.3 Rest of Latin America
- 12.6 MEA
  - 12.6.1 South Africa
  - 12.6.2 Saudi Arabia
  - 12.6.3 UAE
  - 12.6.4 Rest of MEA

#### **CHAPTER 13 COMPANY PROFILES**

- 13.1 Bandai Namco Holdings Inc.
- 13.2 Crayola LLC



- 13.3 Hasbro, Inc.
- 13.4 Jakks Pacific, Inc.
- 13.5 LeapFrog Enterprises, Inc.
- 13.6 Mattel, Inc.
- 13.7 Melissa & Doug, LLC
- 13.8 MGA Entertainment, Inc.
- 13.9 Playmobil
- 13.10 Ravensburger AG
- 13.11 Spin Master Ltd.
- 13.12 The LEGO Group
- 13.13 Tomy Company, Ltd.
- 13.14 VTech Holdings Limited
- 13.15 Winning Moves Games Ltd.



### I would like to order

Product name: Kids Toys Market Opportunity, Growth Drivers, Industry Trend Analysis, and Forecast

2024 - 2032

Product link: https://marketpublishers.com/r/KA908C7B873EEN.html

Price: US\$ 4,365.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer

Service:

info@marketpublishers.com

### **Payment**

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <a href="https://marketpublishers.com/r/KA908C7B873EEN.html">https://marketpublishers.com/r/KA908C7B873EEN.html</a>