

APAC Home Entertainment and Leisure Robots Market by Component, Application, End-user and Country 2014-2025: Growth Opportunity and Business Strategy

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Abstracts

APAC home entertainment and leisure robots market is expected to grow at 18.35% annually over 2019-2025, driven by a rising adoption of all types of entertainment and leisure robots in households across the region.

Highlighted with 22 tables and 51 figures, this 118-page report “APAC Home Entertainment and Leisure Robots Market by Component, Application, End-user and Country 2014-2025: Growth Opportunity and Business Strategy” is based on a comprehensive research and analysis of the entire APAC market and all its sub-segments through extensively detailed classifications. Profound analysis and assessment are generated from premium primary and secondary information sources with inputs derived from industry professionals across the value chain. The report provides historical market data for 2014-2017, revenue estimates for 2018, and forecasts from 2019 till 2025. (Please note: Before delivery, the report will be updated so that the latest historical year is the base year and the forecast covers the next 5-10 years over the base year.)

In-depth qualitative analyses include identification and investigation of the following aspects:

Market Structure

Growth Drivers

Restraints and Challenges

Emerging Product Trends & Market Opportunities

Porter's Fiver Forces

The trend and outlook of APAC market is forecast in optimistic, balanced, and conservative view. The balanced (most likely) projection is used to quantify APAC domestic entertainment and leisure robots market in every aspect of the classification from perspectives of component, application, end-user and country.

Based on system component, the APAC market is segmented into the following sub-markets with annual revenue included for 2014-2025 (historical and forecast) for each section.

Hardware

Software

Services

On basis of application, the APAC market is analyzed on the following segments with annual revenue in 2014-2025 provided for each segment.

Robotic Toys & Hobby Systems

Education & Research Robots

Robotic Companion Pets

On basis of end-user, the APAC market is analyzed on the following segments with annual revenue in 2014-2025 provided for each segment.

Children

Elderly People

Guests/Clients

Geographically, the following national markets are fully investigated:

Japan

China

Australia

India

South Korea

Rest of APAC

For each of the aforementioned countries, detailed analysis and data for annual revenue are available for 2014-2025. The breakdown of key national markets by application and end-user over the forecast years are also included.

The report also covers current competitive scenario and the predicted manufacture trend; and profiles key vendors including market leaders and important emerging players.

Specifically, potential risks associated with investing in APAC home-based entertainment and leisure robots market and industry are assayed quantitatively and qualitatively through GMD's Risk Assessment System. According to the risk analysis and evaluation, Critical Success Factors (CSFs) are generated as a guidance to help investors & stockholders identify emerging opportunities, manage and minimize the risks, develop appropriate business models, and make wise strategies and decisions.

Key Players:

Blue Frog Robotics SAS

Hasbro, Inc.

Lego System A/S

Mattel, Inc.

Modular Robotics Incorporated

RoboBuilder Co., Ltd.

Softbank Robotics

Sony Corporation

Sphero, Inc.

Toshiba Machine Co., Ltd.

WowWee Group Limited

(Please note: Before delivery, the report will be updated so that the latest historical year is the base year and the forecast covers the next 5-10 years over the base year.)

Contents

1 INTRODUCTION

- 1.1 Industry Definition and Research Scope
 - 1.1.1 Industry Definition
 - 1.1.2 Research Scope
- 1.2 Research Methodology
 - 1.2.1 Overview of Market Research Methodology
 - 1.2.2 Market Assumption
 - 1.2.3 Secondary Data
 - 1.2.4 Primary Data
 - 1.2.5 Data Filtration and Model Design
 - 1.2.6 Market Size/Share Estimation
 - 1.2.7 Research Limitations
- 1.3 Executive Summary

2 MARKET OVERVIEW AND QUALITATIVE ANALYSIS

- 2.1 Market Size and Forecast
- 2.2 Major Growth Drivers
- 2.3 Market Restraints and Challenges
- 2.4 Emerging Opportunities and Market Trends
- 2.5 Porter's Fiver Forces Analysis

3 SEGMENTATION OF APAC MARKET BY COMPONENT

- 3.1 Market Overview by Component
- 3.2 APAC Entertainment and Leisure Robot Hardware Market 2014-2025
- 3.3 APAC Entertainment and Leisure Robot Software Market 2014-2025
- 3.4 APAC Entertainment and Leisure Robot Services Market 2014-2025

4 SEGMENTATION OF APAC MARKET BY APPLICATION

- 4.1 Market Overview by Application
- 4.2 APAC Robotic Toys & Hobby Systems Market 2014-2025
- 4.3 APAC Education & Research Robots Market 2014-2025
- 4.4 APAC Robotic Companion Pets Market 2014-2025
- 4.5 APAC Commercial & Art Robots Market 2014-2025

5 SEGMENTATION OF APAC MARKET BY END-USER

5.1 Market Overview by End-user

5.2 APAC Entertainment and Leisure Robots Market for Household Sector 2014-2025

5.2.1 APAC Entertainment and Leisure Robots Market for Children 2014-2025

5.2.2 APAC Entertainment and Leisure Robots Market for Elderly People 2014-2025

5.2.3 APAC Entertainment and Leisure Robots Market for Guests/Clients 2014-2025

5.3 APAC Entertainment and Leisure Robots Market for Commercial Sector 2014-2025

5.3.1 APAC Entertainment and Leisure Robots Market for Live Performances 2014-2025

5.3.2 APAC Entertainment and Leisure Robots Market for Amusement Parks 2014-2025

5.3.3 APAC Entertainment and Leisure Robots Market for Museums 2014-2025

5.3.4 APAC Entertainment and Leisure Robots Market for Other Entertainment Venues 2014-2025

6 ASIA-PACIFIC MARKET 2014-2025 BY COUNTRY

6.1 Overview of Asia-Pacific Market

6.2 Japan

6.3 China

6.4 India

6.5 Australia

6.6 South Korea

6.7 Rest of APAC Region

7 COMPETITIVE LANDSCAPE

7.1 Overview of Key Vendors

7.2 Company Profiles

8 INVESTING IN APAC MARKET: RISK ASSESSMENT AND MANAGEMENT

8.1 Risk Evaluation of APAC Market

8.2 Critical Success Factors (CSFs)

RELATED REPORTS AND PRODUCTS

List Of Tables

LIST OF TABLES:

Table 1. Snapshot of APAC Entertainment and Leisure Robots Market, 2017-2025

Table 2. Main Product Trends and Market Opportunities in APAC Entertainment and Leisure Robots Market

Table 3. APAC Entertainment and Leisure Robots Market by Component, 2014-2025, \$ mn

Table 4. APAC Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn

Table 5. APAC Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn

Table 6. APAC Entertainment & Leisure Robots Market in Household Sector by End-user, 2014-2025, \$ mn

Table 7. APAC Entertainment & Leisure Robots Market in Commercial Sector by End-user, 2014-2025, \$ mn

Table 8. APAC Entertainment and Leisure Robots Market by Country, 2014-2025, \$ mn

Table 9. Japan Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn

Table 10. Japan Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn

Table 11. China Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn

Table 12. China Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn

Table 13. India Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn

Table 14. India Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn

Table 15. Australia Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn

Table 16. Australia Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn

Table 17. South Korea Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn

Table 18. South Korea Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn

Table 19. Main Vendors and Product Offerings

Table 20. RoboBuilder Revenue Segmentation by Region, 2017

Table 21. Risk Evaluation for Investing in APAC Market, 2017-2025

Table 22. Critical Success Factors and Key Takeaways

List Of Figures

LIST OF FIGURES:

Figure 1. Research Method Flow Chart

Figure 2. Bottom-up Approach and Top-down Approach for Market Estimation

Figure 3. APAC Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2017-2025

Figure 4. APAC Entertainment and Leisure Robots Market by Revenue, 2014-2025, \$ mn

Figure 5. APAC Entertainment and Leisure Robots Market in Household Sector by Shipment, 2014-2025, thousand units

Figure 6. APAC Entertainment and Leisure Robots Market in Commercial Sector by Shipment, 2014-2025, thousand units

Figure 7. Primary Drivers and Impact Factors of APAC Entertainment and Leisure Robots Market

Figure 8. VC Funding in Connected Toys, \$ mn, 2010-2015

Figure 9. Market Size of Toys, Video Game and Toys-to-Life, \$ bn, 2013-2018

Figure 10. VC Funding in Connected Toys by Category, %, 2015

Figure 11. Top Connected Toy Companies by Total Funding, \$ mn, 2010-2016

Figure 12. Primary Restraints and Impact Factors of APAC Entertainment and Leisure Robots Market

Figure 13. Porter's Fiver Forces Analysis of APAC Entertainment and Leisure Robots Market

Figure 14. Breakdown of APAC Entertainment and Leisure Robots Market by Component, 2017-2025, % of Revenue

Figure 15. Contribution to APAC 2018-2025 Cumulative Revenue by Component, Value (\$ mn) and Share (%)

Figure 16. APAC Entertainment and Leisure Robot Hardware Market, 2014-2025, \$ mn

Figure 17. APAC Entertainment and Leisure Robot Software Market, 2014-2025, \$ mn

Figure 18. APAC Entertainment and Leisure Robot Services Market, 2014-2025, \$ mn

Figure 19. Breakdown of APAC Entertainment and Leisure Robots Market by Application, 2017-2025, % of Revenue

Figure 20. Contribution to APAC 2018-2025 Cumulative Revenue by Application, Value (\$ mn) and Share (%)

Figure 21. APAC Robotic Toys & Hobby Systems Market, 2014-2025, \$ mn

Figure 22. Picture of Aibo

Figure 23. Picture of I-Cybie

Figure 24. Picture of iDog

Figure 25. APAC Education & Research Robots Market, 2014-2025, \$ mn

Figure 26. APAC Robotic Companion Pets Market, 2014-2025, \$ mn

Figure 27. APAC Commercial & Art Robots Market, 2014-2025, \$ mn

Figure 28. Breakdown of APAC Entertainment and Leisure Robots Market by End-user, 2017-2025, % of Revenue

Figure 29. Contribution to APAC 2018-2025 Cumulative Revenue by End-user, Value (\$ mn) and Share (%)

Figure 30. APAC Entertainment and Leisure Robots Market for Household Sector, 2014-2025, \$ mn

Figure 31. Breakdown of APAC Entertainment & Leisure Robots Market in Household Sector by End-user, 2017-2025, % of Revenue

Figure 32. APAC Entertainment and Leisure Robots Market for Children, 2014-2025, \$ mn

Figure 33. APAC Entertainment and Leisure Robots Market for Elderly People, 2014-2025, \$ mn

Figure 34. APAC Entertainment and Leisure Robots Market for Guests/Clients, 2014-2025, \$ mn

Figure 35. APAC Entertainment and Leisure Robots Market for Commercial Sector, 2014-2025, \$ mn

Figure 36. Breakdown of APAC Entertainment & Leisure Robots Market in Commercial Sector by End-user, 2017-2025, % of Revenue

Figure 37. APAC Entertainment and Leisure Robots Market for Live Performances, 2014-2025, \$ mn

Figure 38. APAC Entertainment and Leisure Robots Market for Amusement Parks, 2014-2025, \$ mn

Figure 39. APAC Entertainment and Leisure Robots Market for Museums, 2014-2025, \$ mn

Figure 40. APAC Entertainment and Leisure Robots Market for Other Entertainment Venues, 2014-2025, \$ mn

Figure 41. Breakdown of APAC Entertainment and Leisure Robots Market by Country, 2017 and 2025, % of Revenue

Figure 42. Contribution to APAC 2018-2025 Cumulative Revenue by Country, Value (\$ mn) and Share (%)

Figure 43. Entertainment and Leisure Robots Market in Japan by Revenue, 2014-2025, \$ mn

Figure 44. Entertainment and Leisure Robots Market in China by Revenue, 2014-2025, \$ mn

Figure 45. Entertainment and Leisure Robots Market in India by Revenue, 2014-2025, \$ mn

Figure 46. Entertainment and Leisure Robots Market in Australia by Revenue, 2014-2025, \$ mn

Figure 47. Entertainment and Leisure Robots Market in South Korea by Revenue, 2014-2025, \$ mn

Figure 48. Entertainment and Leisure Robots Market in Rest of APAC by Revenue, 2014-2025, \$ mn

Figure 49. Growth Stage of APAC Entertainment and Leisure Robots Industry over the Forecast Period

Figure 50. Toshiba Machine Revenue by Business Segment, 2015, %

Figure 51. Toshiba Machine Revenue by Region in 2015, %

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