

Europe 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

Europe home entertainment and leisure robots market reached \$495.2 million in 2018 and is expected to grow at a two-digit CAGR over 2018-2025, owing to a rising adoption of all types of entertainment and leisure robots in households across the region.

Highlighted with 20 tables and 41 figures, this 108-page report “Europe 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 Europe 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 Europe market is forecast in optimistic, balanced, and conservative view. The balanced (most likely) projection is used to quantify Europe 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 Europe 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 Europe 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 Europe 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:

Germany

France

UK

Italy

Russia

Rest of Europe

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 Europe 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.)

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