

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

<https://marketpublishers.com/r/E269E098E59EN.html>

Date: April 2019

Pages: 108

Price: US\$ 2,125.00 (Single User License)

ID: E269E098E59EN

## 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.)

## 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 EUROPE MARKET BY COMPONENT**

- 3.1 Market Overview by Component
- 3.2 Europe Hardware Market for Home Entertainment and Leisure Robots 2014-2025
- 3.3 Europe Software Market for Home Entertainment and Leisure Robots 2014-2025
- 3.4 Europe Services Market for Home Entertainment and Leisure Robots 2014-2025

### **4 SEGMENTATION OF EUROPE MARKET BY APPLICATION**

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

## **5 SEGMENTATION OF EUROPE MARKET BY END-USER**

5.1 Market Overview by End-user

5.2 Europe Home Entertainment and Leisure Robots Market for Children 2014-2025

5.3 Europe Home Entertainment and Leisure Robots Market for Elderly People  
2014-2025

5.4 Europe Home Entertainment and Leisure Robots Market for Guests/Clients  
2014-2025

## **6 EUROPEAN MARKET 2014-2025 BY COUNTRY**

6.1 Overview of European Market

6.2 Germany

6.3 UK

6.4 France

6.5 Russia

6.6 Italy

6.7 Rest of European Market

## **7 COMPETITIVE LANDSCAPE**

7.1 Overview of Key Vendors

7.2 Company Profiles

## **8 INVESTING IN EUROPE MARKET: RISK ASSESSMENT AND MANAGEMENT**

8.1 Risk Evaluation of Europe Market

8.2 Critical Success Factors (CSFs)

**RELATED REPORTS AND PRODUCTS**

## List Of Tables

### LIST OF TABLES:

- Table 1. Snapshot of Europe Home Entertainment and Leisure Robots Market, 2017-2025
- Table 2. Main Product Trends and Market Opportunities in Europe Home Entertainment and Leisure Robots Market
- Table 3. Europe Home Entertainment and Leisure Robots Market by Component, 2014-2025, \$ mn
- Table 4. Europe Home Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn
- Table 5. Europe Home Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn
- Table 6. Europe Home Entertainment and Leisure Robots Market by Country, 2014-2025, \$ mn
- Table 7. Germany Home Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn
- Table 8. Germany Home Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn
- Table 9. UK Home Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn
- Table 10. UK Home Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn
- Table 11. France Home Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn
- Table 12. France Home Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn
- Table 13. Russia Home Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn
- Table 14. Russia Home Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn
- Table 15. Italy Home Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn
- Table 16. Italy Home Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn
- Table 17. Main Vendors and Product Offerings
- Table 18. RoboBuilder Revenue Segmentation by Region, 2017
- Table 19. Risk Evaluation for Investing in Europe Market, 2017-2025

Table 20. 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. Europe Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2017-2025

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

Figure 5. Europe Home Entertainment and Leisure Robots Market by Shipment, 2014-2025, thousand units

Figure 6. Primary Drivers and Impact Factors of Europe Home Entertainment and Leisure Robots Market

Figure 7. VC Funding in Connected Toys, \$ mn, 2010-2015

Figure 8. Market Size of Toys, Video Game and Toys-to-Life, \$ bn, 2013-2018

Figure 9. VC Funding in Connected Toys by Category, %, 2015

Figure 10. Top Connected Toy Companies by Total Funding, \$ mn, 2010-2016

Figure 11. Primary Restraints and Impact Factors of Europe Home Entertainment and Leisure Robots Market

Figure 12. Porter's Fiver Forces Analysis of Europe Home Entertainment and Leisure Robots Market

Figure 13. Breakdown of Europe Home Entertainment and Leisure Robots Market by Component, 2017-2025, % of Revenue

Figure 14. Contribution to Europe 2018-2025 Cumulative Revenue by Component, Value (\$ mn) and Share (%)

Figure 15. Europe Hardware Market for Home Entertainment and Leisure Robots, 2014-2025, \$ mn

Figure 16. Europe Software Market for Home Entertainment and Leisure Robots, 2014-2025, \$ mn

Figure 17. Europe Services Market for Home Entertainment and Leisure Robots, 2014-2025, \$ mn

Figure 18. Breakdown of Europe Home Entertainment and Leisure Robots Market by Application, 2017-2025, % of Revenue

Figure 19. Contribution to Europe 2018-2025 Cumulative Revenue by Application, Value (\$ mn) and Share (%)

Figure 20. Europe Robotic Toys & Hobby Systems Market, 2014-2025, \$ mn

Figure 21. Picture of Aibo

Figure 22. Picture of I-Cybie

Figure 23. Picture of iDog

Figure 24. Europe Education & Research Robots Market, 2014-2025, \$ mn

Figure 25. Europe Robotic Companion Pets Market, 2014-2025, \$ mn

Figure 26. Breakdown of Europe Home Entertainment and Leisure Robots Market by End-user, 2017-2025, % of Revenue

Figure 27. Contribution to Europe 2018-2025 Cumulative Revenue by End-user, Value (\$ mn) and Share (%)

Figure 28. Europe Home Entertainment and Leisure Robots Market for Children, 2014-2025, \$ mn

Figure 29. Europe Home Entertainment and Leisure Robots Market for Elderly People, 2014-2025, \$ mn

Figure 30. Europe Home Entertainment and Leisure Robots Market for Guests/Clients, 2014-2025, \$ mn

Figure 31. Breakdown of European Home Entertainment and Leisure Robots Market by Country, 2017 and 2025, % of Revenue

Figure 32. Contribution to Europe 2018-2025 Cumulative Revenue by Country, Value (\$ mn) and Share (%)

Figure 33. Home Entertainment and Leisure Robots Market in Germany by Revenue, 2014-2025, \$ mn

Figure 34. Home Entertainment and Leisure Robots Market in UK by Revenue, 2014-2025, \$ mn

Figure 35. Home Entertainment and Leisure Robots Market in France by Revenue, 2014-2025, \$ mn

Figure 36. Home Entertainment and Leisure Robots Market in Russia by Revenue, 2014-2025, \$ mn

Figure 37. Home Entertainment and Leisure Robots Market in Italy by Revenue, 2014-2025, \$ mn

Figure 38. Home Entertainment and Leisure Robots Market in Rest of Europe by Revenue, 2014-2025, \$ mn

Figure 39. Growth Stage of Europe Home Entertainment and Leisure Robots Industry over the Forecast Period

Figure 40. Toshiba Machine Revenue by Business Segment, 2015, %

Figure 41. Toshiba Machine Revenue by Region in 2015, %

## I would like to order

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