

# **Global Entertainment and Leisure Robots Market by Component, Application, End-user and Region 2014-2025: Growth Opportunity and Business Strategy**

<https://marketpublishers.com/r/GE2240E3D29EN.html>

Date: August 2018

Pages: 169

Price: US\$ 2,601.00 (Single User License)

ID: GE2240E3D29EN

## **Abstracts**

The aggregated revenue of global entertainment and leisure robots market is expected to reach \$34.3 billion during 2018-2025 owing to a growing adoption of all types of entertainment and leisure robots in both household and commercial applications across the globe.

Highlighted with 54 tables and 81 figures, this 169-page report “Global Entertainment and Leisure Robots Market by Component, Application, End-user and Region 2014-2025: Growth Opportunity and Business Strategy” is based on a comprehensive research of worldwide entertainment and leisure robots market by analyzing the entire global 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 2014-2016, revenue estimates for 2017, and forecasts from 2018 till 2025.

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

Based on system component, the global 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 global 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

Commercial & Art Robots

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

Household Sector (further segmented into Children, Elderly People, and Guests/Clients)

Commercial Sector (further split into Live Performances, Amusement Parks, Museums, and Other Entertainment Venues)

Geographically, the following regions together with the listed national markets are fully investigated:

APAC (Japan, China, Australia, India, South Korea and Rest of APAC)

Europe (Germany, France, UK, Italy, Russia, Rest of Europe)

North America (U.S. and Canada)

Latin America (Brazil, Mexico, Argentina, Rest of Latin America)

RoW (UAE, Saudi Arabia, Iran)

For each of the aforementioned regions and countries, detailed analysis and data for annual revenue are available for 2014-2025. The breakdown of all regional markets by country and split 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 global entertainment and leisure robot vendors including market leaders and important emerging players.

Specifically, potential risks associated with investing in global 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.

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