

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

<https://marketpublishers.com/r/NAA3EE9503DEN.html>

Date: April 2019

Pages: 100

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

ID: NAA3EE9503DEN

Abstracts

GMD predicts the revenue of North America home entertainment and leisure robots market to reach \$1.8 billion in 2025 owing to a growing adoption of all types of entertainment and leisure robots in households across the region.

Highlighted with 14 tables and 37 figures, this 100-page report “North America 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 of the entire North America 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 North America market is forecast in optimistic, balanced, and conservative view. The balanced (most likely) projection is used to quantify North America 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 North America 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 North America 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 North America 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:

U.S.

Canada

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 North America 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 NORTH AMERICA MARKET BY COMPONENT

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

4 SEGMENTATION OF NORTH AMERICA MARKET BY APPLICATION

- 4.1 Market Overview by Application
- 4.2 North America Robotic Toys & Hobby Systems Market 2014-2025

4.3 North America Education & Research Robots Market 2014-2025

4.4 North America Robotic Companion Pets Market 2014-2025

5 SEGMENTATION OF NORTH AMERICA MARKET BY END-USER

5.1 Market Overview by End-user

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

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

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

6 NORTH AMERICA MARKET 2014-2025 BY COUNTRY

6.1 Overview of North America Market

6.2 U.S. Market

6.3 Canadian Market

7 COMPETITIVE LANDSCAPE

7.1 Overview of Key Vendors

7.2 Company Profiles

8 INVESTING IN NORTH AMERICA MARKET: RISK ASSESSMENT AND MANAGEMENT

8.1 Risk Evaluation of North America Market

8.2 Critical Success Factors (CSFs)

RELATED REPORTS AND PRODUCTS

List Of Tables

LIST OF TABLES:

Table 1. Snapshot of North America Home Entertainment and Leisure Robots Market, 2017-2025

Table 2. Main Product Trends and Market Opportunities in North America Home Entertainment and Leisure Robots Market

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

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

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

Table 6. North America Home Entertainment and Leisure Robots Market by Country, 2014-2025, \$ mn

Table 7. U.S. Home Entertainment and Leisure Robots Market by Application, 2014-2025, \$ mn

Table 8. U.S. Home Entertainment and Leisure Robots Market by End-user, 2014-2025, \$ mn

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

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

Table 11. Main Vendors and Product Offerings

Table 12. RoboBuilder Revenue Segmentation by Region, 2017

Table 13. Risk Evaluation for Investing in North America Market, 2017-2025

Table 14. 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. North America Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2017-2025

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

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

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

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

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

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

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

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

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

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

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

Figure 20. North America 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. North America Education & Research Robots Market, 2014-2025, \$ mn

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

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

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

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

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

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

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

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

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

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

Figure 35. Growth Stage of North America Home Entertainment and Leisure Robots Industry over the Forecast Period

Figure 36. Toshiba Machine Revenue by Business Segment, 2015, %

Figure 37. Toshiba Machine Revenue by Region in 2015, %

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