

COVID-19 Global & China Board Games Market Research by Company, Type & Application 2015-2026

<https://marketpublishers.com/r/CB1351208096EN.html>

Date: February 2021

Pages: 85

Price: US\$ 2,000.00 (Single User License)

ID: CB1351208096EN

Abstracts

SUMMARY

HeyReport estimates that the Board Games market size will grow from xxx Million USD in 2020 to xxxx Million USD by 2025, and with a CAGR of xx%. The base year considered for this report is 2019, and the market forecast is projected from 2021 to 2025.

In this report, HeyReport discusses the Global & China industrial policies, economic environment, and the impact of covid-19 on the Board Games industry and its cost structure. Besides, this report covers the basic market dynamics, market size and companies competition data. In addition, the report also conducts basic market research on major product type, market end-use and regional trade.

Market Segment as follows:

Product Type Segmentation Includes

RPGs

Card

Dice games

Tabletop Board Games

Application Segmentation Includes

Fantasy

Warfare

Survival

Adventure

Companies Includes

Asmode Editions

Goliath B.V.

Hasbro

Ravensburger

The main contents of the report including:

Section 1:

Product definition, type and application, Global & China market overview;

Section 2:

Global & China Market competition by company;

Section 3:

Global & China sales revenue, volume and price by type;

Section 4:

Global & China sales revenue, volume and price by application;

Section 5:

China export and import;

Section 6:

Company information, business overview, sales data and product specifications;

Section 7:

Industry chain and raw materials;

Section 8:

Industrial policies & economic environment

Section 9:

Conclusion.

For any other requirements, please feel free to contact HeyReport for customized contents.

Contents

1 MARKET OVERVIEW

1.1 Market Segment Overview

1.1.1 Product Definition

1.1.2 Market by Type

1.1.2.1 RPGs

1.1.2.2 Card

1.1.2.3 Dice games

1.1.2.4 Tabletop Board Games

1.1.3 Market by Application

1.1.3.1 Fantasy

1.1.3.2 Warfare

1.1.3.3 Survival

1.1.3.4 Adventure

1.2 Global & China Market Size & Forecast

1.2.1 Global Market (2015-2020 & 2021-2026)

1.2.2 China Market (2015-2020 & 2021-2026)

2 GLOBAL & CHINA MARKET BY COMPANY

2.1 Global Sales by Company

2.2 China Sales by Company

3 GLOBAL & CHINA MARKET BY TYPE

3.1 Global Sales by Product Type

3.2 China Sales by Product Type

4 GLOBAL & CHINA MARKET BY APPLICATION

4.1 Global Sales by Application

4.2 China Sales by Application

5 CHINA TRADE

5.1 Export Overview

5.2 Import Overview

6 KEY COMPANIES LIST

6.1 Asmod?e Editions

6.1.1 Company Information

6.1.2 Product Specifications

6.1.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.2 Goliath B.V.

6.2.1 Company Information

6.2.2 Product Specifications

6.2.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.3 Hasbro

6.3.1 Company Information

6.3.2 Product Specifications

6.3.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

6.4 Ravensburger

6.4.1 Company Information

6.4.2 Product Specifications

6.4.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

7 INDUSTRY UPSTREAM

7.1 Industry Chain

7.2 Upstream Overview

8 POLICIES & MARKET ENVIRONMENT

8.1 Policies

8.1.1 Major Regions Policies

8.1.2 Policies in China

8.2 Market Environment

8.2.1 Porter's Five Forces

8.2.2 Impact of COVID-19

9 RESEARCH CONCLUSION

List Of Tables

LIST OF TABLES

Table Global Market Sales Revenue by Company 2015-2020
Table Global Market Sales Revenue Share by Company 2015-2020
Table Global Market Sales Volume by Company 2015-2020
Table Global Market Sales Volume Share by Company 2015-2020
Table Global Price by Company 2015-2020
Table China Market Sales Revenue by Company 2015-2020
Table China Market Sales Revenue Share by Company 2015-2020
Table China Market Sales Volume by Company 2015-2020
Table China Market Sales Volume Share by Company 2015-2020
Table China Price by Company 2015-2020
Table Global Market Sales Revenue by Type 2015-2020
Table Global Market Sales Revenue Share by Type 2015-2020
Table Global Market Sales Volume by Type 2015-2020
Table Global Market Sales Volume Share by Type 2015-2020
Table Global Price by Type 2015-2020
Table China Market Sales Revenue by Type 2015-2020
Table China Market Sales Revenue Share by Type 2015-2020
Table China Market Sales Volume by Type 2015-2020
Table China Market Sales Volume Share by Type 2015-2020
Table China Price by Type 2015-2020
Table Global Market Sales Revenue by Application 2015-2020
Table Global Market Sales Revenue Share by Application 2015-2020
Table Global Market Sales Volume by Application 2015-2020
Table Global Market Sales Volume Share by Application 2015-2020
Table Global Price by Application 2015-2020
Table China Market Sales Revenue by Application 2015-2020
Table China Market Sales Revenue Share by Application 2015-2020
Table China Market Sales Volume by Application 2015-2020
Table China Market Sales Volume Share by Application 2015-2020
Table China Price by Application 2015-2020
Table China Export 2015-2020 (Million USD)
Table China Export 2015-2020 (Volume)
Table China Import 2015-2020 (Million USD)
Table China Import 2015-2020 (Volume)
Table Sales Revenue, Sales Volume, Price, Cost and Margin of Asmod?e Editions

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Goliath B.V.

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Hasbro

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Ravensburger

List Of Figures

LIST OF FIGURES

Figure RPGs Market Size and Growth 2015-2020 (Million USD)
Figure RPGs Market Size and Growth 2015-2020 (Volume)
Figure RPGs Market Forecast and Growth 2021-2026 (Million USD)
Figure RPGs Market Forecast and Growth 2021-2026 (Volume)
Figure Card Market Size and Growth 2015-2020 (Million USD)
Figure Card Market Size and Growth 2015-2020 (Volume)
Figure Card Market Forecast and Growth 2021-2026 (Million USD)
Figure Card Market Forecast and Growth 2021-2026 (Volume)
Figure Dice games Market Size and Growth 2015-2020 (Million USD)
Figure Dice games Market Size and Growth 2015-2020 (Volume)
Figure Dice games Market Forecast and Growth 2021-2026 (Million USD)
Figure Dice games Market Forecast and Growth 2021-2026 (Volume)
Figure Tabletop Board Games Market Size and Growth 2015-2020 (Million USD)
Figure Tabletop Board Games Market Size and Growth 2015-2020 (Volume)
Figure Tabletop Board Games Market Forecast and Growth 2021-2026 (Million USD)
Figure Tabletop Board Games Market Forecast and Growth 2021-2026 (Volume)
Figure Fantasy Market Size and Growth 2015-2020 (Million USD)
Figure Fantasy Market Size and Growth 2015-2020 (Volume)
Figure Fantasy Market Forecast and Growth 2021-2026 (Million USD)
Figure Fantasy Market Forecast and Growth 2021-2026 (Volume)
Figure Warfare Market Size and Growth 2015-2020 (Million USD)
Figure Warfare Market Size and Growth 2015-2020 (Volume)
Figure Warfare Market Forecast and Growth 2021-2026 (Million USD)
Figure Warfare Market Forecast and Growth 2021-2026 (Volume)
Figure Survival Market Size and Growth 2015-2020 (Million USD)
Figure Survival Market Size and Growth 2015-2020 (Volume)
Figure Survival Market Forecast and Growth 2021-2026 (Million USD)
Figure Survival Market Forecast and Growth 2021-2026 (Volume)
Figure Adventure Market Size and Growth 2015-2020 (Million USD)
Figure Adventure Market Size and Growth 2015-2020 (Volume)
Figure Adventure Market Forecast and Growth 2021-2026 (Million USD)
Figure Adventure Market Forecast and Growth 2021-2026 (Volume)
Figure Global Board Games Market Size and Growth 2015-2020 (Million USD)
Figure Global Board Games Market Size and Growth 2015-2020 (Volume)
Figure Global Board Games Market Forecast and Growth 2021-2026 (Million USD)

Figure Global Board Games Market Forecast and Growth 2021-2026 (Volume)
Figure China Board Games Market Size and Growth 2015-2020 (Million USD)
Figure China Board Games Market Size and Growth 2015-2020 (Volume)
Figure China Board Games Market Forecast and Growth 2021-2026 (Million USD)
Figure China Board Games Market Forecast and Growth 2021-2026 (Volume)
Figure Global Market Sales Revenue Share by Company in 2019
Figure Global Market Sales Volume Share by Company in 2019
Figure China Market Sales Revenue Share by Company in 2019
Figure China Market Sales Volume Share by Company in 2019
Figure Global Market Sales Revenue Share by Type in 2019
Figure Global Market Sales Volume Share by Type in 2019
Figure China Market Sales Revenue Share by Type in 2019
Figure China Market Sales Volume Share by Type in 2019
Figure Global Market Sales Revenue Share by Application in 2019
Figure Global Market Sales Volume Share by Application in 2019
Figure China Market Sales Revenue Share by Application in 2019
Figure China Market Sales Volume Share by Application in 2019
Figure Industry Chain Overview

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