

2018-2023 Global Licensed Merchandise Consumption Market Report

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Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

In this report, LP Information covers the present scenario (with the base year being 2017) and the growth prospects of global Licensed Merchandise market for 2018-2023. In the broadest sense, merchandising is any practice which contributes to the sale of products to a retail consumer. At a retail in-store level, merchandising refers to the variety of products available for sale and the display of those products in such a way that it stimulates interest and entices customers to make a purchase. In marketing, one of the definitions of merchandising is the practice in which the brand or image from one product or service is used to sell another. Trademarked brand names, logos, or character images are licensed to manufacturers of products such as toys or clothing, which then make items in or emblazoned with the image of the license, hoping they'll sell better than the same item with no such image. For the owners of the IP (intellectual property) in question, merchandising is a very popular source of revenue, due to the low cost of letting a third party manufacture the merchandise, while the IP owners collect the merchandising fees.

Over the next five years, LPI(LP Information) projects that Licensed Merchandise will register a xx% CAGR in terms of revenue, reach US\$ xx million by 2023, from US\$ xx million in 2017.

This report presents a comprehensive overview, market shares, and growth opportunities of Licensed Merchandise market by product type, application, key manufacturers and key regions.

To calculate the market size, LP Information considers value and volume generated



from the sales of the following segments:

Segmentation by product type:

Apparels

Toys

Accessories

Video games

Home decoration

Segmentation by application:

Entertainment

Corporate trademarks

Fashion

Sports

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

2018-2023 Global Licensed Merchandise Consumption Market Report



China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Spain

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries



The report also presents the market competition landscape and a corresponding detailed analysis of the major vendor/manufacturers in the market. The key manufacturers covered in this report:

Fanatics

G-III Apparel Group

Hasbro

NBCUniversal Media

The Walt Disney Company

Warner Bros. Consumer Products

Adidas

Bioworld

Cartoon Network

Columbia Sportswear

DreamWorks Animations

Discovery Consumer Products

Entertainment One

Everlast Worldwide

Hanesbrands

Knights Apparel

Mattel

Nike



Prada
Puma
Rainbow
Ralph Lauren
Reebok
Sanrio
Twentieth Century Fox Consumer Products
Under Armour

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key manufacturers and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

RESEARCH OBJECTIVES

To study and analyze the global Licensed Merchandise consumption (value & volume) by key regions/countries, product type and application, history data from 2013 to 2017, and forecast to 2023.

To understand the structure of Licensed Merchandise market by identifying its various subsegments.

Focuses on the key global Licensed Merchandise manufacturers, to define, describe and analyze the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years.

To analyze the Licensed Merchandise with respect to individual growth trends, future prospects, and their contribution to the total market.



To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

To project the consumption of Licensed Merchandise submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.



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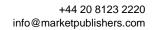
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