

Global Card and Board Games Market Growth 2024-2030

<https://marketpublishers.com/r/GAC10F4A84AAEN.html>

Date: December 2024

Pages: 90

Price: US\$ 3,660.00 (Single User License)

ID: GAC10F4A84AAEN

Abstracts

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

According to our LPI (LP Information) latest study, the global Card and Board Games market size was valued at US\$ million in 2023. With growing demand in downstream market, the Card and Board Games is forecast to a readjusted size of US\$ million by 2030 with a CAGR of % during review period.

The research report highlights the growth potential of the global Card and Board Games market. Card and Board Games are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of Card and Board Games. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the Card and Board Games market.

Board games are played using a board where pieces or counters are placed and moved over the board. It also includes cards and dice games.

Board games are witnessing a high-value proposition for investors and general population than other advanced video games. A major factor that is encouraging the general population to invest is that board games are easy to understand and people can connect with the concept rapidly and can set realistic targets. Hence the increase in crowdfunding platforms for the game publishers is a major factor that is driving the growth of the market.

These games, which were traditionally played in their physical format using boards,

cards, dice, and playing tokens, are increasingly being translated into the digital form for devices such as smartphones, computers, video game systems, and tablets. The increasing digitization of these games is one the emerging trends that is going to boost the market during the forecast period.

The board games market continues to face a challenge from the digital games segment, however, the market along with other games segment have remained stable in the past three years.

Key Features:

The report on Card and Board Games market reflects various aspects and provide valuable insights into the industry.

Market Size and Growth: The research report provide an overview of the current size and growth of the Card and Board Games market. It may include historical data, market segmentation by Type (e.g., Card and Dice Games, Collectible Card Games), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the Card and Board Games market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

Competitive Landscape: The research report provides analysis of the competitive landscape within the Card and Board Games market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

Technological Developments: The research report can delve into the latest technological developments in the Card and Board Games industry. This include advancements in Card and Board Games technology, Card and Board Games new entrants, Card and Board Games new investment, and other innovations that are shaping the future of Card and Board Games.

Downstream Procumbent Preference: The report can shed light on customer procumbent behaviour and adoption trends in the Card and Board Games market. It includes factors influencing customer ' purchasing decisions, preferences for Card and

Board Games product.

Government Policies and Incentives: The research report analyse the impact of government policies and incentives on the Card and Board Games market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting Card and Board Games market. The report also evaluates the effectiveness of these policies in driving market growth.

Environmental Impact and Sustainability: The research report assess the environmental impact and sustainability aspects of the Card and Board Games market.

Market Forecasts and Future Outlook: Based on the analysis conducted, the research report provide market forecasts and outlook for the Card and Board Games industry. This includes projections of market size, growth rates, regional trends, and predictions on technological advancements and policy developments.

Recommendations and Opportunities: The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and contribute to the growth and development of the Card and Board Games market.

Market Segmentation:

Card and Board Games market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value.

Segmentation by type

Card and Dice Games

Collectible Card Games

Miniature Games

RPGs

Segmentation by application

Offline Retail

Online Retail

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Asmodee Editions

Goliath B.V.

Grand Prix International

Hasbro

Ravensburger

Key Questions Addressed in this Report

What is the 10-year outlook for the global Card and Board Games market?

What factors are driving Card and Board Games market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Card and Board Games market opportunities vary by end market size?

How does Card and Board Games break out type, application?

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