

Entertainment Robot Market: Trends, Opportunities and Competitive Analysis [2023-2028]

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Abstracts

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Entertainment Robot Market Trends and Forecast

The future of the entertainment robot market looks promising with opportunities in the media, education, and retail sectors. The global entertainment robot market is expected to reach an estimated \$9.1 billion by 2028 with a CAGR of 22.3% from 2023 to 2028. The major drivers for this market are rising demand of animatronics, increasing adoption for these robots at live events to facilitate human interaction, and growing requirement of robot pets by seniors for therapeutic and health concerns.

A more than 150-page report is developed to help in your business decisions. Sample figures with some insights are shown below.

Entertainment Robot Market by Segment

The study includes a forecast for the global entertainment robot market by product, end use industry, and region, as follows:

Entertainment Robot Market by Product [Shipment Analysis by Value from 2017 to 2028]:

Robot Toys

Educational Robots

Robotic Companion Pets

Entertainment Robot Market by End Use Industry [Shipment Analysis by Value from 2017 to 2028]:

Media

Education

Retail

Others

Entertainment Robot Market by Region [Shipment Analysis by Value from 2017 to 2028]:

North America

Europe

Asia Pacific

The Rest of the World

List of Entertainment Robot Companies

Companies in the market compete on the basis of product quality offered. Major players in this market focus on expanding their manufacturing facilities, R&D investments, infrastructural development, and leverage integration opportunities across the value chain. With these strategies entertainment robot companies cater to increasing demand, ensure competitive effectiveness, develop innovative products & technologies, reduce production costs, and expand their customer base. Some of the entertainment robot companies profiled in this report include:

Hasbro

Mattel

Lego

WowWee

Sphero

Bluefrog Robotics

Aldebaran

Entertainment Robot Market Insights

Lucintel forecast that robot toy will remain the largest segment over the forecast period due to its considerable application to imitate human perception and carry out tasks such as dancing, moving, and communicating with people.

Retail is expected to remain the largest segment due to its significant use of entertainment robot leads to attractive and realistic client experiences, ultimately resulting in increased foot traffic, client engagement, and brand loyalty.

APAC will remain the largest region due to the continuous expansion of industries and manufacturing hubs, increasing use of care robots to enable elderly people home care, and presence of key toy manufacturers in the region.

Features of the Entertainment Robot Market

Market Size Estimates: Entertainment robot market size estimation in terms of value (\$B)

Trend And Forecast Analysis: Market trends (2017-2022) and forecast (2023-2028) by various segments and regions.

Segmentation Analysis: Entertainment robot market size by various segments, such as by product, end use industry, and region

Regional Analysis: Entertainment robot market breakdown by North America, Europe, Asia Pacific, and the Rest of the World.

Growth Opportunities: Analysis on growth opportunities in different by product, end use industry, and regions for the entertainment robot market.

Strategic Analysis: This includes M&A, new product development, and competitive landscape for the entertainment robot market.

Analysis of competitive intensity of the industry based on Porter's Five Forces model.

FAQ

Q1. What is the entertainment robot market size?

Answer: The global entertainment robot market is expected to reach an estimated \$9.1 billion by 2028.

Q2. What is the growth forecast for entertainment robot market?

Answer: The global entertainment robot market is expected to grow with a CAGR of 22.3% from 2023 to 2028.

Q3. What are the major drivers influencing the growth of the entertainment robot market?

Answer: The major drivers for this market are rising demand of animatronics, increasing adoption for these robots at live events to facilitate human interaction, and growing requirement of robot pets by seniors for therapeutic and health concerns.

Q4. What are the major segments for entertainment robot market?

Answer: The future of the entertainment robot market looks promising with opportunities in the media, education, and retail sectors.

Q5. Who are the key entertainment robot companies?

Answer: Some of the key entertainment robot companies are as follows:

Hasbro

Mattel

Lego

WowWee

Sphero

Bluefrog Robotics

Aldebaran

Q6. Which entertainment robot segment will be the largest in future?

Answer: Lucintel forecasts that robot toy will remain the largest segment over the forecast period due to its considerable application to imitate human perception and carry out tasks such as dancing, moving, and communicating with people.

Q7. In entertainment robot market, which region is expected to be the largest in next 5 years?

Answer: APAC will remain the largest region due to the continuous expansion of industries and manufacturing hubs, increasing use of care robots to enable elderly people home care, and presence of key toy manufacturers in the region.

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Answer: Yes, Lucintel provides 10% Customization Without any Additional Cost.

This report answers following 11 key questions

Q.1. What are some of the most promising, high-growth opportunities for the entertainment robot market by product (robot toys, educational robots, and robotic companion pets), end use industry (media, education, retail, and others), and region (North America, Europe, Asia Pacific, and the Rest of the World)?

Q.2. Which segments will grow at a faster pace and why?

Q.3. Which region will grow at a faster pace and why?

Q.4. What are the key factors affecting market dynamics? What are the key challenges and business risks in this market?

Q.5. What are the business risks and competitive threats in this market?

Q.6. What are the emerging trends in this market and the reasons behind them?

Q.7. What are some of the changing demands of customers in the market?

Q.8. What are the new developments in the market? Which companies are leading these developments?

Q.9. Who are the major players in this market? What strategic initiatives are key players pursuing for business growth?

Q.10. What are some of the competing products in this market and how big of a threat do they pose for loss of market share by material or product substitution?

Q.11. What M&A activity has occurred in the last 5 years and what has its impact been on the industry?

For any questions related to entertainment robot market or related to entertainment robot companies, entertainment robot market size, entertainment robot market share, entertainment robot analysis, write Lucintel analyst at email: helpdesk@lucintel.com we will be glad to get back to you soon.

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