

2015-2027 Global Board Games Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

<https://marketpublishers.com/r/29766BB8926CEN.html>

Date: April 2020

Pages: 112

Price: US\$ 3,460.00 (Single User License)

ID: 29766BB8926CEN

Abstracts

The worldwide market for Board Games is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

Major Companies Covered

Kenzer?Company

Decipher Inc

Atlas Games

Alderac Entertainment Group (AEG)

Goliath B.V.

Grand Prix International

Asmodee Editions

Fantasy Flight Games

Hasbro

Games Workshop

Mattel

Ravensburger

Major Types Covered

Tabletop

Card and Dice Games
Collectible Card Games
Miniature Games
RPGs

Major Applications Covered

Online Retailers
Specialist Retailers
Department Stores
Supermarkets and Hypermarkets
Others

Top Countries Data Covered in This Report

United States
Canada
Germany
UK
France
Italy
Spain
Russia
Netherlands
Turkey
Switzerland
Sweden
Poland
Belgium
China
Japan
South Korea
Australia
India
Taiwan
Indonesia
Thailand
Philippines
Malaysia
Brazil

Mexico
Argentina
Columbia
Chile
Saudi Arabia
UAE
Egypt
Nigeria
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

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