

2020-2025 Global Games and Puzzles Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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Abstracts

A Games and Puzzles is a tiling puzzle that requires the assembly of often oddly shaped interlocking and tessellating pieces. Each piece usually has a small part of a picture on it; when complete, a jigsaw puzzle produces a complete picture. In some cases more advanced types have appeared on the market, such as spherical jigsaws and puzzles showing optical illusions.

This report elaborates the market size, market characteristics, and market growth of the Games and Puzzles industry, and breaks down according to the type, application, and consumption area of Games and Puzzles. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Games and Puzzles in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Games and Puzzles market covered in Chapter 13:

Cobble Hill (Outset Media)

White Mountain Puzzles, Inc.

Trefl S.A.

Ravensburger

MasterPieces Puzzle Company

Gibsons
Eurographics, Inc.
Heye Puzzle
Piatnik
Schmidt Spiele GmbH
Ceaco, Inc.
Hasbro, Inc.
Castor Drukarnia
Springbok Puzzles
Royal Jumbo BV
SunsOut
Educa Borrás, S.A.U.
Buffalo Games
Yanomán Corporation

In Chapter 6, on the basis of types, the Games and Puzzles market from 2015 to 2025 is primarily split into:

Games
Puzzles

In Chapter 7, on the basis of applications, the Games and Puzzles market from 2015 to 2025 covers:

E-commerce
Brick & Mortar

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

United States
Europe
China
Japan
India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)

United States

Canada

Mexico

Europe (Covered in Chapter 9)

Germany

UK

France

Italy

Spain

Others

Asia-Pacific (Covered in Chapter 10)

China

Japan

India

South Korea

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 11)

Saudi Arabia

UAE

South Africa

Others

South America (Covered in Chapter 12)

Brazil

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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