

Global Toys and Games Product Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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Abstracts

Toys and Games Product is used for the amusement and entertainment of children. Activity toys such as building sets, dolls, puzzles such as jigsaw puzzles, and card games help children enhance their mental agility and develop coordination and manual skills.

Based on the Toys and Games Product market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Toys and Games Product market covered in Chapter 5:

Guangdong Hayidai Toys

Hape

K'NEX Industries

Playgo Toys Enterprises



JAKKS Pacific

Playmates Toys

Dream International

TOMY

The LEGO Group

Spin Master

Integrity Toys

Mattel

Bandai Namco Holdings

Buffalo Games

MGA Entertainment

VTech Holdings

Famosa Toys

Hasbro

Tenyo

Kids II

Sanrio Company Ltd

Simba Dickie Group

Tarata Toys

Vivid Imaginations

Ravensburger

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

Water toys

Squirt guns

Water Blasters

Games and Puzzles

Activity and Construction Toys

Dolls and Action Figures

Vehicle Toys and Ride-Ons

Soft/Plush Toys

Others

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

Under 3 Years Old

3-6 Years Old

6-12 Years Old



Above 12 Years Old

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 8-13:

North America (Covered in Chapter 9)

United States

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea

Australia

India

South America (Covered in Chapter 12)

Brazil

Argentina

Columbia

Middle East and Africa (Covered in Chapter 13)

UAE

Egypt

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025



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