

# **Toys & Games Global Group of Eight (G8) Industry Guide 2018-2022**

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## **Abstracts**

Toys & Games Global Group of Eight (G8) Industry Guide 2018-2022

### **SUMMARY**

The G8 Toys & Games industry profile provides top-line qualitative and quantitative summary information including: market size (value 2013-17, and forecast to 2022). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

### **SYNOPSIS**

Essential resource for top-line data and analysis covering the G8 toys & games market. Includes market size data, textual and graphical analysis of market growth trends and leading companies.

### **KEY HIGHLIGHTS**

The G8 countries contributed \$48,457.6 million in 2017 to the global toys & games industry, with a compound annual growth rate (CAGR) of 1.2% between 2013 and 2017. The G8 countries are expected to reach a value of \$51,660.7 million in 2022, with a CAGR of 1.3% over the 2017-22 period.

Among the G8 nations, the US is the leading country in the toys & games industry, with market revenues of \$23,457.0 million in 2017. This was followed by the UK and Japan, with a value of \$5,593.5 and \$5,465.8 million, respectively.

The US is expected to lead the toys & games industry in the G8 nations with a value of \$24,747.4 million in 2016, followed by the UK and Japan with expected values of \$5,713.6 and \$5,374.0 million, respectively.

## **SCOPE**

Save time carrying out entry-level research by identifying the size, growth, and leading players in the G8 toys & games market

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the G8 toys & games market

Leading company profiles reveal details of key toys & games market players' G8 operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the G8 toys & games market with five year forecasts

Compares data from the US, Canada, Germany, France, UK, Italy, Russia and Japan, alongside individual chapters on each country

## **REASONS TO BUY**

What was the size of the G8 toys & games market by value in 2017?

What will be the size of the G8 toys & games market in 2022?

What factors are affecting the strength of competition in the G8 toys & games market?

How has the market performed over the last five years?

How large is the G8 toys & games market in relation to its regional counterparts?

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