

Toys and Games Retail Global Group of Eight (G8) Industry Guide - Market Summary, Competitive Analysis and Forecast to 2025

<https://marketpublishers.com/r/T6ACED5A8434EN.html>

Date: November 2021

Pages: 196

Price: US\$ 1,495.00 (Single User License)

ID: T6ACED5A8434EN

Abstracts

Toys and Games Retail Global Group of Eight (G8) Industry Guide - Market Summary, Competitive Analysis and Forecast to 2025

SUMMARY

The G8 Toys & Games industry profile provides top-line qualitative and quantitative summary information including: market size (value 2016-20, and forecast to 2025). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

KEY HIGHLIGHTS

The G8 countries contributed \$50,902.7 million in 2020 to the global toys & games industry, with a compound annual growth rate (CAGR) of 0.4% between 2016 and 2020. The G8 countries are expected to reach a value of \$53,328.2 million in 2025, with a CAGR of 0.9% over the 2020-25 period.

Among the G8 nations, the US is the leading country in the toys & games industry, with market revenues of \$26,114.6 million in 2020. This was followed by the UK and Japan, with a value of \$5,672.9 and \$5,340.7 million, respectively.

The US is expected to lead the toys & games industry in the G8 nations with a value of \$26,310.1 million in 2016, followed by the UK and Japan with expected values of \$6,994.3 and \$5,445.9 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 2020?

What will be the size of the G8 toys & games market in 2025?

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?

Contents

1 INTRODUCTION

- 1.1. What is this report about?
- 1.2. Who is the target reader?
- 1.3. How to use this report
- 1.4. Definitions

2 GROUP OF EIGHT (G8) TOYS & GAMES

- 2.1. Industry Outlook

3 TOYS & GAMES RETAIL IN CANADA

- 3.1. Market Overview
- 3.2. Market Data
- 3.3. Market Segmentation
- 3.4. Market outlook
- 3.5. Five forces analysis
- 3.6. Macroeconomic Indicators

4 TOYS & GAMES RETAIL IN FRANCE

- 4.1. Market Overview
- 4.2. Market Data
- 4.3. Market Segmentation
- 4.4. Market outlook
- 4.5. Five forces analysis
- 4.6. Macroeconomic Indicators

5 TOYS & GAMES RETAIL IN GERMANY

- 5.1. Market Overview
- 5.2. Market Data
- 5.3. Market Segmentation
- 5.4. Market outlook
- 5.5. Five forces analysis
- 5.6. Macroeconomic Indicators

6 TOYS & GAMES RETAIL IN ITALY

- 6.1. Market Overview
- 6.2. Market Data
- 6.3. Market Segmentation
- 6.4. Market outlook
- 6.5. Five forces analysis
- 6.6. Macroeconomic Indicators

7 TOYS & GAMES RETAIL IN JAPAN

- 7.1. Market Overview
- 7.2. Market Data
- 7.3. Market Segmentation
- 7.4. Market outlook
- 7.5. Five forces analysis
- 7.6. Macroeconomic Indicators

8 TOYS & GAMES RETAIL IN RUSSIA

- 8.1. Market Overview
- 8.2. Market Data
- 8.3. Market Segmentation
- 8.4. Market outlook
- 8.5. Five forces analysis
- 8.6. Macroeconomic Indicators

9 TOYS & GAMES RETAIL IN THE UNITED KINGDOM

- 9.1. Market Overview
- 9.2. Market Data
- 9.3. Market Segmentation
- 9.4. Market outlook
- 9.5. Five forces analysis
- 9.6. Macroeconomic Indicators

10 TOYS & GAMES RETAIL IN THE UNITED STATES

- 10.1. Market Overview
- 10.2. Market Data
- 10.3. Market Segmentation
- 10.4. Market outlook
- 10.5. Five forces analysis
- 10.6. Macroeconomic Indicators

11 COMPANY PROFILES

- 11.1. Mastermind LP
- 11.2. Wal-Mart Canada Corp
- 11.3. Walmart Inc
- 11.4. Lego AS
- 11.5. Cnova NV
- 11.6. Otto GmbH & Co KG
- 11.7. Amazon.com, Inc.
- 11.8. Carrefour SA
- 11.9. Toys R Us Asia Ltd
- 11.10. Rakuten Group Inc
- 11.11. Smyths Toys Ltd
- 11.12. J Sainsbury plc
- 11.13. Target Corp

12 APPENDIX

- 12.1. Methodology
- 12.2. About MarketLine

List Of Tables

LIST OF TABLES

- Table 1: G8 toys & games industry, revenue(\$m), 2016-25
- Table 2: G8 toys & games industry, revenue by country (\$m), 2016-20
- Table 3: G8 toys & games industry forecast, revenue by country (\$m), 2020-25
- Table 4: Canada toys & games retail market value: \$ million, 2016-20
- Table 5: Canada toys & games retail market geography segmentation: \$ million, 2020
- Table 6: Canada toys & games retail market distribution: % share, by value, 2020
- Table 7: Canada toys & games retail market value forecast: \$ million, 2020-25
- Table 8: Canada size of population (million), 2016-20
- Table 9: Canada gdp (constant 2005 prices, \$ billion), 2016-20
- Table 10: Canada gdp (current prices, \$ billion), 2016-20
- Table 11: Canada inflation, 2016-20
- Table 12: Canada consumer price index (absolute), 2016-20
- Table 13: Canada exchange rate, 2016-20
- Table 14: France toys & games retail market value: \$ million, 2016-20
- Table 15: France toys & games retail market geography segmentation: \$ million, 2020
- Table 16: France toys & games retail market distribution: % share, by value, 2020
- Table 17: France toys & games retail market value forecast: \$ million, 2020-25
- Table 18: France size of population (million), 2016-20
- Table 19: France gdp (constant 2005 prices, \$ billion), 2016-20
- Table 20: France gdp (current prices, \$ billion), 2016-20
- Table 21: France inflation, 2016-20
- Table 22: France consumer price index (absolute), 2016-20
- Table 23: France exchange rate, 2016-20
- Table 24: Germany toys & games retail market value: \$ million, 2016-20
- Table 25: Germany toys & games retail market geography segmentation: \$ million, 2020
- Table 26: Germany toys & games retail market distribution: % share, by value, 2020
- Table 27: Germany toys & games retail market value forecast: \$ million, 2020-25
- Table 28: Germany size of population (million), 2016-20
- Table 29: Germany gdp (constant 2005 prices, \$ billion), 2016-20
- Table 30: Germany gdp (current prices, \$ billion), 2016-20
- Table 31: Germany inflation, 2016-20
- Table 32: Germany consumer price index (absolute), 2016-20
- Table 33: Germany exchange rate, 2016-20
- Table 34: Italy toys & games retail market value: \$ million, 2016-20
- Table 35: Italy toys & games retail market geography segmentation: \$ million, 2020

- Table 36: Italy toys & games retail market distribution: % share, by value, 2020
- Table 37: Italy toys & games retail market value forecast: \$ million, 2020-25
- Table 38: Italy size of population (million), 2016-20
- Table 39: Italy gdp (constant 2005 prices, \$ billion), 2016-20
- Table 40: Italy gdp (current prices, \$ billion), 2016-20
- Table 41: Italy inflation, 2016-20
- Table 42: Italy consumer price index (absolute), 2016-20
- Table 43: Italy exchange rate, 2016-20
- Table 44: Japan toys & games retail market value: \$ million, 2016-20
- Table 45: Japan toys & games retail market geography segmentation: \$ million, 2020
- Table 46: Japan toys & games retail market distribution: % share, by value, 2020
- Table 47: Japan toys & games retail market value forecast: \$ million, 2020-25
- Table 48: Japan size of population (million), 2016-20
- Table 49: Japan gdp (constant 2005 prices, \$ billion), 2016-20
- Table 50: Japan gdp (current prices, \$ billion), 2016-20
- Table 51: Japan inflation, 2016-20
- Table 52: Japan consumer price index (absolute), 2016-20
- Table 53: Japan exchange rate, 2016-20
- Table 54: Russia toys & games retail market value: \$ million, 2016-20
- Table 55: Russia toys & games retail market geography segmentation: \$ million, 2020
- Table 56: Russia toys & games retail market distribution: % share, by value, 2020
- Table 57: Russia toys & games retail market value forecast: \$ million, 2020-25
- Table 58: Russia size of population (million), 2016-20
- Table 59: Russia gdp (constant 2005 prices, \$ billion), 2016-20
- Table 60: Russia gdp (current prices, \$ billion), 2016-20

List Of Figures

LIST OF FIGURES

Figure 1: G8 toys & games industry, revenue(\$m), 2016-25

Figure 2: G8 Toys & Games industry, revenue by country (%), 2020

Figure 3: G8 toys & games industry, revenue by country (\$m), 2016-20

Figure 4: G8 toys & games industry forecast, revenue by country (\$m), 2020-25

Figure 5: Canada toys & games retail market value: \$ million, 2016-20

Figure 6: Canada toys & games retail market geography segmentation: % share, by value, 2020

Figure 7: Canada toys & games retail market distribution: % share, by value, 2020

Figure 8: Canada toys & games retail market value forecast: \$ million, 2020-25

Figure 9: Forces driving competition in the toys & games retail market in Canada, 2020

Figure 10: Drivers of buyer power in the toys & games retail market in Canada, 2020

Figure 11: Drivers of supplier power in the toys & games retail market in Canada, 2020

Figure 12: Factors influencing the likelihood of new entrants in the toys & games retail market in Canada, 2020

Figure 13: Factors influencing the threat of substitutes in the toys & games retail market in Canada, 2020

Figure 14: Drivers of degree of rivalry in the toys & games retail market in Canada, 2020

Figure 15: France toys & games retail market value: \$ million, 2016-20

Figure 16: France toys & games retail market geography segmentation: % share, by value, 2020

Figure 17: France toys & games retail market distribution: % share, by value, 2020

Figure 18: France toys & games retail market value forecast: \$ million, 2020-25

Figure 19: Forces driving competition in the toys & games retail market in France, 2020

Figure 20: Drivers of buyer power in the toys & games retail market in France, 2020

Figure 21: Drivers of supplier power in the toys & games retail market in France, 2020

Figure 22: Factors influencing the likelihood of new entrants in the toys & games retail market in France, 2020

Figure 23: Factors influencing the threat of substitutes in the toys & games retail market in France, 2020

Figure 24: Drivers of degree of rivalry in the toys & games retail market in France, 2020

Figure 25: Germany toys & games retail market value: \$ million, 2016-20

Figure 26: Germany toys & games retail market geography segmentation: % share, by value, 2020

Figure 27: Germany toys & games retail market distribution: % share, by value, 2020

Figure 28: Germany toys & games retail market value forecast: \$ million, 2020-25

Figure 29: Forces driving competition in the toys & games retail market in Germany, 2020

Figure 30: Drivers of buyer power in the toys & games retail market in Germany, 2020

Figure 31: Drivers of supplier power in the toys & games retail market in Germany, 2020

Figure 32: Factors influencing the likelihood of new entrants in the toys & games retail market in Germany, 2020

Figure 33: Factors influencing the threat of substitutes in the toys & games retail market in Germany, 2020

Figure 34: Drivers of degree of rivalry in the toys & games retail market in Germany, 2020

Figure 35: Italy toys & games retail market value: \$ million, 2016-20

Figure 36: Italy toys & games retail market geography segmentation: % share, by value, 2020

Figure 37: Italy toys & games retail market distribution: % share, by value, 2020

Figure 38: Italy toys & games retail market value forecast: \$ million, 2020-25

Figure 39: Forces driving competition in the toys & games retail market in Italy, 2020

Figure 40: Drivers of buyer power in the toys & games retail market in Italy, 2020

Figure 41: Drivers of supplier power in the toys & games retail market in Italy, 2020

Figure 42: Factors influencing the likelihood of new entrants in the toys & games retail market in Italy, 2020

Figure 43: Factors influencing the threat of substitutes in the toys & games retail market in Italy, 2020

Figure 44: Drivers of degree of rivalry in the toys & games retail market in Italy, 2020

Figure 45: Japan toys & games retail market value: \$ million, 2016-20

Figure 46: Japan toys & games retail market geography segmentation: % share, by value, 2020

Figure 47: Japan toys & games retail market distribution: % share, by value, 2020

Figure 48: Japan toys & games retail market value forecast: \$ million, 2020-25

Figure 49: Forces driving competition in the toys & games retail market in Japan, 2020

Figure 50: Drivers of buyer power in the toys & games retail market in Japan, 2020

Figure 51: Drivers of supplier power in the toys & games retail market in Japan, 2020

Figure 52: Factors influencing the likelihood of new entrants in the toys & games retail market in Japan, 2020

Figure 53: Factors influencing the threat of substitutes in the toys & games retail market in Japan, 2020

Figure 54: Drivers of degree of rivalry in the toys & games retail market in Japan, 2020

Figure 55: Russia toys & games retail market value: \$ million, 2016-20

Figure 56: Russia toys & games retail market geography segmentation: % share, by value, 2020

Figure 57: Russia toys & games retail market distribution: % share, by value, 2020

Figure 58: Russia toys & games retail market value forecast: \$ million, 2020-25

Figure 59: Forces driving competition in the toys & games retail market in Russia, 2020

Figure 60: Drivers of buyer power in the toys & games retail market in Russia, 2020

Figure 61: Drivers of supplier power in the toys & games retail market in Russia, 2020

Figure 62: Factors influencing the likelihood of new entrants in the toys & games retail market in Russia, 2020

Figure 63: Factors influencing the threat of substitutes in the toys & games retail market in Russia, 2020

Figure 64: Drivers of degree of rivalry in the toys & games retail market in Russia, 2020

Figure 65: United Kingdom toys & games retail market value: \$ billion, 2016-20

Figure 66: United Kingdom toys & games retail market geography segmentation: % share, by value, 2020

Figure 67: United Kingdom toys & games retail market distribution: % share, by value, 2020

Figure 68: United Kingdom toys & games retail market value forecast: \$ billion, 2020-25

Figure 69: Forces driving competition in the toys & games retail market in the United Kingdom, 2020

Figure 70: Drivers of buyer power in the toys & games retail market in the United Kingdom, 2020

Figure 71: Drivers of supplier power in the toys & games retail market in the United Kingdom, 2020

Figure 72: Factors influencing the likelihood of new entrants in the toys & games retail market in the United Kingdom, 2020

Figure 73: Factors influencing the threat of substitutes in the toys & games retail market in the United Kingdom, 2020

Figure 74: Drivers of degree of rivalry in the toys & games retail market in the United Kingdom, 2020

I would like to order

Product name: Toys and Games Retail Global Group of Eight (G8) Industry Guide - Market Summary, Competitive Analysis and Forecast to 2025

Product link: <https://marketpublishers.com/r/T6ACED5A8434EN.html>

Price: US\$ 1,495.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/T6ACED5A8434EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

