

Toys and Games Retail in the United States of America (USA) - Market Summary, Competitive Analysis and Forecast to 2025

https://marketpublishers.com/r/TDFBE57966B6EN.html

Date: September 2021 Pages: 47 Price: US\$ 350.00 (Single User License) ID: TDFBE57966B6EN

Abstracts

Toys and Games Retail in the United States of America (USA) - Market Summary, Competitive Analysis and Forecast to 2025

SUMMARY

Toys & Games Retail in the United States 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 toys & games market includes retail sales of action figures, activity toys, dolls, games, infant and baby toys, miniature models, plush toys, puzzles, rideon model toys, and toy vehicles. All market data and forecasts are represented as a consumer expenditure in retailers which includes sales taxes (e.g. VAT) and figures presented are in nominal terms (i.e., without adjustment for inflation) and all currency conversions used in the creation of this report have been calculated using constant 2020 annual average exchange rates.

The US toys & games retail market had total revenues of \$26,114.6m in 2020, representing a compound annual growth rate (CAGR) of 0.3% between 2016 and 2020.

Other specialist retail account for the largest proportion of sales in the US toys &



games retail market in 2020, sales through this channel generated \$7,167.2m, equivalent to 27.4% of the market's overall value.

The US toys & market is the largest globally and is mature, which has tapered growth significantly.

SCOPE

Save time carrying out entry-level research by identifying the size, growth, major segments, and leading players in the toys & games retail market in the United States

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the toys & games retail market in the United States

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

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

REASONS TO BUY

What was the size of the United States toys & games retail market by value in 2020?

What will be the size of the United States toys & games retail market in 2025?

What factors are affecting the strength of competition in the United States toys & games retail market?

How has the market performed over the last five years?

What are the main segments that make up the United State's toys & games retail market?



Contents

1 EXECUTIVE SUMMARY

- 1.1. Market value
- 1.2. Market value forecast
- 1.3. Geography segmentation
- 1.4. Market rivalry
- 1.5. Competitive Landscape

2 MARKET OVERVIEW

- 2.1. Market definition
- 2.2. Market analysis

3 MARKET DATA

3.1. Market value

4 MARKET SEGMENTATION

- 4.1. Geography segmentation
- 4.2. Market distribution

5 MARKET OUTLOOK

5.1. Market value forecast

6 FIVE FORCES ANALYSIS

- 6.1. Summary
- 6.2. Buyer power
- 6.3. Supplier power
- 6.4. New entrants
- 6.5. Threat of substitutes
- 6.6. Degree of rivalry

7 COMPETITIVE LANDSCAPE



- 7.1. Who are the leading players?
- 7.2. What strategies do the leading players follow?
- 7.3. What is the rationale for the recent M&A activity?
- 7.4. What impact is COVID-19 having on the leading players?

8 COMPANY PROFILES

- 8.1. Amazon.com, Inc.
- 8.2. Walmart Inc
- 8.3. Target Corp
- 8.4. Lego AS

9 MACROECONOMIC INDICATORS

9.1. Country data

10 APPENDIX

- 10.1. Methodology
- 10.2. Industry associations
- 10.3. Related MarketLine research
- 10.4. About MarketLine



List Of Tables

LIST OF TABLES

Table 1: United States toys & games retail market value: \$ billion, 2016-20

Table 2: United States toys & games retail market geography segmentation: \$ billion, 2020

- Table 3: United States toys & games retail market distribution: % share, by value, 2020
- Table 4: United States toys & games retail market value forecast: \$ billion, 2020-25
- Table 5: Amazon.com, Inc.: key facts
- Table 6: Amazon.com, Inc.: Annual Financial Ratios
- Table 7: Amazon.com, Inc.: Key Employees
- Table 8: Amazon.com, Inc.: Key Employees Continued
- Table 9: Walmart Inc: key facts
- Table 10: Walmart Inc: Annual Financial Ratios
- Table 11: Walmart Inc: Key Employees
- Table 12: Walmart Inc: Key Employees Continued
- Table 13: Walmart Inc: Key Employees Continued
- Table 14: Walmart Inc: Key Employees Continued
- Table 15: Target Corp: key facts
- Table 16: Target Corp: Annual Financial Ratios
- Table 17: Target Corp: Key Employees
- Table 18: Target Corp: Key Employees Continued
- Table 19: Lego AS: key facts
- Table 20: Lego AS: Key Employees
- Table 21: United States size of population (million), 2016-20
- Table 22: United States gdp (constant 2005 prices, \$ billion), 2016-20
- Table 23: United States gdp (current prices, \$ billion), 2016-20
- Table 24: United States inflation, 2016-20
- Table 25: United States consumer price index (absolute), 2016-20
- Table 26: United States exchange rate, 2016-20



List Of Figures

LIST OF FIGURES

Figure 1: United States toys & games retail market value: \$ billion, 2016-20

Figure 2: United States toys & games retail market geography segmentation: % share, by value, 2020

Figure 3: United States toys & games retail market distribution: % share, by value, 2020

Figure 4: United States toys & games retail market value forecast: \$ billion, 2020-25 Figure 5: Forces driving competition in the toys & games retail market in the United

States, 2020

Figure 6: Drivers of buyer power in the toys & games retail market in the United States, 2020

Figure 7: Drivers of supplier power in the toys & games retail market in the United States, 2020

Figure 8: Factors influencing the likelihood of new entrants in the toys & games retail market in the United States, 2020

Figure 9: Factors influencing the threat of substitutes in the toys & games retail market in the United States, 2020

Figure 10: Drivers of degree of rivalry in the toys & games retail market in the United States, 2020



I would like to order

Product name: Toys and Games Retail in the United States of America (USA) - Market Summary, Competitive Analysis and Forecast to 2025 Product link: <u>https://marketpublishers.com/r/TDFBE57966B6EN.html</u> Price: US\$ 350.00 (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 <u>https://marketpublishers.com/r/TDFBE57966B6EN.html</u>

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

Custumer signature _____

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

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



Toys and Games Retail in the United States of America (USA) - Market Summary, Competitive Analysis and Forecas...