

Board Games-EMEA Market Status and Trend Report 2013-2023

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Abstracts

Report Summary

Board Games-EMEA Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Board Games industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Whole EMEA and Regional Market Size of Board Games 2013-2017, and development forecast 2018-2023

Main market players of Board Games in EMEA, with company and product introduction, position in the Board Games market

Market status and development trend of Board Games by types and applications

Cost and profit status of Board Games, and marketing status

Market growth drivers and challenges

The report segments the EMEA Board Games market as:

EMEA Board Games Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

Europe

Middle East

Africa

EMEA Board Games Market: Product Type Segment Analysis (Consumption Volume,

Average Price, Revenue, Market Share and Trend 2013-2023):

RPGs

Card

Dice games

Tabletop Board Games

EMEA Board Games Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

Fantasy

Warfare

Survival

Adventure

EMEA Board Games Market: Players Segment Analysis (Company and Product introduction, Board Games Sales Volume, Revenue, Price and Gross Margin):

Asmodée Editions

Goliath B.V.

Hasbro

Ravensburger

In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.

Contents

CHAPTER 1 OVERVIEW OF BOARD GAMES

- 1.1 Definition of Board Games in This Report
- 1.2 Commercial Types of Board Games
 - 1.2.1 RPGs
 - 1.2.2 Card
 - 1.2.3 Dice games
 - 1.2.4 Tabletop Board Games
- 1.3 Downstream Application of Board Games
 - 1.3.1 Fantasy
 - 1.3.2 Warfare
 - 1.3.3 Survival
 - 1.3.4 Adventure
- 1.4 Development History of Board Games
- 1.5 Market Status and Trend of Board Games 2013-2023
 - 1.5.1 EMEA Board Games Market Status and Trend 2013-2023
 - 1.5.2 Regional Board Games Market Status and Trend 2013-2023

CHAPTER 2 EMEA MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Status of Board Games in EMEA 2013-2017
- 2.2 Consumption Market of Board Games in EMEA by Regions
 - 2.2.1 Consumption Volume of Board Games in EMEA by Regions
 - 2.2.2 Revenue of Board Games in EMEA by Regions
- 2.3 Market Analysis of Board Games in EMEA by Regions
 - 2.3.1 Market Analysis of Board Games in Europe 2013-2017
 - 2.3.2 Market Analysis of Board Games in Middle East 2013-2017
 - 2.3.3 Market Analysis of Board Games in Africa 2013-2017
- 2.4 Market Development Forecast of Board Games in EMEA 2018-2023
 - 2.4.1 Market Development Forecast of Board Games in EMEA 2018-2023
 - 2.4.2 Market Development Forecast of Board Games by Regions 2018-2023

CHAPTER 3 EMEA MARKET STATUS AND FORECAST BY TYPES

- 3.1 Whole EMEA Market Status by Types
 - 3.1.1 Consumption Volume of Board Games in EMEA by Types
 - 3.1.2 Revenue of Board Games in EMEA by Types

- 3.2 EMEA Market Status by Types in Major Countries
 - 3.2.1 Market Status by Types in Europe
 - 3.2.2 Market Status by Types in Middle East
 - 3.2.3 Market Status by Types in Africa
- 3.3 Market Forecast of Board Games in EMEA by Types

CHAPTER 4 EMEA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of Board Games in EMEA by Downstream Industry
- 4.2 Demand Volume of Board Games by Downstream Industry in Major Countries
 - 4.2.1 Demand Volume of Board Games by Downstream Industry in Europe
 - 4.2.2 Demand Volume of Board Games by Downstream Industry in Middle East
 - 4.2.3 Demand Volume of Board Games by Downstream Industry in Africa
- 4.3 Market Forecast of Board Games in EMEA by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF BOARD GAMES

- 5.1 EMEA Economy Situation and Trend Overview
- 5.2 Board Games Downstream Industry Situation and Trend Overview

CHAPTER 6 BOARD GAMES MARKET COMPETITION STATUS BY MAJOR PLAYERS IN EMEA

- 6.1 Sales Volume of Board Games in EMEA by Major Players
- 6.2 Revenue of Board Games in EMEA by Major Players
- 6.3 Basic Information of Board Games by Major Players
 - 6.3.1 Headquarters Location and Established Time of Board Games Major Players
 - 6.3.2 Employees and Revenue Level of Board Games Major Players
- 6.4 Market Competition News and Trend
 - 6.4.1 Merger, Consolidation or Acquisition News
 - 6.4.2 Investment or Disinvestment News
 - 6.4.3 New Product Development and Launch

CHAPTER 7 BOARD GAMES MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 7.1 Asmodée Editions
 - 7.1.1 Company profile

- 7.1.2 Representative Board Games Product
- 7.1.3 Board Games Sales, Revenue, Price and Gross Margin of Asmodée Editions
- 7.2 Goliath B.V.
 - 7.2.1 Company profile
 - 7.2.2 Representative Board Games Product
 - 7.2.3 Board Games Sales, Revenue, Price and Gross Margin of Goliath B.V.
- 7.3 Hasbro
 - 7.3.1 Company profile
 - 7.3.2 Representative Board Games Product
 - 7.3.3 Board Games Sales, Revenue, Price and Gross Margin of Hasbro
- 7.4 Ravensburger
 - 7.4.1 Company profile
 - 7.4.2 Representative Board Games Product
 - 7.4.3 Board Games Sales, Revenue, Price and Gross Margin of Ravensburger

CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF BOARD GAMES

- 8.1 Industry Chain of Board Games
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF BOARD GAMES

- 9.1 Cost Structure Analysis of Board Games
- 9.2 Raw Materials Cost Analysis of Board Games
- 9.3 Labor Cost Analysis of Board Games
- 9.4 Manufacturing Expenses Analysis of Board Games

CHAPTER 10 MARKETING STATUS ANALYSIS OF BOARD GAMES

- 10.1 Marketing Channel
 - 10.1.1 Direct Marketing
 - 10.1.2 Indirect Marketing
 - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
 - 10.2.1 Pricing Strategy
 - 10.2.2 Brand Strategy
 - 10.2.3 Target Client

10.3 Distributors/Traders List

CHAPTER 11 REPORT CONCLUSION

CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE

12.1 Methodology/Research Approach

12.1.1 Research Programs/Design

12.1.2 Market Size Estimation

12.1.3 Market Breakdown and Data Triangulation

12.2 Data Source

12.2.1 Secondary Sources

12.2.2 Primary Sources

12.3 Reference

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