

# Board Games-Global Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/B6FEDB3E0D5EN.html>

Date: February 2018

Pages: 145

Price: US\$ 2,480.00 (Single User License)

ID: B6FEDB3E0D5EN

## Abstracts

### Report Summary

Board Games-Global 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:

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

Main manufacturers/suppliers of Board Games worldwide, 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 global Board Games market as:

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

North America

Europe

China

Japan

Rest APAC

## Latin America

Global Board Games Market: Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

RPGs

Card

Dice games

Tabletop Board Games

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

Fantasy

Warfare

Survival

Adventure

Global Board Games Market: Manufacturers 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 Global Board Games Market Status and Trend 2013-2023
  - 1.5.2 Regional Board Games Market Status and Trend 2013-2023

### **CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS**

- 2.1 Market Development of Board Games 2013-2017
- 2.2 Production Market of Board Games by Regions
  - 2.2.1 Production Volume of Board Games by Regions
  - 2.2.2 Production Value of Board Games by Regions
- 2.3 Demand Market of Board Games by Regions
- 2.4 Production and Demand Status of Board Games by Regions
  - 2.4.1 Production and Demand Status of Board Games by Regions 2013-2017
  - 2.4.2 Import and Export Status of Board Games by Regions 2013-2017

### **CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES**

- 3.1 Production Volume of Board Games by Types
- 3.2 Production Value of Board Games by Types
- 3.3 Market Forecast of Board Games by Types

### **CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY**

- 4.1 Demand Volume of Board Games by Downstream Industry
- 4.2 Market Forecast of Board Games by Downstream Industry

## **CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF BOARD GAMES**

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

## **CHAPTER 6 BOARD GAMES MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS**

- 6.1 Production Volume of Board Games by Major Manufacturers
- 6.2 Production Value of Board Games by Major Manufacturers
- 6.3 Basic Information of Board Games by Major Manufacturers
  - 6.3.1 Headquarters Location and Established Time of Board Games Major Manufacturer
  - 6.3.2 Employees and Revenue Level of Board Games Major Manufacturer
- 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

## I would like to order

Product name: Board Games-Global Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/B6FEDB3E0D5EN.html>

Price: US\$ 2,480.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/B6FEDB3E0D5EN.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