

Board Games-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data

<https://marketpublishers.com/r/BC8EF3A301AEN.html>

Date: February 2018

Pages: 156

Price: US\$ 3,680.00 (Single User License)

ID: BC8EF3A301AEN

Abstracts

Report Summary

Board Games-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data offers a comprehensive analysis on Board Games industry, standing on the readers' perspective, delivering detailed market data in Global major 20 countries 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 Top 20 Countries Market Size of Board Games 2013-2017, and development forecast 2018-2023

Main manufacturers/suppliers of Board Games worldwide and market share by regions, 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 (United States, Canada and Mexico)

Europe (Germany, UK, France, Italy, Russia, Spain and Benelux)

Asia Pacific (China, Japan, India, Southeast Asia and Australia)

Latin America (Brazil, Argentina and Colombia)

Middle East and Africa

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 Sales Market of Board Games by Regions
 - 2.2.1 Sales Volume of Board Games by Regions
 - 2.2.2 Sales Value of Board Games by Regions
- 2.3 Production Market of Board Games by Regions
- 2.4 Global Market Forecast of Board Games 2018-2023
 - 2.4.1 Global Market Forecast of Board Games 2018-2023
 - 2.4.2 Market Forecast of Board Games by Regions 2018-2023

CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

- 3.1 Sales Volume of Board Games by Types
- 3.2 Sales 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 Global Sales Volume of Board Games by Downstream Industry
- 4.2 Global Market Forecast of Board Games by Downstream Industry

CHAPTER 5 NORTH AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 5.1 North America Board Games Market Status by Countries
 - 5.1.1 North America Board Games Sales by Countries (2013-2017)
 - 5.1.2 North America Board Games Revenue by Countries (2013-2017)
 - 5.1.3 United States Board Games Market Status (2013-2017)
 - 5.1.4 Canada Board Games Market Status (2013-2017)
 - 5.1.5 Mexico Board Games Market Status (2013-2017)
- 5.2 North America Board Games Market Status by Manufacturers
- 5.3 North America Board Games Market Status by Type (2013-2017)
 - 5.3.1 North America Board Games Sales by Type (2013-2017)
 - 5.3.2 North America Board Games Revenue by Type (2013-2017)
- 5.4 North America Board Games Market Status by Downstream Industry (2013-2017)

CHAPTER 6 EUROPE MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 6.1 Europe Board Games Market Status by Countries
 - 6.1.1 Europe Board Games Sales by Countries (2013-2017)
 - 6.1.2 Europe Board Games Revenue by Countries (2013-2017)
 - 6.1.3 Germany Board Games Market Status (2013-2017)
 - 6.1.4 UK Board Games Market Status (2013-2017)
 - 6.1.5 France Board Games Market Status (2013-2017)
 - 6.1.6 Italy Board Games Market Status (2013-2017)
 - 6.1.7 Russia Board Games Market Status (2013-2017)
 - 6.1.8 Spain Board Games Market Status (2013-2017)
 - 6.1.9 Benelux Board Games Market Status (2013-2017)
- 6.2 Europe Board Games Market Status by Manufacturers
- 6.3 Europe Board Games Market Status by Type (2013-2017)
 - 6.3.1 Europe Board Games Sales by Type (2013-2017)
 - 6.3.2 Europe Board Games Revenue by Type (2013-2017)
- 6.4 Europe Board Games Market Status by Downstream Industry (2013-2017)

CHAPTER 7 ASIA PACIFIC MARKET STATUS BY COUNTRIES, TYPE,

MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 7.1 Asia Pacific Board Games Market Status by Countries
 - 7.1.1 Asia Pacific Board Games Sales by Countries (2013-2017)
 - 7.1.2 Asia Pacific Board Games Revenue by Countries (2013-2017)
 - 7.1.3 China Board Games Market Status (2013-2017)
 - 7.1.4 Japan Board Games Market Status (2013-2017)
 - 7.1.5 India Board Games Market Status (2013-2017)
 - 7.1.6 Southeast Asia Board Games Market Status (2013-2017)
 - 7.1.7 Australia Board Games Market Status (2013-2017)
- 7.2 Asia Pacific Board Games Market Status by Manufacturers
- 7.3 Asia Pacific Board Games Market Status by Type (2013-2017)
 - 7.3.1 Asia Pacific Board Games Sales by Type (2013-2017)
 - 7.3.2 Asia Pacific Board Games Revenue by Type (2013-2017)
- 7.4 Asia Pacific Board Games Market Status by Downstream Industry (2013-2017)

CHAPTER 8 LATIN AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 8.1 Latin America Board Games Market Status by Countries
 - 8.1.1 Latin America Board Games Sales by Countries (2013-2017)
 - 8.1.2 Latin America Board Games Revenue by Countries (2013-2017)
 - 8.1.3 Brazil Board Games Market Status (2013-2017)
 - 8.1.4 Argentina Board Games Market Status (2013-2017)
 - 8.1.5 Colombia Board Games Market Status (2013-2017)
- 8.2 Latin America Board Games Market Status by Manufacturers
- 8.3 Latin America Board Games Market Status by Type (2013-2017)
 - 8.3.1 Latin America Board Games Sales by Type (2013-2017)
 - 8.3.2 Latin America Board Games Revenue by Type (2013-2017)
- 8.4 Latin America Board Games Market Status by Downstream Industry (2013-2017)

CHAPTER 9 MIDDLE EAST AND AFRICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 9.1 Middle East and Africa Board Games Market Status by Countries
 - 9.1.1 Middle East and Africa Board Games Sales by Countries (2013-2017)
 - 9.1.2 Middle East and Africa Board Games Revenue by Countries (2013-2017)
 - 9.1.3 Middle East Board Games Market Status (2013-2017)
 - 9.1.4 Africa Board Games Market Status (2013-2017)

- 9.2 Middle East and Africa Board Games Market Status by Manufacturers
- 9.3 Middle East and Africa Board Games Market Status by Type (2013-2017)
 - 9.3.1 Middle East and Africa Board Games Sales by Type (2013-2017)
 - 9.3.2 Middle East and Africa Board Games Revenue by Type (2013-2017)
- 9.4 Middle East and Africa Board Games Market Status by Downstream Industry (2013-2017)

CHAPTER 10 MARKET DRIVING FACTOR ANALYSIS OF BOARD GAMES

- 10.1 Global Economy Situation and Trend Overview
- 10.2 Board Games Downstream Industry Situation and Trend Overview

CHAPTER 11 BOARD GAMES MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

- 11.1 Production Volume of Board Games by Major Manufacturers
- 11.2 Production Value of Board Games by Major Manufacturers
- 11.3 Basic Information of Board Games by Major Manufacturers
 - 11.3.1 Headquarters Location and Established Time of Board Games Major Manufacturer
 - 11.3.2 Employees and Revenue Level of Board Games Major Manufacturer
- 11.4 Market Competition News and Trend
 - 11.4.1 Merger, Consolidation or Acquisition News
 - 11.4.2 Investment or Disinvestment News
 - 11.4.3 New Product Development and Launch

CHAPTER 12 BOARD GAMES MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 12.1 Asmodée Editions
 - 12.1.1 Company profile
 - 12.1.2 Representative Board Games Product
 - 12.1.3 Board Games Sales, Revenue, Price and Gross Margin of Asmodée Editions
- 12.2 Goliath B.V.
 - 12.2.1 Company profile
 - 12.2.2 Representative Board Games Product
 - 12.2.3 Board Games Sales, Revenue, Price and Gross Margin of Goliath B.V.
- 12.3 Hasbro
 - 12.3.1 Company profile

- 12.3.2 Representative Board Games Product
- 12.3.3 Board Games Sales, Revenue, Price and Gross Margin of Hasbro
- 12.4 Ravensburger
 - 12.4.1 Company profile
 - 12.4.2 Representative Board Games Product
 - 12.4.3 Board Games Sales, Revenue, Price and Gross Margin of Ravensburger

CHAPTER 13 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF BOARD GAMES

- 13.1 Industry Chain of Board Games
- 13.2 Upstream Market and Representative Companies Analysis
- 13.3 Downstream Market and Representative Companies Analysis

CHAPTER 14 COST AND GROSS MARGIN ANALYSIS OF BOARD GAMES

- 14.1 Cost Structure Analysis of Board Games
- 14.2 Raw Materials Cost Analysis of Board Games
- 14.3 Labor Cost Analysis of Board Games
- 14.4 Manufacturing Expenses Analysis of Board Games

CHAPTER 15 REPORT CONCLUSION

CHAPTER 16 RESEARCH METHODOLOGY AND REFERENCE

- 16.1 Methodology/Research Approach
 - 16.1.1 Research Programs/Design
 - 16.1.2 Market Size Estimation
 - 16.1.3 Market Breakdown and Data Triangulation
- 16.2 Data Source
 - 16.2.1 Secondary Sources
 - 16.2.2 Primary Sources
- 16.3 Reference

I would like to order

Product name: Board Games-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data

Product link: <https://marketpublishers.com/r/BC8EF3A301AEN.html>

Price: US\$ 3,680.00 (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/BC8EF3A301AEN.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