

Connected Toys by Interacting Device Market - Global Outlook and Forecast 2022-2028

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Abstracts

Connected Toys by Interacting Device refers to the connection with toys through devices such as smartphones, consoles, tablets, etc., and controls toys through gestures or devices for learning and entertainment purposes.

This report contains market size and forecasts of Connected Toys by Interacting Device in global, including the following market information:

Global Connected Toys by Interacting Device Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Connected Toys by Interacting Device Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Connected Toys by Interacting Device companies in 2021 (%)

The global Connected Toys by Interacting Device market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Smartphone Connected Toys Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Connected Toys by Interacting Device include Mattel,

Hasbro, LEGO Group, Sphero, Sony, PLAYMOBIL, BANDAI NAMCO, K'NEX and Konami, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Connected Toys by Interacting Device manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Connected Toys by Interacting Device Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Connected Toys by Interacting Device Market Segment Percentages, by Type, 2021 (%)

Smartphone Connected Toys

App Connected Drones

Console Connected Toys

Tablet Connected Toys

Global Connected Toys by Interacting Device Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Connected Toys by Interacting Device Market Segment Percentages, by Application, 2021 (%)

Children's Education

Game Industry

Audiovisual Entertainment

Other

Global Connected Toys by Interacting Device Market, By Region and Country,
2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Connected Toys by Interacting Device Market Segment Percentages, By Region
and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Connected Toys by Interacting Device revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Connected Toys by Interacting Device revenues share in global market,

2021 (%)

Key companies Connected Toys by Interacting Device sales in global market,
2017-2022 (Estimated), (K Units)

Key companies Connected Toys by Interacting Device sales share in global market,
2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Mattel

Hasbro

LEGO Group

Sphero

Sony

PLAYMOBIL

BANDAI NAMCO

K'NEX

Konami

Wonder Workshop

PlayFusion

Anki

WowWee

DXTR Labs

Denmark

Leka

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