

Entertainment Robotics Market - Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Entertainment Robotics in global, including the following market information:

Global Entertainment Robotics Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Entertainment Robotics Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Entertainment Robotics companies in 2021 (%)

The global Entertainment Robotics market was valued at 11530 million in 2021 and is projected to reach US\$ 35490 million by 2028, at a CAGR of 17.4% during the forecast period.

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

Commercial Entertainment Robots Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Entertainment Robotics include Innovation First, Fischertechnik, Lego, Microsoft, Electromechanica, Evolution Robotics, Honda, Hitachi and Toyota, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Entertainment Robotics 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 Entertainment Robotics Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Entertainment Robotics Market Segment Percentages, by Type, 2021 (%)

Commercial Entertainment Robots

Non-Commercial Entertainment Robots

Global Entertainment Robotics Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Entertainment Robotics Market Segment Percentages, by Application, 2021 (%)

Gaming & Entertainment

Athletic Sports

Film and Television

Others

Global Entertainment Robotics Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Entertainment Robotics 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 Entertainment Robotics revenues in global market, 2017-2022
(Estimated), (\$ millions)

Key companies Entertainment Robotics revenues share in global market, 2021 (%)

Key companies Entertainment Robotics sales in global market, 2017-2022 (Estimated),
(K Units)

Key companies Entertainment Robotics sales share in global market, 2021 (%)

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

Innovation First

Fischertechnik

Lego

Microsoft

Electromechanica

Evolution Robotics

Honda

Hitachi

Toyota

Anybots

KUKA

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