

# Home Entertainment and Leisure Robots Market, Global Outlook and Forecast 2022-2028

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## Abstracts

The robots that are designed for the sole purpose of providing entertainment to humans, are categorized under home entertainment and leisure robots. These robots are designed and developed with artificial intelligence and robotics to interact with speech recognition and face-tracking.

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

Global Home Entertainment and Leisure Robots Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Home Entertainment and Leisure Robots Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Home Entertainment and Leisure Robots companies in 2021 (%)

The global Home Entertainment and Leisure Robots 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.

Education and Research Robots Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Home Entertainment and Leisure Robots include Modular Robotics, Robobuilder, SoftBank Robotics, Sony Corporation, Sphero, Blue Frog Robotics and WowWee Group, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Home Entertainment and Leisure Robots Market Segment Percentages, by Type, 2021 (%)

Education and Research Robots

Robotic Companion Pets

Others

Global Home Entertainment and Leisure Robots Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Home Entertainment and Leisure Robots Market Segment Percentages, by Application, 2021 (%)

Children

Elderly People

Others

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

Global Home Entertainment and Leisure Robots 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 Home Entertainment and Leisure Robots revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Home Entertainment and Leisure Robots revenues share in global market, 2021 (%)

Key companies Home Entertainment and Leisure Robots sales in global market,

2017-2022 (Estimated), (K Units)

Key companies Home Entertainment and Leisure Robots sales share in global market, 2021 (%)

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

Modular Robotics

Robobuilder

SoftBank Robotics

Sony Corporation

Sphero

Blue Frog Robotics

WowWee Group

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