

Toys Market - Global Outlook and Forecast 2022-2028

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Abstracts

A toy is an item that is used in play, especially one designed for such use. Playing with toys can be an enjoyable means of training young children for life in society. Different materials like wood, clay, paper, and plastic are used to make toys. Many items are designed to serve as toys, but goods produced for other purposes can also be used. For instance, a small child may fold an ordinary piece of paper into an airplane shape and 'fly it'. Newer forms of toys include interactive digital entertainment. Some toys are produced primarily as collectors' items and are intended for display only.

Playing with toys is considered to be important when it comes to growing up and learning about the world around us. Younger children use toys to discover their identity, help their bodies grow strong, learn cause and effect, explore relationships, and practice skills they will need as adults. Adults on occasion use toys to form and strengthen social bonds, teach, help in therapy, and to remember and reinforce lessons from their youth.

This report contains market size and forecasts of Toys in Global, including the following market information:

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

Global top five companies in 2021 (%)

The global Toys 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.

Outdoor & Sports Toys Segment to Reach \$ Million by 2028, with a % CAGR in next six

years.

The global key manufacturers of Toys include Lego, Mattel, Bandai Namco, Fisher-Price, Barbie, Nerf, Hasbro, Hot Wheels and My Little Pony, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Toys companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Toys Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Outdoor & Sports Toys

Dolls

Infant/Toddler/Preschool Toys

Games/Puzzles

Building Sets

Action Figures & Accessories

Others

Global Toys Market, by Application, 2017-2022, 2023-2028 (\$ millions)

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

Age 0-3

Age 3-6

Age 6-12

Other

Global Toys Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Toys 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 Toys revenues in global market, 2017-2022 (estimated), (\$ millions)

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

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

Lego

Mattel

Bandai Namco

Fisher-Price

Barbie

Nerf

Hasbro

Hot Wheels

My Little Pony

Mobile Suit Gundam

Play-Doh

Monopoly

Playskool

Magic: The Gathering

Monster High

MEGA Bloks

Yo-Kai Watch

Transformers

Power Rangers

American Girl

Littlest Pet Shop

Masked Rider

TOMICA

Tomy Company

FurReal Friends

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