

Asia-Pacific Toys and Games Market Report 2017

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Abstracts

In this report, the Asia-Pacific Toys and Games market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report split Asia-Pacific into several key Regions, with sales (K Units), revenue (Million USD), market share and growth rate of Toys and Games for these regions, from 2012 to 2022 (forecast), including

China

Japan

South Korea

Taiwan

India

Southeast Asia

Australia

Asia-Pacific Toys and Games market competition by top manufacturers/players, with Toys and Games sales volume, price, revenue (Million USD) and market share for each manufacturer/player; the top players including

Dream International Limited (Hong Kong)

Hasbro, Inc. (US)

Integrity Toys, Inc. (US)

JAKKS Pacific Inc. (US)

Kids II, Inc. (US)

K'NEX Brands, L.P. (US)

Konami Corporation (Japan)

LeapFrog Enterprises, Inc. (US)

LEGO Group (Denmark)

Mattel, Inc. (US)

Fisher-Price, Inc. (US)

MEGA Brands, Inc. (Canada)

MGA Entertainment, Inc. (US)

NAMCO BANDAI Holdings Inc. (Japan)

Playmates Toys, Inc. (US)

Ravensburger AG (Germany)

Sanrio Company Ltd. (Japan)

Tarata Toys Ltd. (New Zealand)

TOMY Company Ltd. (Japan)

Toy Quest (US)

VTech Holdings Limited (Hong Kong)

On the basis of product, this report displays the sales volume (K Units), revenue (Million USD), product price (USD/Unit), market share and growth rate of each type, primarily split into

Games and Puzzles

Infant and Preschool

Activity and Construction Toys

Dolls and Action Figures

Vehicle Toys and Ride-Ons

Soft/Plush Toys

Others

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume (K Units), market share and growth rate of Toys and Games for each application, includin

Girls

Boys

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