

# Covid-19 Impact on Entertainment Robotics Market, Global Research Reports 2020-2021

<https://marketpublishers.com/r/CA368192E4DDEN.html>

Date: June 2020

Pages: 97

Price: US\$ 3,250.00 (Single User License)

ID: CA368192E4DDEN

## Abstracts

This report covers market size and forecasts of Entertainment Robotics, including the following market information:

Global Entertainment Robotics Market Size, 2019-2021, and 2020 (quarterly data), (US\$ Million) & (K Units)

Global Entertainment Robotics Market Size by Type and by Application, 2019-2021, and 2020 (quarterly data), (US\$ Million) & (K Units)

Global Entertainment Robotics Market Size by Region (and Key Countries), 2019-2021, and 2020 (quarterly data), (US\$ Million) & (K Units)

Global Entertainment Robotics Market Size by Company, 2019- 2020 (quarterly data), (US\$ Million) & (K Units)

Key market players

Major competitors identified in this market include Innovation First, Fischertechnik, Lego, Microsoft, Electromechanica, Evolution Robotics, Honda, Hitachi, Toyota, Anybots, KUKA, etc.

Based on the Region:

Asia-Pacific (China, Japan, South Korea, India and ASEAN)

North America (US and Canada)

Europe (Germany, France, UK and Italy)

Rest of World (Latin America, Middle East & Africa)

Based on the Type:

Commercial Entertainment Robots

Non-Commercial Entertainment Robots

Based on the Application:

Gaming & Entertainment

Athletic Sports

Film and Television

Other

## Contents

- 1.1 Research Scope
- 1.2 Market Segmentation
- 1.3 Research Objectives
- 1.4 Research Methodology
  - 1.4.1 Research Process
  - 1.4.2 Data Triangulation
  - 1.4.3 Research Approach
  - 1.4.4 Base Year
- 1.5 Coronavirus Disease 2019 (Covid-19) Impact Will Have a Severe Impact on Global Growth
  - 1.5.1 Covid-19 Impact: Global GDP Growth, 2019, 2020 and 2021 Projections
  - 1.5.2 Covid-19 Impact: Commodity Prices Indices
  - 1.5.3 Covid-19 Impact: Global Major Government Policy
- 1.6 The Covid-19 Impact on Entertainment Robotics Industry
- 1.7 COVID-19 Impact: Entertainment Robotics Market Trends

## **2 GLOBAL ENTERTAINMENT ROBOTICS QUARTERLY MARKET SIZE ANALYSIS**

- 2.1 Entertainment Robotics Business Impact Assessment - COVID-19
  - 2.1.1 Global Entertainment Robotics Market Size, Pre-COVID-19 and Post- COVID-19 Comparison, 2015-2026
  - 2.1.2 Global Entertainment Robotics Price, Pre-COVID-19 and Post- COVID-19 Comparison, 2015-2026
- 2.2 Global Entertainment Robotics Quarterly Market Size 2020-2021
- 2.3 COVID-19-Driven Market Dynamics and Factor Analysis
  - 2.3.1 Drivers
  - 2.3.2 Restraints
  - 2.3.3 Opportunities
  - 2.3.4 Challenges

## **3 QUARTERLY COMPETITIVE ASSESSMENT, 2020**

- 3.1 Global Entertainment Robotics Quarterly Market Size by Manufacturers, 2019 VS 2020
- 3.2 Global Entertainment Robotics Factory Price by Manufacturers
- 3.3 Location of Key Manufacturers Entertainment Robotics Manufacturing Factories and Area Served

- 3.4 Date of Key Manufacturers Enter into Entertainment Robotics Market
- 3.5 Key Manufacturers Entertainment Robotics Product Offered
- 3.6 Mergers & Acquisitions, Expansion Plans

## **4 IMPACT OF COVID-19 ON ENTERTAINMENT ROBOTICS SEGMENTS, BY TYPE**

- 4.1 Introduction
  - 1.4.1 Commercial Entertainment Robots
  - 1.4.2 Non-Commercial Entertainment Robots
- 4.2 By Type, Global Entertainment Robotics Market Size, 2019-2021
  - 4.2.1 By Type, Global Entertainment Robotics Market Size by Type, 2020-2021
  - 4.2.2 By Type, Global Entertainment Robotics Price, 2020-2021

## **5 IMPACT OF COVID-19 ON ENTERTAINMENT ROBOTICS SEGMENTS, BY APPLICATION**

- 5.1 Overview
  - 5.5.1 Gaming & Entertainment
  - 5.5.2 Athletic Sports
  - 5.5.3 Film and Television
  - 5.5.4 Other
- 5.2 By Application, Global Entertainment Robotics Market Size, 2019-2021
  - 5.2.1 By Application, Global Entertainment Robotics Market Size by Application, 2019-2021
  - 5.2.2 By Application, Global Entertainment Robotics Price, 2020-2021

## **6 GEOGRAPHIC ANALYSIS**

- 6.1 Introduction
- 6.2 North America
  - 6.2.1 Macroeconomic Indicators of US
  - 6.2.2 US
  - 6.2.3 Canada
- 6.3 Europe
  - 6.3.1 Macroeconomic Indicators of Europe
  - 6.3.2 Germany
  - 6.3.3 France
  - 6.3.4 UK
  - 6.3.5 Italy

## 6.4 Asia-Pacific

### 6.4.1 Macroeconomic Indicators of Asia-Pacific

### 6.4.2 China

### 6.4.3 Japan

### 6.4.4 South Korea

### 6.4.5 India

### 6.4.6 ASEAN

## 6.5 Rest of World

### 6.5.1 Latin America

### 6.5.2 Middle East and Africa

## 7 COMPANY PROFILES

### 7.1 Innovation First

#### 7.1.1 Innovation First Business Overview

#### 7.1.2 Innovation First Entertainment Robotics Quarterly Production and Revenue, 2020

#### 7.1.3 Innovation First Entertainment Robotics Product Introduction

#### 7.1.4 Innovation First Response to COVID-19 and Related Developments

### 7.2 Fischertechnik

#### 7.2.1 Fischertechnik Business Overview

#### 7.2.2 Fischertechnik Entertainment Robotics Quarterly Production and Revenue, 2020

#### 7.2.3 Fischertechnik Entertainment Robotics Product Introduction

#### 7.2.4 Fischertechnik Response to COVID-19 and Related Developments

### 7.3 Lego

#### 7.3.1 Lego Business Overview

#### 7.3.2 Lego Entertainment Robotics Quarterly Production and Revenue, 2020

#### 7.3.3 Lego Entertainment Robotics Product Introduction

#### 7.3.4 Lego Response to COVID-19 and Related Developments

### 7.4 Microsoft

#### 7.4.1 Microsoft Business Overview

#### 7.4.2 Microsoft Entertainment Robotics Quarterly Production and Revenue, 2020

#### 7.4.3 Microsoft Entertainment Robotics Product Introduction

#### 7.4.4 Microsoft Response to COVID-19 and Related Developments

### 7.5 Electromechanica

#### 7.5.1 Electromechanica Business Overview

#### 7.5.2 Electromechanica Entertainment Robotics Quarterly Production and Revenue, 2020

#### 7.5.3 Electromechanica Entertainment Robotics Product Introduction

- 7.5.4 Electromechanica Response to COVID-19 and Related Developments
- 7.6 Evolution Robotics
  - 7.6.1 Evolution Robotics Business Overview
  - 7.6.2 Evolution Robotics Entertainment Robotics Quarterly Production and Revenue, 2020
  - 7.6.3 Evolution Robotics Entertainment Robotics Product Introduction
  - 7.6.4 Evolution Robotics Response to COVID-19 and Related Developments
- 7.7 Honda
  - 7.7.1 Honda Business Overview
  - 7.7.2 Honda Entertainment Robotics Quarterly Production and Revenue, 2020
  - 7.7.3 Honda Entertainment Robotics Product Introduction
  - 7.7.4 Honda Response to COVID-19 and Related Developments
- 7.8 Hitachi
  - 7.8.1 Hitachi Business Overview
  - 7.8.2 Hitachi Entertainment Robotics Quarterly Production and Revenue, 2020
  - 7.8.3 Hitachi Entertainment Robotics Product Introduction
  - 7.8.4 Hitachi Response to COVID-19 and Related Developments
- 7.9 Toyota
  - 7.9.1 Toyota Business Overview
  - 7.9.2 Toyota Entertainment Robotics Quarterly Production and Revenue, 2020
  - 7.9.3 Toyota Entertainment Robotics Product Introduction
  - 7.9.4 Toyota Response to COVID-19 and Related Developments
- 7.10 Anybots
  - 7.10.1 Anybots Business Overview
  - 7.10.2 Anybots Entertainment Robotics Quarterly Production and Revenue, 2020
  - 7.10.3 Anybots Entertainment Robotics Product Introduction
  - 7.10.4 Anybots Response to COVID-19 and Related Developments
- 7.11 KUKA
  - 7.11.1 KUKA Business Overview
  - 7.11.2 KUKA Entertainment Robotics Quarterly Production and Revenue, 2020
  - 7.11.3 KUKA Entertainment Robotics Product Introduction
  - 7.11.4 KUKA Response to COVID-19 and Related Developments

## **8 SUPPLY CHAIN AND SALES CHANNELS ANALYSIS**

- 8.1 Entertainment Robotics Supply Chain Analysis
  - 8.1.1 Entertainment Robotics Supply Chain Analysis
  - 8.1.2 Covid-19 Impact on Entertainment Robotics Supply Chain
- 8.2 Distribution Channels Analysis

- 8.2.1 Entertainment Robotics Distribution Channels
- 8.2.2 Covid-19 Impact on Entertainment Robotics Distribution Channels
- 8.2.3 Entertainment Robotics Distributors
- 8.3 Entertainment Robotics Customers

## **9 KEY FINDINGS**

## **10 APPENDIX**

- 10.1 About Us
- 10.2 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Overview of the World Economic Outlook Projections

Table 2. Summary of World Real per Capita Output (Annual percent change; in international currency at purchasing power parity)

Table 3. European Economies: Real GDP, Consumer Prices, Current Account Balance, and Unemployment (Annual percent change, unless noted otherwise)

Table 4. Asian and Pacific Economies: Real GDP, Consumer Prices, Current Account Balance, and Unemployment (Annual percent change, unless noted otherwise)

Table 5. Western Hemisphere Economies: Real GDP, Consumer Prices, Current Account Balance, and Unemployment (Annual percent change, unless noted otherwise)

Table 6. Middle Eastern and Central Asian Economies: Real GDP, Consumer Prices, Current Account Balance, and Unemployment (Annual percent change, unless noted otherwise)

Table 7. Covid-19 Impact: Global Major Government Policy

Table 8. The Covid-19 Impact on Entertainment Robotics Assessment

Table 9. COVID-19 Impact: Entertainment Robotics Market Trends

Table 10. COVID-19 Impact Global Entertainment Robotics Market Size

Table 11. Global Entertainment Robotics Market Size Pre-COVID-19 and Post-COVID-19 Comparison, 2015-2026 (K Units)

Table 12. Global Entertainment Robotics Price, Pre-COVID-19 and Post- COVID-19 Comparison, 2015-2026, (USD/Unit)

Table 13. Global Entertainment Robotics Quarterly Market Size, 2020 (US\$ Million) & (K Units)

Table 14. Global Entertainment Robotics Market Size, Pre-COVID-19 and Post-COVID-19 Quarterly Comparison, 2020-2021 (US\$ Million)

Table 15. Global Entertainment Robotics Market Size, Pre-COVID-19 and Post-COVID-19 Quarterly Comparison, 2020-2021 (K Units)

Table 16. Global Entertainment Robotics Market Growth Drivers

Table 17. Global Entertainment Robotics Market Restraints

Table 18. Global Entertainment Robotics Market Opportunities

Table 19. Global Entertainment Robotics Market Challenges

Table 20. Key Manufacturers Entertainment Robotics Quarterly Revenue, 2019 VS 2020 (US\$ Million)

Table 21. Top Manufacturers, Entertainment Robotics Market Size, 2019 (K Units) & (US\$ Million)

Table 22. Entertainment Robotics Factory Price by Manufacturers 2020 (USD/Unit)



- Table 23. Location of Key Manufacturers Entertainment Robotics Manufacturing Plants
- Table 24. Key Manufacturers Entertainment Robotics Market Served
- Table 25. Date of Key Manufacturers Enter into Entertainment Robotics Market
- Table 26. Key Manufacturers Entertainment Robotics Product Type
- Table 27. Mergers & Acquisitions, Expansion Plans
- Table 28. Global Entertainment Robotics Market Size by Type, 2020, (US\$ Million)
- Table 29. Global Entertainment Robotics Market Size by Type, 2020 (K Units)
- Table 30. Global Entertainment Robotics Price: by Type, 2020-2021 (USD/Unit)
- Table 31. Global Entertainment Robotics Market Size by Application: 2020-2021 (US\$ Million)
- Table 32. Global Entertainment Robotics Market Size by Application, 2020-2021 (K Units)
- Table 33. Global Entertainment Robotics Price: by Application, 2020-2021 (USD/Unit)
- Table 34. Global Entertainment Robotics Market Size by Region, 2019-2021 (US\$ Million)
- Table 35. Global Entertainment Robotics Market Size by Region, 2019-2021 (K Units)
- Table 36. By Country, North America Entertainment Robotics Market Size, 2019-2021 (US\$ Million)
- Table 37. By Country, North America Entertainment Robotics Market Size, 2019-2021 (K Units)
- Table 38. US Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)
- Table 39. Canada Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)
- Table 40. Macroeconomic Indicators of Europe (Germany, France, UK and Italy)
- Table 41. By Country, Europe Entertainment Robotics Market Size, 2019-2021 (US\$ Million)
- Table 42. By Country, Europe Entertainment Robotics Market Size, 2019-2021 (K Units)
- Table 43. Germany Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)
- Table 44. France Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)
- Table 45. UK Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)
- Table 46. Italy Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)
- Table 47. Macroeconomic Indicators of Asia-Pacific (China, Japan, South Korea, India and ASEAN)
- Table 48. By Region, Asia-Pacific Entertainment Robotics Market Size, 2019-2021 (US\$ Million)
- Table 49. By Region, Asia-Pacific Entertainment Robotics Market Size, 2019-2021 (K Units)

Table 50. China Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)

Table 51. Japan Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)

Table 52. South Korea Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)

Table 53. India Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)

Table 54. ASEAN Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)

Table 55. Latin America Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)

Table 56. Middle East and Africa Entertainment Robotics Market Size, 2019-2021 (US\$ Million) & (K Units)

Table 57. Innovation First Business Overview

Table 58. Innovation First Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 59. Innovation First Entertainment Robotics Product

Table 60. Innovation First Response to COVID-19 and Related Developments

Table 61. Fischertechnik Business Overview

Table 62. Fischertechnik Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 63. Fischertechnik Entertainment Robotics Product

Table 64. Fischertechnik Response to COVID-19 and Related Developments

Table 65. Lego Business Overview

Table 66. Lego Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 67. Lego Entertainment Robotics Product

Table 68. Lego Response to COVID-19 and Related Developments

Table 69. Microsoft Business Overview

Table 70. Microsoft Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 71. Microsoft Entertainment Robotics Product

Table 72. Microsoft Response to COVID-19 and Related Developments

Table 73. Electromechanica Business Overview

Table 74. Electromechanica Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 75. Electromechanica Entertainment Robotics Product

Table 76. Electromechanica Response to COVID-19 and Related Developments

Table 77. Evolution Robotics Business Overview

Table 78. Evolution Robotics Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 79. Evolution Robotics Entertainment Robotics Product

Table 80. Evolution Robotics Response to COVID-19 and Related Developments

Table 81. Honda Business Overview

Table 82. Honda Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 83. Honda Entertainment Robotics Product

Table 84. Honda Response to COVID-19 and Related Developments

Table 85. Hitachi Business Overview

Table 86. Hitachi Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 87. Hitachi Entertainment Robotics Product

Table 88. Hitachi Response to COVID-19 and Related Developments

Table 89. Toyota Business Overview

Table 90. Toyota Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 91. Toyota Entertainment Robotics Product

Table 92. Toyota Response to COVID-19 and Related Developments

Table 93. Anybots Business Overview

Table 94. Anybots Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 95. Anybots Entertainment Robotics Product

Table 96. Anybots Response to COVID-19 and Related Developments

Table 97. KUKA Business Overview

Table 98. KUKA Entertainment Robotics Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin, (Q1, Q2, Q3, Q4) Quarter 2020

Table 99. KUKA Entertainment Robotics Product

Table 100. KUKA Response to COVID-19 and Related Developments

Table 101. Entertainment Robotics Distributors List

Table 102. Entertainment Robotics Customers List

Table 103. Covid-19 Impact on Entertainment Robotics Customers

## List Of Figures

### LIST OF FIGURES

- Figure 1. Entertainment Robotics Product Picture
- Figure 2. Entertainment Robotics Market Segmentation
- Figure 3. Research Objectives
- Figure 4. Research Process
- Figure 5. Data Triangulation
- Figure 6. Research Approach
- Figure 7. Commodity Prices-Metals Price Indices
- Figure 8. Commodity Prices- Precious Metal Price Indices
- Figure 9. Commodity Prices- Agricultural Raw Material Price Indices
- Figure 10. Commodity Prices- Food and Beverage Price Indices
- Figure 11. Commodity Prices- Fertilizer Price Indices
- Figure 12. Commodity Prices- Energy Price Indices
- Figure 13. G20+: Economic Policy Responses to COVID-19
- Figure 14. Global Entertainment Robotics Market Size, Pre-COVID-19 and Post-COVID-19 Comparison, 2015-2026 (US\$ Million)
- Figure 15. Global Entertainment Robotics Market Size, Pre-COVID-19 and Post-COVID-19, Year-over-Year Growth Rate, 2015-2026 (%)
- Figure 16. Global Entertainment Robotics Market Size, Quarterly Growth, 2020-2021 (%)
- Figure 17. Global Entertainment Robotics Market Size, Market Share by Type, 2019 VS 2020 (%)
- Figure 18. Global Entertainment Robotics Market Size, Market Share by Application, 2019 VS 2020 (%)
- Figure 19. Global Entertainment Robotics Market Size Market Share by Region, 2019 VS 2020 (%)
- Figure 20. United States Composite PMI and GDP
- Figure 21. Eurozone Composite PMI and GDP
- Figure 22. Eurozone Core v. Periphery PMI Output Indices
- Figure 23. Core v. Periphery PMI Employment Indices
- Figure 24. UK Composite PMI and GDP
- Figure 25. Caixin China Composite Output Index
- Figure 26. Caixin China General Services Business Activity Index
- Figure 27. Japan Composite Output Index
- Figure 28. South Korea Manufacturing PMI
- Figure 29. India Composite Output Index

Figure 30. ASEAN Manufacturing PMI

Figure 31. By Region, Asia-Pacific Entertainment Robotics Market Size Market Share, 2019-2021

## I would like to order

Product name: Covid-19 Impact on Entertainment Robotics Market, Global Research Reports 2020-2021

Product link: <https://marketpublishers.com/r/CA368192E4DDEN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/CA368192E4DDEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970