

Global Toys and Games Market Professional Survey Report 2017

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Abstracts

This report studies Toys and Games in Global market, especially in North America, China, Europe, Southeast Asia, Japan and India, with production, revenue, consumption, import and export in these regions, from 2012 to 2016, and forecast to 2022.

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

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)

By types, the market can be 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

By Application, the market can be split into

Girls

Boys

By Regions, this report covers (we can add the regions/countries as you want)

North America

China

Europe

Southeast Asia

Japan

India

Contents

Global Toys and Games Market Professional Survey Report 2017

1 INDUSTRY OVERVIEW OF TOYS AND GAMES

1.1 Definition and Specifications of Toys and Games

1.1.1 Definition of Toys and Games

1.1.2 Specifications of Toys and Games

1.2 Classification of Toys and Games

1.2.1 Games and Puzzles

1.2.2 Infant and Preschool

1.2.3 Activity and Construction Toys

1.2.4 Dolls and Action Figures

1.2.5 Vehicle Toys and Ride-Ons

1.2.6 Soft/Plush Toys

1.2.7 Others

1.3 Applications of Toys and Games

1.3.1 Girls

1.3.2 Boys

1.3.3 Application

1.4 Market Segment by Regions

1.4.1 North America

1.4.2 China

1.4.3 Europe

1.4.4 Southeast Asia

1.4.5 Japan

1.4.6 India

2 MANUFACTURING COST STRUCTURE ANALYSIS OF TOYS AND GAMES

2.1 Raw Material and Suppliers

2.2 Manufacturing Cost Structure Analysis of Toys and Games

2.3 Manufacturing Process Analysis of Toys and Games

2.4 Industry Chain Structure of Toys and Games

3 TECHNICAL DATA AND MANUFACTURING PLANTS ANALYSIS OF TOYS AND GAMES

3.1 Capacity and Commercial Production Date of Global Toys and Games Major Manufacturers in 2016

3.2 Manufacturing Plants Distribution of Global Toys and Games Major Manufacturers in 2016

3.3 R&D Status and Technology Source of Global Toys and Games Major Manufacturers in 2016

3.4 Raw Materials Sources Analysis of Global Toys and Games Major Manufacturers in 2016

4 GLOBAL TOYS AND GAMES OVERALL MARKET OVERVIEW

4.1 2012-2017E Overall Market Analysis

4.2 Capacity Analysis

4.2.1 2012-2017E Global Toys and Games Capacity and Growth Rate Analysis

4.2.2 2016 Toys and Games Capacity Analysis (Company Segment)

4.3 Sales Analysis

4.3.1 2012-2017E Global Toys and Games Sales and Growth Rate Analysis

4.3.2 2016 Toys and Games Sales Analysis (Company Segment)

4.4 Sales Price Analysis

4.4.1 2012-2017E Global Toys and Games Sales Price

4.4.2 2016 Toys and Games Sales Price Analysis (Company Segment)

5 TOYS AND GAMES REGIONAL MARKET ANALYSIS

5.1 North America Toys and Games Market Analysis

5.1.1 North America Toys and Games Market Overview

5.1.2 North America 2012-2017E Toys and Games Local Supply, Import, Export, Local Consumption Analysis

5.1.3 North America 2012-2017E Toys and Games Sales Price Analysis

5.1.4 North America 2016 Toys and Games Market Share Analysis

5.2 China Toys and Games Market Analysis

5.2.1 China Toys and Games Market Overview

5.2.2 China 2012-2017E Toys and Games Local Supply, Import, Export, Local Consumption Analysis

5.2.3 China 2012-2017E Toys and Games Sales Price Analysis

5.2.4 China 2016 Toys and Games Market Share Analysis

5.3 Europe Toys and Games Market Analysis

5.3.1 Europe Toys and Games Market Overview

5.3.2 Europe 2012-2017E Toys and Games Local Supply, Import, Export, Local

Consumption Analysis

5.3.3 Europe 2012-2017E Toys and Games Sales Price Analysis

5.3.4 Europe 2016 Toys and Games Market Share Analysis

5.4 Southeast Asia Toys and Games Market Analysis

5.4.1 Southeast Asia Toys and Games Market Overview

5.4.2 Southeast Asia 2012-2017E Toys and Games Local Supply, Import, Export, Local Consumption Analysis

5.4.3 Southeast Asia 2012-2017E Toys and Games Sales Price Analysis

5.4.4 Southeast Asia 2016 Toys and Games Market Share Analysis

5.5 Japan Toys and Games Market Analysis

5.5.1 Japan Toys and Games Market Overview

5.5.2 Japan 2012-2017E Toys and Games Local Supply, Import, Export, Local Consumption Analysis

5.5.3 Japan 2012-2017E Toys and Games Sales Price Analysis

5.5.4 Japan 2016 Toys and Games Market Share Analysis

5.6 India Toys and Games Market Analysis

5.6.1 India Toys and Games Market Overview

5.6.2 India 2012-2017E Toys and Games Local Supply, Import, Export, Local Consumption Analysis

5.6.3 India 2012-2017E Toys and Games Sales Price Analysis

5.6.4 India 2016 Toys and Games Market Share Analysis

6 GLOBAL 2012-2017E TOYS AND GAMES SEGMENT MARKET ANALYSIS (BY TYPE)

6.1 Global 2012-2017E Toys and Games Sales by Type

6.2 Different Types of Toys and Games Product Interview Price Analysis

6.3 Different Types of Toys and Games Product Driving Factors Analysis

6.3.1 Games and Puzzles of Toys and Games Growth Driving Factor Analysis

6.3.2 Infant and Preschool of Toys and Games Growth Driving Factor Analysis

6.3.3 Activity and Construction Toys of Toys and Games Growth Driving Factor Analysis

6.3.4 Dolls and Action Figures of Toys and Games Growth Driving Factor Analysis

6.3.5 Vehicle Toys and Ride-Ons of Toys and Games Growth Driving Factor Analysis

6.3.6 Soft/Plush Toys of Toys and Games Growth Driving Factor Analysis

6.3.7 Others of Toys and Games Growth Driving Factor Analysis

7 GLOBAL 2012-2017E TOYS AND GAMES SEGMENT MARKET ANALYSIS (BY APPLICATION)

- 7.1 Global 2012-2017E Toys and Games Consumption by Application
- 7.2 Different Application of Toys and Games Product Interview Price Analysis
- 7.3 Different Application of Toys and Games Product Driving Factors Analysis
 - 7.3.1 Girls of Toys and Games Growth Driving Factor Analysis
 - 7.3.2 Boys of Toys and Games Growth Driving Factor Analysis

8 MAJOR MANUFACTURERS ANALYSIS OF TOYS AND GAMES

- 8.1 Dream International Limited (Hong Kong)
 - 8.1.1 Company Profile
 - 8.1.2 Product Picture and Specifications
 - 8.1.2.1 Product A
 - 8.1.2.2 Product B
 - 8.1.3 Dream International Limited (Hong Kong) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis
 - 8.1.4 Dream International Limited (Hong Kong) 2016 Toys and Games Business Region Distribution Analysis
- 8.2 Hasbro, Inc. (US)
 - 8.2.1 Company Profile
 - 8.2.2 Product Picture and Specifications
 - 8.2.2.1 Product A
 - 8.2.2.2 Product B
 - 8.2.3 Hasbro, Inc. (US) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis
 - 8.2.4 Hasbro, Inc. (US) 2016 Toys and Games Business Region Distribution Analysis
- 8.3 Integrity Toys, Inc. (US)
 - 8.3.1 Company Profile
 - 8.3.2 Product Picture and Specifications
 - 8.3.2.1 Product A
 - 8.3.2.2 Product B
 - 8.3.3 Integrity Toys, Inc. (US) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis
 - 8.3.4 Integrity Toys, Inc. (US) 2016 Toys and Games Business Region Distribution Analysis
- 8.4 JAKKS Pacific Inc. (US)
 - 8.4.1 Company Profile
 - 8.4.2 Product Picture and Specifications
 - 8.4.2.1 Product A

8.4.2.2 Product B

8.4.3 JAKKS Pacific Inc. (US) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis

8.4.4 JAKKS Pacific Inc. (US) 2016 Toys and Games Business Region Distribution Analysis

8.5 Kids II, Inc. (US)

8.5.1 Company Profile

8.5.2 Product Picture and Specifications

8.5.2.1 Product A

8.5.2.2 Product B

8.5.3 Kids II, Inc. (US) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis

8.5.4 Kids II, Inc. (US) 2016 Toys and Games Business Region Distribution Analysis

8.6 K?NEX Brands, L.P. (US)

8.6.1 Company Profile

8.6.2 Product Picture and Specifications

8.6.2.1 Product A

8.6.2.2 Product B

8.6.3 K?NEX Brands, L.P. (US) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis

8.6.4 K?NEX Brands, L.P. (US) 2016 Toys and Games Business Region Distribution Analysis

8.7 Konami Corporation (Japan)

8.7.1 Company Profile

8.7.2 Product Picture and Specifications

8.7.2.1 Product A

8.7.2.2 Product B

8.7.3 Konami Corporation (Japan) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis

8.7.4 Konami Corporation (Japan) 2016 Toys and Games Business Region Distribution Analysis

8.8 LeapFrog Enterprises, Inc. (US)

8.8.1 Company Profile

8.8.2 Product Picture and Specifications

8.8.2.1 Product A

8.8.2.2 Product B

8.8.3 LeapFrog Enterprises, Inc. (US) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis

8.8.4 LeapFrog Enterprises, Inc. (US) 2016 Toys and Games Business Region

Distribution Analysis

8.9 LEGO Group (Denmark)

8.9.1 Company Profile

8.9.2 Product Picture and Specifications

8.9.2.1 Product A

8.9.2.2 Product B

8.9.3 LEGO Group (Denmark) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis

8.9.4 LEGO Group (Denmark) 2016 Toys and Games Business Region Distribution Analysis

8.10 Mattel, Inc. (US)

8.10.1 Company Profile

8.10.2 Product Picture and Specifications

8.10.2.1 Product A

8.10.2.2 Product B

8.10.3 Mattel, Inc. (US) 2016 Toys and Games Sales, Ex-factory Price, Revenue, Gross Margin Analysis

8.10.4 Mattel, Inc. (US) 2016 Toys and Games Business Region Distribution Analysis

8.11 Fisher-Price, Inc. (US)

8.12 MEGA Brands, Inc. (Canada)

8.13 MGA Entertainment, Inc. (US)

8.14 NAMCO BANDAI Holdings Inc. (Japan)

8.15 Playmates Toys, Inc. (US)

8.16 Ravensburger AG (Germany)

8.17 Sanrio Company Ltd. (Japan)

8.18 Tarata Toys Ltd. (New Zealand)

8.19 TOMY Company Ltd. (Japan)

8.20 Toy Quest (US)

8.21 VTech Holdings Limited (Hong Kong)

9 DEVELOPMENT TREND OF ANALYSIS OF TOYS AND GAMES MARKET

9.1 Global Toys and Games Market Trend Analysis

9.1.1 Global 2017-2022 Toys and Games Market Size (Volume and Value) Forecast

9.1.2 Global 2017-2022 Toys and Games Sales Price Forecast

9.2 Toys and Games Regional Market Trend

9.2.1 North America 2017-2022 Toys and Games Consumption Forecast

9.2.2 China 2017-2022 Toys and Games Consumption Forecast

9.2.3 Europe 2017-2022 Toys and Games Consumption Forecast

- 9.2.4 Southeast Asia 2017-2022 Toys and Games Consumption Forecast
- 9.2.5 Japan 2017-2022 Toys and Games Consumption Forecast
- 9.2.6 India 2017-2022 Toys and Games Consumption Forecast
- 9.3 Toys and Games Market Trend (Product Type)
- 9.4 Toys and Games Market Trend (Application)

10 TOYS AND GAMES MARKETING TYPE ANALYSIS

- 10.1 Toys and Games Regional Marketing Type Analysis
- 10.2 Toys and Games International Trade Type Analysis
- 10.3 Traders or Distributors with Contact Information of Toys and Games by Region
- 10.4 Toys and Games Supply Chain Analysis

11 CONSUMERS ANALYSIS OF TOYS AND GAMES

- 11.1 Consumer 1 Analysis
- 11.2 Consumer 2 Analysis
- 11.3 Consumer 3 Analysis
- 11.4 Consumer 4 Analysis

12 CONCLUSION OF THE GLOBAL TOYS AND GAMES MARKET PROFESSIONAL SURVEY REPORT 2017

Methodology
Analyst Introduction
Data Source

The report requires updating with new data and is sent in 2-3 business days after order is placed.

List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of Toys and Games

Table Product Specifications of Toys and Games

Table Classification of Toys and Games

Figure Global Production Market Share of Toys and Games by Type in 2016

Figure Games and Puzzles Picture

Table Major Manufacturers of Games and Puzzles

Figure Infant and Preschool Picture

Table Major Manufacturers of Infant and Preschool

Figure Activity and Construction Toys Picture

Table Major Manufacturers of Activity and Construction Toys

Figure Dolls and Action Figures Picture

Table Major Manufacturers of Dolls and Action Figures

Figure Vehicle Toys and Ride-Ons Picture

Table Major Manufacturers of Vehicle Toys and Ride-Ons

Figure Soft/Plush Toys Picture

Table Major Manufacturers of Soft/Plush Toys

Figure Others Picture

Table Major Manufacturers of Others

Table Applications of Toys and Games

Figure Global Consumption Volume Market Share of Toys and Games by Application in 2016

Figure Girls Examples

Table Major Consumers of Girls

Figure Boys Examples

Table Major Consumers of Boys

Figure Market Share of Toys and Games by Regions

Figure North America Toys and Games Market Size (Million USD) (2012-2022)

Figure China Toys and Games Market Size (Million USD) (2012-2022)

Figure Europe Toys and Games Market Size (Million USD) (2012-2022)

Figure Southeast Asia Toys and Games Market Size (Million USD) (2012-2022)

Figure Japan Toys and Games Market Size (Million USD) (2012-2022)

Figure India Toys and Games Market Size (Million USD) (2012-2022)

Table Toys and Games Raw Material and Suppliers

Table Manufacturing Cost Structure Analysis of Toys and Games in 2016

Figure Manufacturing Process Analysis of Toys and Games

Figure Industry Chain Structure of Toys and Games

Table Capacity and Commercial Production Date of Global Toys and Games Major Manufacturers in 2016

Table Manufacturing Plants Distribution of Global Toys and Games Major Manufacturers in 2016

Table R&D Status and Technology Source of Global Toys and Games Major Manufacturers in 2016

Table Raw Materials Sources Analysis of Global Toys and Games Major Manufacturers in 2016

Table Global Capacity, Sales, Price, Cost, Sales Revenue (M USD) and Gross Margin of Toys and Games 2012-2017

Figure Global 2012-2017E Toys and Games Market Size (Volume) and Growth Rate

Figure Global 2012-2017E Toys and Games Market Size (Value) and Growth Rate

Table 2012-2017E Global Toys and Games Capacity and Growth Rate

Table 2016 Global Toys and Games Capacity (K Units) List (Company Segment)

Table 2012-2017E Global Toys and Games Sales (K Units) and Growth Rate

Table 2016 Global Toys and Games Sales (K Units) List (Company Segment)

Table 2012-2017E Global Toys and Games Sales Price (USD/Unit)

Table 2016 Global Toys and Games Sales Price (USD/Unit) List (Company Segment)

Figure North America Capacity Overview

Table North America Supply, Import, Export and Consumption (K Units) of Toys and Games 2012-2017E

Figure North America 2012-2017E Toys and Games Sales Price (USD/Unit)

Figure North America 2016 Toys and Games Sales Market Share

Figure China Capacity Overview

Table China Supply, Import, Export and Consumption (K Units) of Toys and Games 2012-2017E

Figure China 2012-2017E Toys and Games Sales Price (USD/Unit)

Figure China 2016 Toys and Games Sales Market Share

Figure Europe Capacity Overview

Table Europe Supply, Import, Export and Consumption (K Units) of Toys and Games 2012-2017E

Figure Europe 2012-2017E Toys and Games Sales Price (USD/Unit)

Figure Europe 2016 Toys and Games Sales Market Share

Figure Southeast Asia Capacity Overview

Table Southeast Asia Supply, Import, Export and Consumption (K Units) of Toys and Games 2012-2017E

Figure Southeast Asia 2012-2017E Toys and Games Sales Price (USD/Unit)

Figure Southeast Asia 2016 Toys and Games Sales Market Share

Figure Japan Capacity Overview

Table Japan Supply, Import, Export and Consumption (K Units) of Toys and Games 2012-2017E

Figure Japan 2012-2017E Toys and Games Sales Price (USD/Unit)

Figure Japan 2016 Toys and Games Sales Market Share

Figure India Capacity Overview

Table India Supply, Import, Export and Consumption (K Units) of Toys and Games 2012-2017E

Figure India 2012-2017E Toys and Games Sales Price (USD/Unit)

Figure India 2016 Toys and Games Sales Market Share

Table Global 2012-2017E Toys and Games Sales (K Units) by Type

Table Different Types Toys and Games Product Interview Price

Table Global 2012-2017E Toys and Games Sales (K Units) by Application

Table Different Application Toys and Games Product Interview Price

Table Dream International Limited (Hong Kong) Information List

Table Product A Overview

Table Product B Overview

Table 2016 Dream International Limited (Hong Kong) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 Dream International Limited (Hong Kong) Toys and Games Business Region Distribution

Table Hasbro, Inc. (US) Information List

Table Product A Overview

Table Product B Overview

Table 2016 Hasbro, Inc. (US) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 Hasbro, Inc. (US) Toys and Games Business Region Distribution

Table Integrity Toys, Inc. (US) Information List

Table Product A Overview

Table Product B Overview

Table 2015 Integrity Toys, Inc. (US) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 Integrity Toys, Inc. (US) Toys and Games Business Region Distribution

Table JAKKS Pacific Inc. (US) Information List

Table Product A Overview

Table Product B Overview

Table 2016 JAKKS Pacific Inc. (US) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 JAKKS Pacific Inc. (US) Toys and Games Business Region Distribution

Table Kids II, Inc. (US) Information List

Table Product A Overview

Table Product B Overview

Table 2016 Kids II, Inc. (US) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 Kids II, Inc. (US) Toys and Games Business Region Distribution

Table K?NEX Brands, L.P. (US) Information List

Table Product A Overview

Table Product B Overview

Table 2016 K?NEX Brands, L.P. (US) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 K?NEX Brands, L.P. (US) Toys and Games Business Region Distribution

Table Konami Corporation (Japan) Information List

Table Product A Overview

Table Product B Overview

Table 2016 Konami Corporation (Japan) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 Konami Corporation (Japan) Toys and Games Business Region Distribution

Table LeapFrog Enterprises, Inc. (US) Information List

Table Product A Overview

Table Product B Overview

Table 2016 LeapFrog Enterprises, Inc. (US) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 LeapFrog Enterprises, Inc. (US) Toys and Games Business Region Distribution

Table LEGO Group (Denmark) Information List

Table Product A Overview

Table Product B Overview

Table 2016 LEGO Group (Denmark) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 LEGO Group (Denmark) Toys and Games Business Region Distribution

Table Mattel, Inc. (US) Information List

Table Product A Overview

Table Product B Overview

Table 2016 Mattel, Inc. (US) Toys and Games Revenue (Million USD), Sales (K Units), Ex-factory Price (USD/Unit)

Figure 2016 Mattel, Inc. (US) Toys and Games Business Region Distribution

Table Fisher-Price, Inc. (US) Information List

Table MEGA Brands, Inc. (Canada) Information List
Table MGA Entertainment, Inc. (US) Information List
Table NAMCO BANDAI Holdings Inc. (Japan) Information List
Table Playmates Toys, Inc. (US) Information List
Table Ravensburger AG (Germany) Information List
Table Sanrio Company Ltd. (Japan) Information List
Table Tarata Toys Ltd. (New Zealand) Information List
Table TOMY Company Ltd. (Japan) Information List
Table Toy Quest (US) Information List
Table VTech Holdings Limited (Hong Kong) Information List
Figure Global 2017-2022 Toys and Games Market Size (K Units) and Growth Rate Forecast
Figure Global 2017-2022 Toys and Games Market Size (Million USD) and Growth Rate Forecast
Figure Global 2017-2022 Toys and Games Sales Price (USD/Unit) Forecast
Figure North America 2017-2022 Toys and Games Consumption Volume (K Units) and Growth Rate Forecast
Figure China 2017-2022 Toys and Games Consumption Volume (K Units) and Growth Rate Forecast
Figure Europe 2017-2022 Toys and Games Consumption Volume (K Units) and Growth Rate Forecast
Figure Southeast Asia 2017-2022 Toys and Games Consumption Volume (K Units) and Growth Rate Forecast
Figure Japan 2017-2022 Toys and Games Consumption Volume (K Units) and Growth Rate Forecast
Figure India 2017-2022 Toys and Games Consumption Volume (K Units) and Growth Rate Forecast
Table Global Sales Volume (K Units) of Toys and Games by Type 2017-2022
Table Global Consumption Volume (K Units) of Toys and Games by Application 2017-2022
Table Traders or Distributors with Contact Information of Toys and Games by Region

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