

Toys and Games Market in South Korea 2021

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Abstracts

Toys and games are found throughout the world and date back to early times. Playing with toys can be an enjoyable means of training young children for life experiences. The toys and games market in South Korea is poised to grow by US\$ 4,489 million during 2021-2027, progressing at a CAGR of 7.7% during the forecast period, according to data and analytics company StrategyHelix. Awareness of the cognitive and intellectual benefits of outdoor and sports toys, influence of technology in promoting video games, rising demand for scientific and educational toys, continuously rising personnel disposable income levels are expected to boost the market growth in the coming years.

The report provides up-to-date market size data for period 2017-2020 and forecast to 2027 covering key market aspects like sales value for toys and games. The South Korea toys and games market is segmented on the basis of product, and distribution channel. By product, the toys and games market in South Korea has been segmented into traditional toys & games, electronic games. The traditional toys & games segment was the largest contributor to the South Korea toys and games market in 2020. Based upon distribution channel, the toys and games market in South Korea is categorized into supermarkets & hypermarkets, specialty stores, online retailing, others. According to the research, the online retailing segment had the largest share in the toys and games market in South Korea.

The traditional toys & games market is further segmented into action figures & accessories, arts & crafts, baby & pre-school toys, construction toys, dolls & accessories, games & puzzles, outdoor & sports toys, vehicles & remote control, and others. The construction toys segment is estimated to account for the largest share of the toys and games market in South Korea. Furthermore, the electronic games market has been categorized into electronic games hardware, and electronic games software. The electronic games software segment held the largest share of the South Korea toys and games market in 2020 and is anticipated to hold its share during the forecast

period.

The South Korea toys and games market is highly competitive. The leading players in the toys and games market include Activision Blizzard Inc., Electronic Arts Inc. (EA), Kakao Corporation, NCSOFT Corporation, Netmarble Corporation, Nexon Co. Ltd., NHN Entertainment Corporation, Nintendo Co. Ltd.

The report is an invaluable resource for companies and organizations active in this industry. It provides a cohesive picture of the toys and games market to help drive informed decision making for industry executives, policy makers, academic, and analysts.

Report Scope

Product: traditional toys & games, electronic games

Distribution channel: supermarkets & hypermarkets, specialty stores, online retailing, others

Years considered: this report covers the period 2017 to 2027

Key Benefits for Stakeholders

Get a comprehensive picture of the South Korea toys and games market

Identify regional strategies and strategic priorities on the basis of local data

Pinpoint growth sectors and trends for investment

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Activision Blizzard, Inc.
Electronic Arts Inc. (EA)
Kakao Corporation
NCSoft Corporation
Netmarble Corporation
Nexon Co., Ltd.
NHN Entertainment Corporation
Nintendo Co., Ltd.
About StrategyHelix
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