

Asia Pacific: Board Games Market - Analysis, Size, Trends, Consumption, and Forecast

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Abstracts

The Asia Pacific Board Games Market Report Description

This report presents a comprehensive overview of the Asia Pacific board games market, the effect of recent high-impact world events on it, and a forecast for the market development in the medium term. The report provides a strategic analysis of the board games market in Asia Pacific and describes the main market participants, growth and demand drivers, challenges, and all other factors, influencing the development of the market.

The report on the Asia Pacific board games market covers the following countries:

Australia, Bangladesh, Bhutan, Brunei Darussalam, Cambodia, Fiji, India, Indonesia, Laos, Malaysia, Mongolia, Myanmar, Nepal, New Zealand, Pakistan, Papua New Guinea, Philippines, Singapore, Sri Lanka, Thailand, Timor-Leste, Vietnam

The report covers board games (tabletop games that involve players moving pieces or markers on a designated board according to a set of rules to achieve a specific goal; including: strategy games, party games, cooperative games, deck-building games, role-playing games (RPGs), social deduction games, trivia games; excluding: playing cards, puzzles, digital games that can be played on computers, game consoles, or mobile devices) and is broken down by:

Product groups: Strategy games; Party games; Cooperative games; Deck-Building games; Role-playing games (RPGs); Social deduction games; Trivia games

Price segments: Mass; Mid-priced; Premium

Retail distribution channels: Toy stores; Supermarkets and hypermarkets; Specialty stores; Independent retailers; Others

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State of the Global Demographics and Economy

This section of the report presents you with historical and forecast data about key macroeconomic indicators of the global demographics and economy:

What are the values of key global economic indicators (GDP, inflation, unemployment, government debt, etc.)?

What are the values of key global demographic indicators (population, growth rate, life expectancy, age and gender, etc.)?

Analysis of the Board Games Market in Asia Pacific

The market analysis section provides an overview of the market size and dynamics in value terms for the last five years. It answers the following questions:

What is the size of the board games market in Asia Pacific?

How has the board games market in Asia Pacific performed in value terms for the last five years?

How is the market structured?

What are the major trends affecting the market?

Which are the major companies on the market?

How intensive is the competitive landscape?

What are the drivers and challenges affecting the market development?

Board Games Prices in Asia Pacific

The price section of the report answers the following questions:

How is the value chain of the market formed?

What is the structure of price formation?

What are the retail prices of board games in Asia Pacific?

Foreign Trade Operations of Board Games in Asia Pacific

The foreign trade operations section answers the following questions:

What is the trade balance in value terms?

Does Asia Pacific import more board games than it exports?

How has the trade balance changed over the last five years?

Imports of Board Games to Asia Pacific

The import section of the report answers the following questions:

How has the value of imports changed over the past five years?

Which are the major countries that import board games to Asia Pacific?

What is the average price of the board games imported to Asia Pacific?

Exports of Board Games from Asia Pacific

The export section of the report answers the following questions:

How has the value of exports changed over the past five years?

Which are the main recipient countries of the Asia Pacific board games exports?

What is the average price of the board games exported from Asia Pacific?

Consumption of Board Games in Asia Pacific

The consumption section of the report answers the following questions:

What is the per capita consumption value? How has it changed over the past five years?

Forecast

The final section of the report presents a forecast for the development of the market based on three scenarios - base, pessimistic, and optimistic. The forecast section answers:

How will the board games market in Asia Pacific look like over the next five years in both value terms for each possible scenario?

Short Methodology

This research report has been prepared with WMStrategy's research methodology, which includes a blend of qualitative and quantitative data. The information comes from official sources and includes insights from local market experts (representatives of the main market participants), gathered by semi-structured interviews.

For this particular report, more than 10 interviews have been conducted with market experts from the leading companies (producers, distributors, retailers, suppliers, etc.). The full list of interviewed experts and a detailed methodology are available upon request.

Customization

The report will be updated as of the current month of purchase, which is why it will be dispatched within five working days after order confirmation. If the report is missing data

points you need, it can be amended to fit your specific requirements and satisfy your individual objectives and information needs. Contact us for more information!

Report Benefits

Discover how the market performed in the past (in the last 5 years) and how it will perform in the future (in the next 6 years);

Track and identify key market trends and insights on key drivers behind recent market changes;

Strategically assess the competitive position of the main market players;

Evaluate how diversified the market is in terms of competitive intensity, fragmentation, and environment in order to understand competitive threats;

Assess growth potential, opportunities, demand drivers, and challenges on the market;

Quickly and cost-effectively receive a complete strategic analysis of the market;

Improve your pitches and presentations by using verified market data and expert insights;

Make important strategic decisions safely and with confidence;

Receive professional expertise on the market and everything important connected with its development;

Empower your marketing, branding, strategy, product and business development, consumption, and supply functions with valuable market insights;

Build your investment strategy by assessing market attractiveness, country attractiveness, or company attractiveness;

Evaluate the key macroeconomic indicators to get insight into the general trends within the economy and demographics;

Acquire data your competitors might already have and be acting upon.

Report Users

This market research report is ideal for people who want to gain a comprehensive understanding of the Asia Pacific board games market. Most often these are professionals actively working in the market as:

C-suite executives;

Directors;

Market strategists;

Marketing professionals;

Business development professionals;

Product developers;

Product marketers and strategists;

Product managers;

Project managers;
Suppliers;
Traders.

This report can also bring value to professionals, not actively involved in the market, such as:

Management consultants;
Investment managers;
Financial professionals;
Bank managers;
M&A managers;
Auditors.

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