

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

<https://marketpublishers.com/r/IEECBB674447EN.html>

Date: July 2026

Pages: 100

Price: US\$ 1,499.00 (Single User License)

ID: IEECB674447EN

Abstracts

The Indonesian Board Games Market Report Description

This report presents a comprehensive overview of the Indonesian 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 Indonesia and describes the main market participants, growth and demand drivers, challenges, and all other factors, influencing the development of the market.

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

You will receive the report within five working days after order confirmation. Contact us to learn if a shorter delivery time would be possible.

State of the Demographics and Economy of Asia Pacific

This section of the report presents you with historical and forecast data about key macroeconomic indicators of the demographics and economy in Asia Pacific.

What are the demographic characteristics (GDP, inflation, unemployment, government debt, etc.) of Asia Pacific?

What are the economic characteristics (population, growth rate, life expectancy, age and gender, etc.) of Asia Pacific?

Analysis of the Board Games Market in Indonesia

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 Indonesia?

How has the board games market in Indonesia 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 Indonesia

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 Indonesia?

Foreign Trade Operations of Board Games in Indonesia

The foreign trade operations section answers the following questions:

What is the trade balance in value terms?

Does Indonesia import more board games than it exports?

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

Imports of Board Games to Indonesia

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 Indonesia?

What is the average price of the board games imported to Indonesia?

Exports of Board Games from Indonesia

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 Indonesian board games exports?

What is the average price of the board games exported from Indonesia?

Consumption of Board Games in Indonesia

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 Indonesia 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 Indonesian 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.

Contents

INTRODUCTION

Report description
Research methodology

EXECUTIVE SUMMARY

CHARACTERISTICS OF BOARD GAMES

STATE OF THE DEMOGRAPHICS AND ECONOMY OF ASIA PACIFIC

Characteristics of the demographics of Asia Pacific in 2020-2024
Characteristics of the economy of Asia Pacific
Forecast for the development of the economy of Asia Pacific in 2025-2027

BOARD GAMES MARKET IN INDONESIA

Value and dynamics of the board games market in Indonesia in 2020-2024
Key recent trends on the board games market in Indonesia
Competitive landscape of the market
Key drivers and restraints for the market development in the medium term

PRICES OF BOARD GAMES IN INDONESIA

Value chain analysis
Structure of price formation
Characteristics of the retail prices of board games in Indonesia in 2020-2024

FOREIGN TRADE OPERATIONS OF BOARD GAMES IN INDONESIA

Foreign trade operations of board games in Indonesia in 2020-2024

IMPORTS OF BOARD GAMES TO INDONESIA

Value and dynamics of the imports of board games to Indonesia in 2020-2024

Main countries importing board games to Indonesia

Average prices of the board games imported to Indonesia

EXPORTS OF BOARD GAMES FROM INDONESIA

Value and dynamics of the Indonesian exports of board games in 2020-2024

Main countries that receive board games exports from Indonesia

Average prices of the board games exported from Indonesia

CONSUMPTION OF BOARD GAMES IN INDONESIA

Value and dynamics of the per capita consumption of board games in Indonesia in 2020-2024

FORECAST FOR THE DEVELOPMENT OF THE BOARD GAMES MARKET IN INDONESIA IN 2025-2030

Forecast for the market development in the medium term under three possible scenarios

I would like to order

Product name: Indonesia: Board Games Market - Analysis, Size, Trends, Consumption, and Forecast

Product link: <https://marketpublishers.com/r/IEECBB674447EN.html>

Price: US\$ 1,499.00 (Single User License / Electronic Delivery)

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

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/IEECBB674447EN.html>