

Toys and Games in Indonesia

Market Direction | 2023-05-26 | 32 pages | Euromonitor

AVAILABLE LICENSES:

- Single User Licence €1750.00
- Multiple User License (1 Site) €3500.00
- Multiple User License (Global) €5250.00

Report description:

Traditional toys and games continued to see a strong recovery in 2022 after the heavy losses seen in 2020 as a result of the pandemic. Consumer confidence seems to be returning which encouraged more people to purchase branded toys, while they also had the freedom to go back to shopping in store when looking for toys and games. Incomes slowly recovered to pre-pandemic levels in the post lockdown period with the country benefiting from an increase in economic activity and the return of inbound tou...

Euromonitor International's Toys and Games in Indonesia report offers a comprehensive guide to the size and shape of the market at a national level. It provides the latest retail sales data 2018-2022, allowing you to identify the sectors driving growth. It identifies the leading companies, the leading brands and offers strategic analysis of key factors influencing the market - be they new product developments, distribution or pricing issues. Forecasts to 2027 illustrate how the market is set to change.

Product coverage: Traditional Toys and Games, Video Games.

Data coverage: market sizes (historic and forecasts), company shares, brand shares and distribution data.

Why buy this report?

- * Get a detailed picture of the Toys and Games market;
- * Pinpoint growth sectors and identify factors driving change;
- * Understand the competitive environment, the market's major players and leading brands;
- * Use five-year forecasts to assess how the market is predicted to develop.

Euromonitor International has over 40 years' experience of publishing market research reports, business reference books and online information systems. With offices in London, Chicago, Singapore, Shanghai, Vilnius, Dubai, Cape Town, Santiago, Sydney, Tokyo and Bangalore and a network of over 800 analysts worldwide, Euromonitor International has a unique capability to develop reliable information resources to help drive informed strategic planning.

tel. 0048 603 394 346 e-mail: support@scotts-international.com www.scotts-international.com

Table of Contents:

Toys and Games in Indonesia Euromonitor International May 2023

List Of Contents And Tables

TOYS AND GAMES IN INDONESIA

EXECUTIVE SUMMARY

Toys and games in 2022: The big picture

2022 key trends

Competitive landscape

Retailing developments

What next for toys and games?

MARKET DATA

Table 1 Sales of Toys and Games by Category: Value 2017-2022

Table 2 Sales of Toys and Games by Category: % Value Growth 2017-2022

Table 3 NBO Company Shares of Toys and Games: % Value 2018-2022

Table 4 LBN Brand Shares of Toys and Games: % Value 2019-2022

Table 5 Distribution of Toys and Games by Format: % Value 2017-2022

Table 6 Forecast Sales of Toys and Games by Category: Value 2022-2027

Table 7 Forecast Sales of Toys and Games by Category: % Value Growth 2022-2027

DISCLAIMER

SOURCES

Summary 1 Research Sources

TRADITIONAL TOYS AND GAMES IN INDONESIA

KEY DATA FINDINGS

2022 DEVELOPMENTS

Traditional toys and games posts a strong recovery as the economy shows signs of improvement

Biggest losers from the pandemic become the biggest winners in 2022 as COVID-19 fears subside

Mattel increases its lead in 2022 with it benefiting from access to local production

PROSPECTS AND OPPORTUNITIES

Bright outlook for traditional toys and games as Indonesia's economy grows

Online sales set to play an increasingly important role

Education likely to play key role in driving demand while kidults set to fuel growth

CATEGORY DATA

Table 8 Sales of Traditional Toys and Games by Category: Value 2017-2022

Table 9 Sales of Traditional Toys and Games by Category: % Value Growth 2017-2022

Table 10 Sales of Traditional Toys and Games by Licensed vs Non-Licensed: % Value 2017-2022

Table 11 NBO Company Shares of Traditional Toys and Games: % Value 2018-2022

Table 12 LBN Brand Shares of Traditional Toys and Games: % Value 2019-2022

Table 13 Distribution of Traditional Toys and Games by Format: % Value 2017-2022

Table 14 Forecast Sales of Traditional Toys and Games by Category: Value 2022-2027

Table 15 Forecast Sales of Traditional Toys and Games by Category: % Value Growth 2022-2027

Table 16 Forecast Sales of Traditional Toys and Games by Licensed vs Non-Licensed: % Value 2022-2027

VIDEO GAMES IN INDONESIA

KEY DATA FINDINGS

Scotts International, EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

2022 DEVELOPMENTS

Video games still thriving despite seeing more stable growth in 2022

Static consoles and esports are key growth drivers in 2022

Eager gamers embrace popular titles like Roblox and Genshin Impact

PROSPECTS AND OPPORTUNITIES

Video games should return to dynamic growth as consumer confidence returns

Social media and streaming seen to be crucial marketing tools

Bright outlook for consoles as Indonesia's middle-income population continues to grow

CATEGORY DATA

Table 17 Sales of Video Games by Category: Value 2017-2022

Table 18 Sales of Video Games by Category: % Value Growth 2017-2022

Table 19 NBO Company Shares of Video Games: % Value 2018-2022

Table 20 LBN Brand Shares of Video Games: % Value 2019-2022

Table 21 NBO Company Shares of Video Games Hardware: % Value 2018-2022

Table 22 LBN Brand Shares of Video Games Hardware: % Value 2019-2022

Table 23 NBO Company Shares of Video Games Software: % Value 2018-2022

Table 24 Distribution of Video Games by Format: % Value 2017-2022

Table 25 Distribution of Video Games Hardware by Format: % Value 2017-2022

Table 26 Distribution of Video Games Software by Format: % Value 2017-2022

Table 27 [Distribution of Video Games Software (Physical) by Format: % Value 2017-2022

Table 28 Distribution of Video Games Software (Digital) by Format: % Value 2017-2022

Table 29 [Forecast Sales of Video Games by Category: Value 2022-2027

Table 30 ∏Forecast Sales of Video Games by Category: % Value Growth 2022-2027



☐ - Print this form

To place an Order with Scotts International:

 $\hfill \Box$ - Complete the relevant blank fields and sign

Toys and Games in Indonesia

Market Direction | 2023-05-26 | 32 pages | Euromonitor

Select license	License				Price
	Single User Licence			€1750.00	
	Multiple User License (1 Site)			€3500.00	
	Multiple User License (Global)			€5250.00	
	VAT				
				Total	
** VAT will be added	at 23% for Polish based con	npanies, individuals and EU based c	companies who are u	unable to provide a	valid EU Vat
Email*	at 23% for Polish based con	Phone*	companies who are u	unable to provide a	valid EU Vat
Email*	at 23% for Polish based con	<u> </u>	companies who are u	unable to provide a	valid EU Vat
Email* First Name*	at 23% for Polish based con	Phone*	companies who are u	unable to provide a	valid EU Vat
Email* First Name* ob title*	at 23% for Polish based con	Phone*		unable to provide a	valid EU Vat
Email* First Name* lob title* Company Name*	at 23% for Polish based con	Phone* Last Name*		unable to provide a	valid EU Vat
Email* First Name* Job title* Company Name* Address*	at 23% for Polish based con	Phone* Last Name* EU Vat / Tax ID /		unable to provide a	valid EU Vat
** VAT will be added Email* First Name* Job title* Company Name* Address* Zip Code*	at 23% for Polish based con	Phone* Last Name* EU Vat / Tax ID / City*		unable to provide a	valid EU Vat

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com www.scotts-international.com