

Global Games And Puzzle Market:
Analysis By Type (Games and
Puzzles), By Distribution Channel
(Brick & Mortar and E Commerce), By
Licensing (Non Licensed and
Licensed), By Region (North America,
Europe, Asia Pacific, Latin America
and Middle East and Africa), Size &
Trends with Impact of COVID-19 and
Forecast up to 2026

March 2022



Global Games And Puzzle Market: Coverage

Executive Summary and Scope

Introduction/Market Overview

Global Market Analysis

Regional Market Analysis

Impact Of COVID 19

Dynamics

Competitive Landscape

Company Profiling

Global Games And Puzzle Market: Coverage

Scope of the Report

Attributes	Details
Title	Global Games And Puzzle Market: Analysis By Type (Games and Puzzles), By Distribution Channel (Brick & Mortar and E Commerce), By Licensing (Non Licensed and Licensed), By Region (North America, Europe, Asia Pacific, Latin America and Middle East and Africa), Size & Trends with Impact of COVID-19 and Forecast up to 2026
Coverage	Global and Regional
Regional Coverage	North America, Europe, Asia Pacific, Latin America and Middle East and Africa
Market Influencing Variables	Growth Drivers, Challenges, Market Trends
Forecast Period of Market	2022-2026
Competition in the Market	Fragmented
Key Players	Hasbro Inc., Mattel Inc., Buffalo Games, and Ravensburger

Global Games And Puzzle Market

Executive Summary

Outdoor activities for children have long been a source of contention. When it comes to outside hobbies, no one has any reservations, yet indoor games and puzzles are constantly scrutinized. As a result of the emergence of technology-based learning devices, children's games and puzzles have returned. Apart from the pandemic, which has made social isolation the new norm, many other factors in society and the environment encourage kids to participate in indoor activities. Due to increased pollution and a lack of space in large cities, outdoor play is now being questioned. As a result, many parents are restricting their children's activities to the indoors.

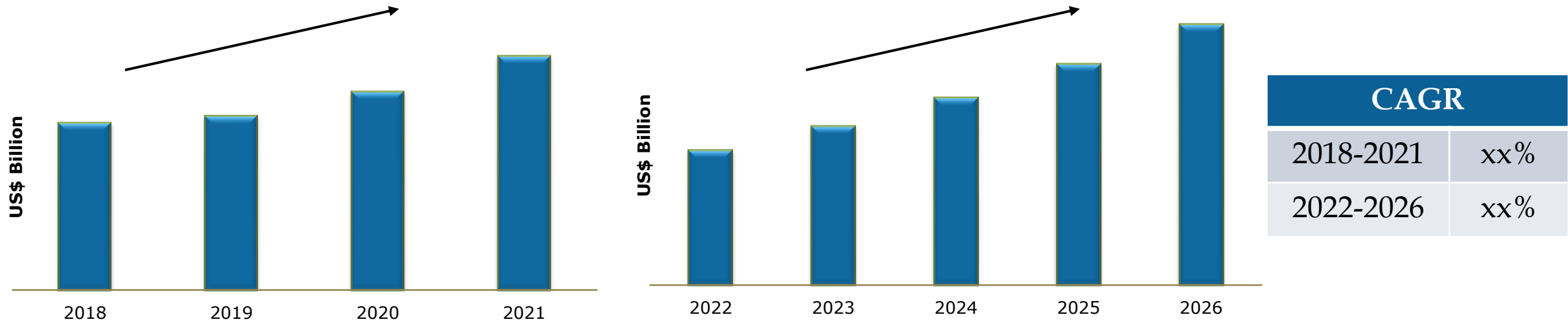
A game is a pastime with a precise set of rules and a specific end in which two or more participants compete against each other. A puzzle, on the other hand, is a solitary activity in which the puzzle solver is, in a sense, fighting against the puzzle builder. Instead of a series of instructions for completing the problem, there is a stated aim and perhaps one or two guidelines for moving forward.

Playing games and solving puzzles has several benefits. It reduces screen time, stress, uplifts mood, creates connections with friends and family, offers valuable teaching tools for children like rules and patience, improves memory, productivity and focus and increases IQ and problem solving ability. The games and puzzle market can be divided into three segments: by type (games and puzzle), by distribution channel (brick & mortar and E commerce), and by licensing (non licensed and licensed).

The global games and puzzle market is projected to rise considerably in the next four years i.e. 2022-2026. The global games and puzzle market is expected to rise due to rapid urbanization, rising online sales of games and puzzles, increasing demand of puzzles for kids, shift towards indoor games, commercialization of movies and cartoon characters and improvements in content and functionality of board games. The market also faces some challenges like increasing mobile and pc games, and counterfeiting of games and puzzles.

Games And Puzzle Market: Global Analysis

Global Games And Puzzle Market by Value



Global games and puzzle market was valued at US\$... billion in 2021 and is anticipated to reach up to US\$... billion by 2026 from US\$... billion in 2022, with a CAGR of xx%.

Games And Puzzle Market: Global Analysis

Global Games And Puzzle Market by Type; 2021



Type	Share
Games	xx%
Puzzle	xx%

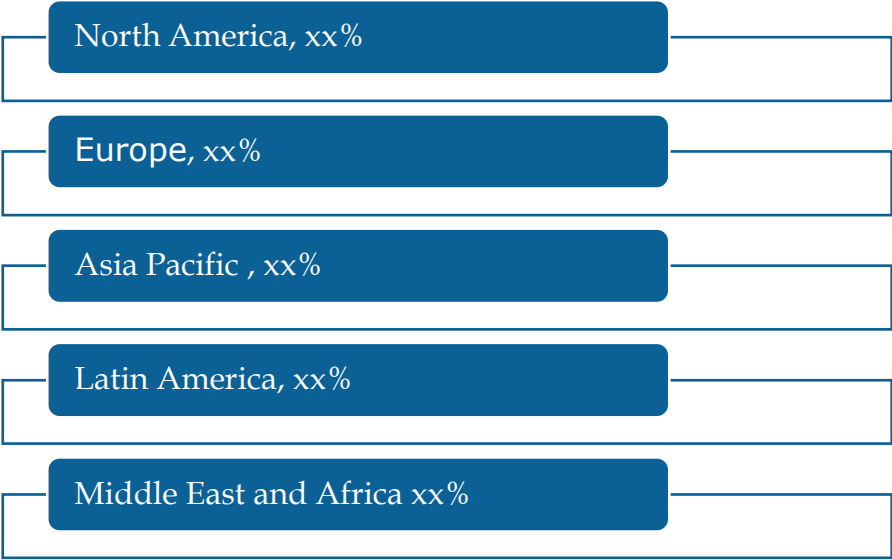
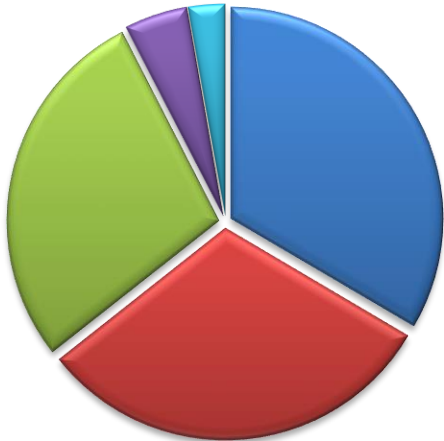
Global Games And Puzzle Market by Distribution Channel; 2021



Distribution Channel	Share
Brick & Mortar	xx%
E Commerce	xx%

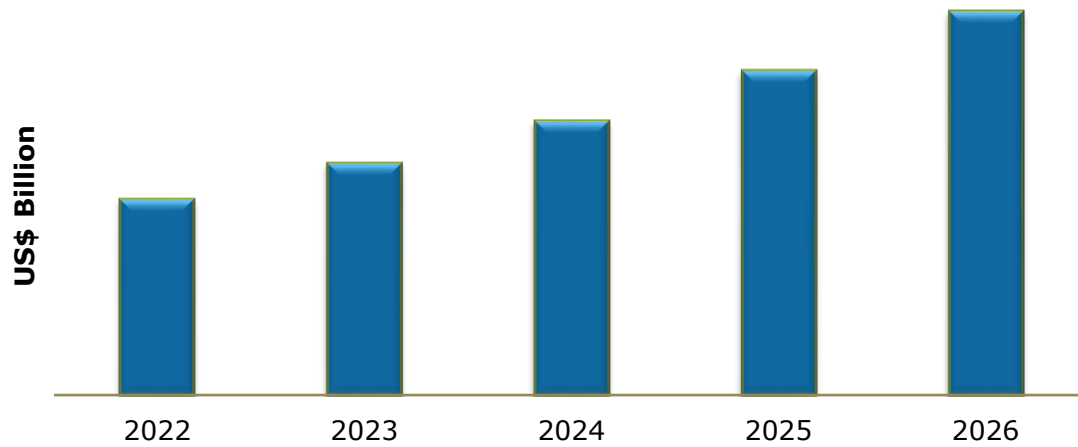
Games And Puzzle Market: Global Analysis

Global Games And Puzzle Market by Region; 2021

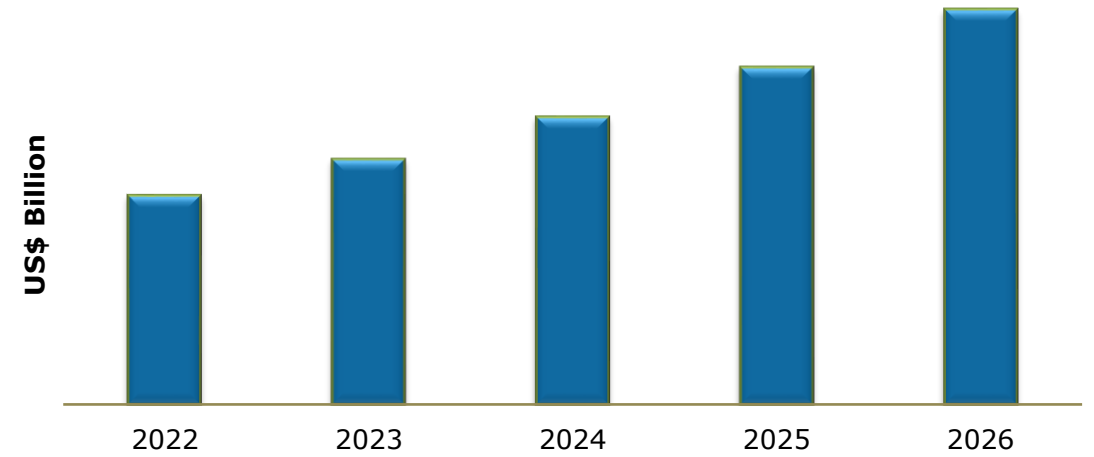


Games And Puzzle Market: Type Analysis

Global Games Market by Value



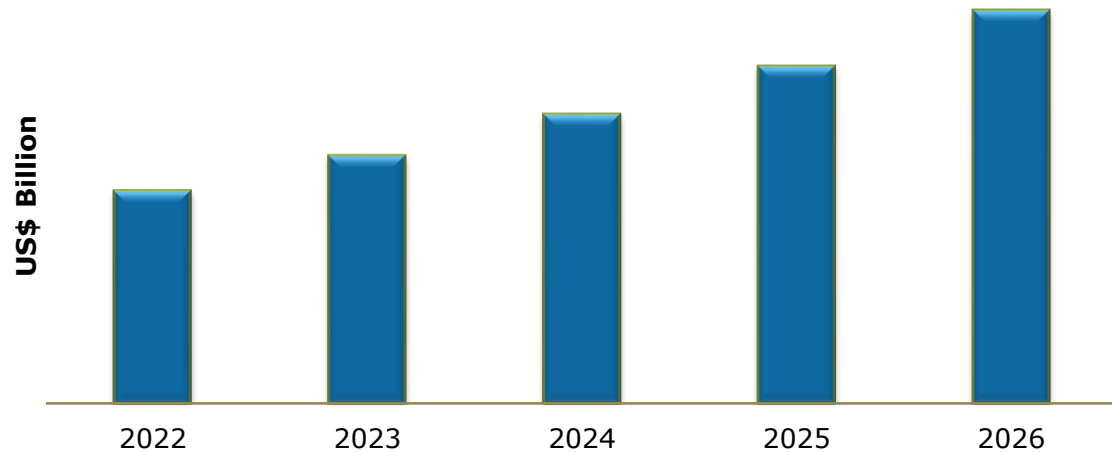
Global Puzzle Market by Value



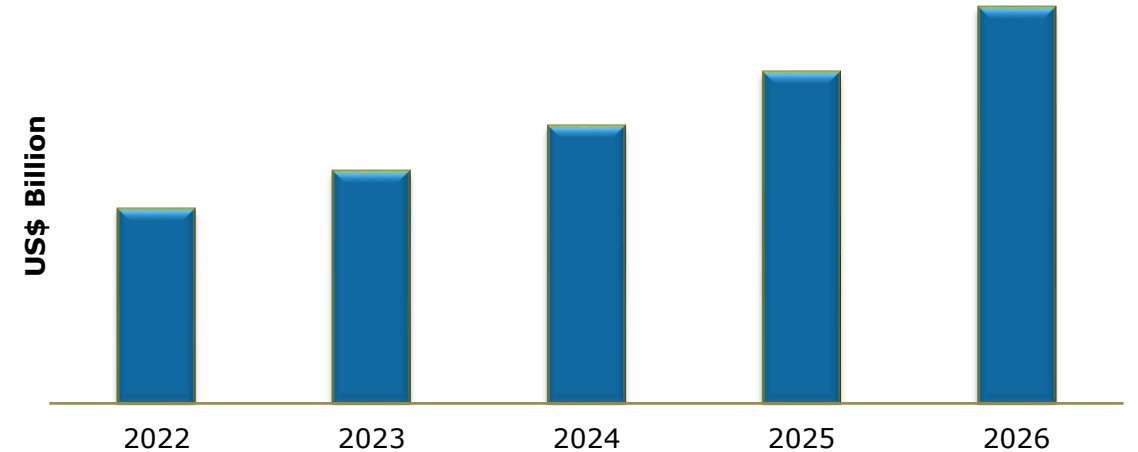
Type	CAGR (2022-2026)
Games	xx%
Puzzle	xx%

Games And Puzzle Market: Distribution Channel Analysis

Global Games And Puzzle Brick & Mortar Market by Value



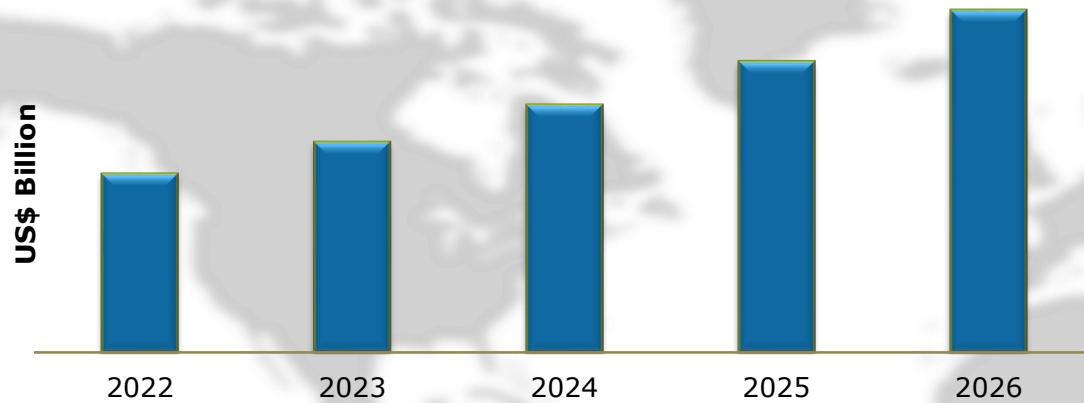
Global Games And Puzzle E Commerce Market by Value



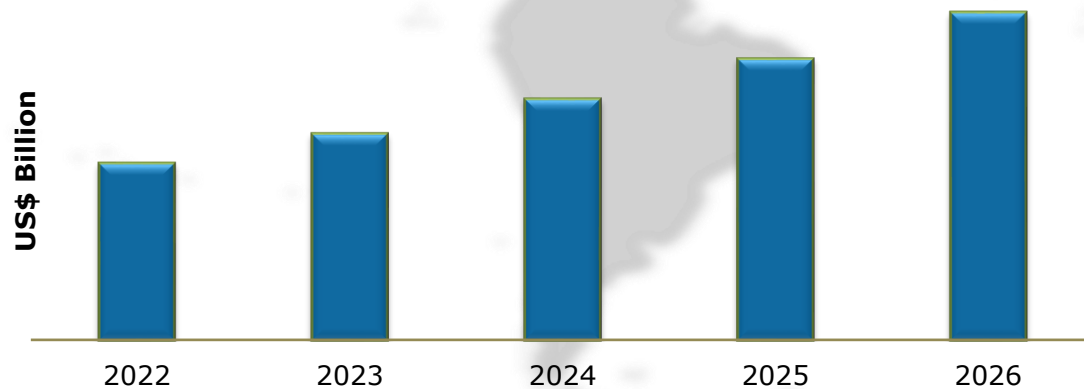
Distribution Channel	CAGR (2022-2026)
Brick & Mortar	xx%
E Commerce	xx%

Games And Puzzle Market: Regional Analysis

North America Games And Puzzle Market by Value



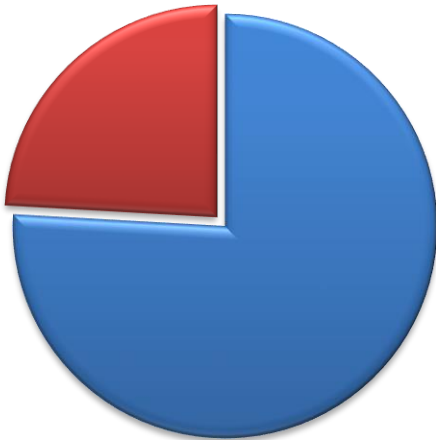
Europe Games And Puzzle Market by Value



Region	CAGR (2022-2026)
North America	xx%
Europe	xx%
Asia Pacific	xx%
Latin America	xx%
Middle East and Africa	xx

North America Games And Puzzle Market: An Analysis

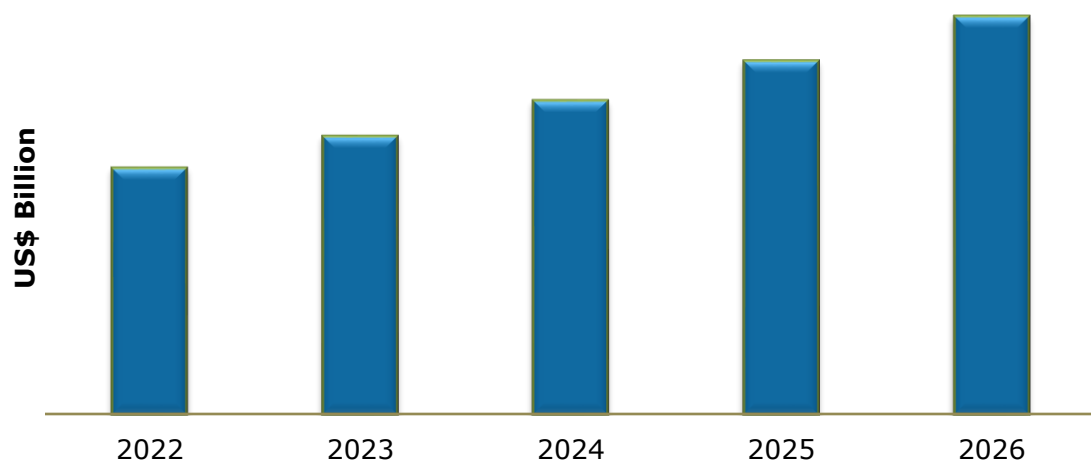
North America Games And Puzzle Market by Region; 2021



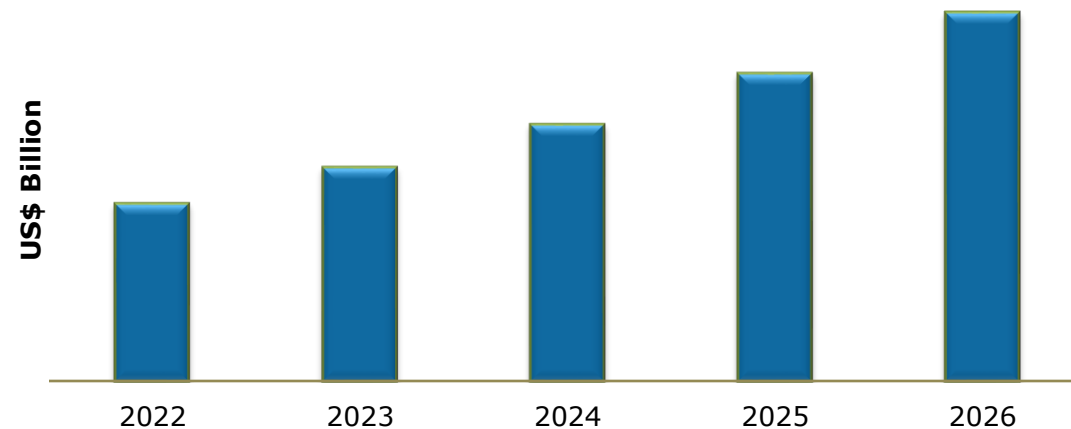
Region	Share (2021)	CAGR (2022-2026)
The US	xx%	xx%
Rest of North America	xx%	xx%

The US Games And Puzzle Market: An Analysis

The US Non Licensed Games And Puzzle Market by Value

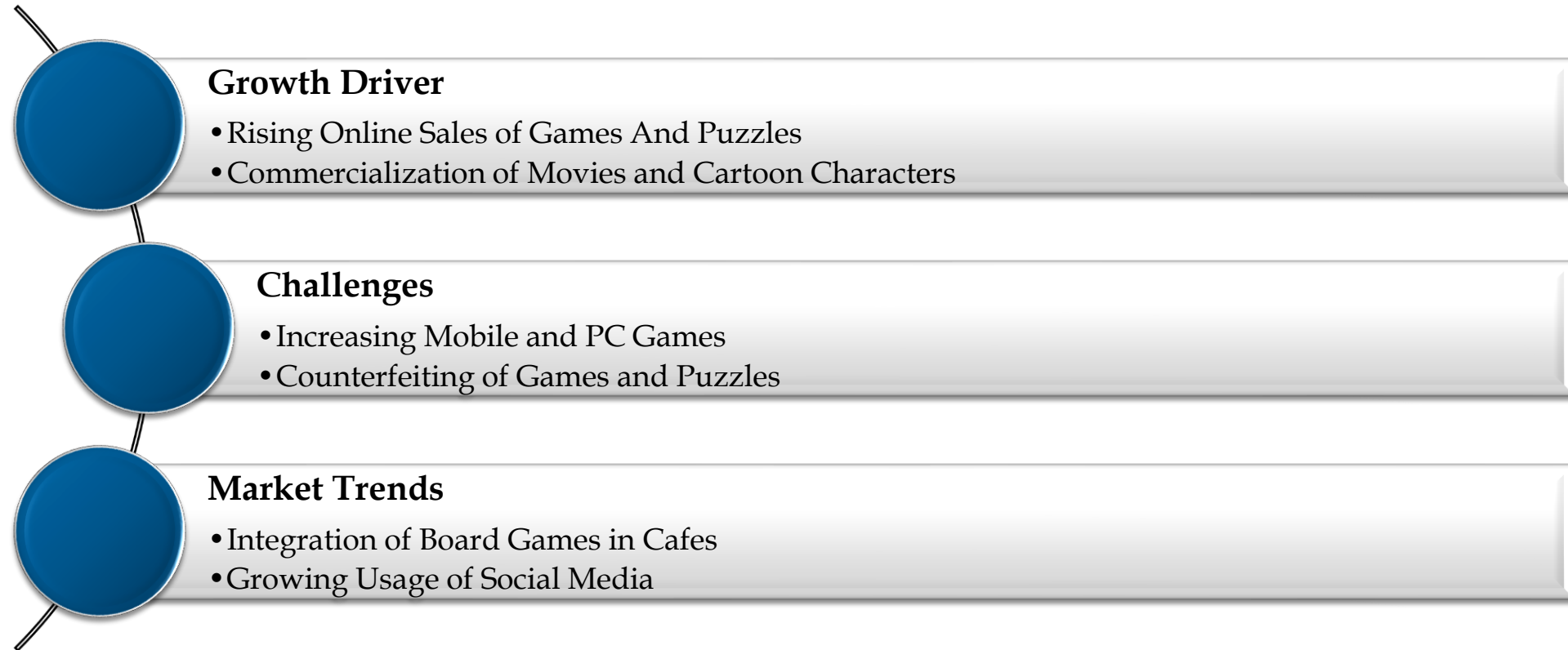


The US Licensed Games And Puzzle Market by Value



Licensing	Share (2021)	CAGR (2022-2026)
Non Licensed	xx%	xx%
Licensed	xx%	xx%

Global Games And Puzzle Market: Dynamics



Global Games And Puzzle Market: Competitive Landscape

Players Profiled

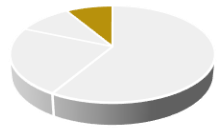
- Hasbro Inc.



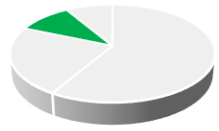
- Mattel Inc.



- Buffalo Games



- Ravensburger



Note: The graphs on this slide are only for sample representation.