

# Traditional Toys and Games in Indonesia

May 2023

**Table of Contents** 

# Traditional Toys and Games in Indonesia - Category analysis

#### **KEY DATA FINDINGS**

#### 2022 DEVELOPMENTS

**CATEGORY DATA** 

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

- Table 1 Sales of Traditional Toys and Games by Category: Value 2017-2022
- Table 2 Sales of Traditional Toys and Games by Category: % Value Growth 2017-2022
- Table 3 Sales of Traditional Toys and Games by Licensed vs Non-Licensed: % Value 2017-2022
- Table 4 NBO Company Shares of Traditional Toys and Games: % Value 2018-2022
- Table 5 LBN Brand Shares of Traditional Toys and Games: % Value 2019-2022
- Table 6 Distribution of Traditional Toys and Games by Format: % Value 2017-2022
- Table 7 Forecast Sales of Traditional Toys and Games by Category: Value 2022-2027
- Table 8 Forecast Sales of Traditional Toys and Games by Category: % Value Growth 2022-2027
- Table 9 Forecast Sales of Traditional Toys and Games by Licensed vs Non-Licensed: % Value 2022-2027

## Toys and Games in Indonesia - Industry Overview

### **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 10 Sales of Toys and Games by Category: Value 2017-2022
- Table 11 Sales of Toys and Games by Category: % Value Growth 2017-2022
- Table 12 NBO Company Shares of Toys and Games: % Value 2018-2022
- Table 13 LBN Brand Shares of Toys and Games: % Value 2019-2022
- Table 14 Distribution of Toys and Games by Format: % Value 2017-2022
- Table 15 Forecast Sales of Toys and Games by Category: Value 2022-2027
- Table 16 Forecast Sales of Toys and Games by Category: % Value Growth 2022-2027

### **DISCLAIMER**

### **SOURCES**

Summary 1 - Research Sources

# About Euromonitor International

Euromonitor International is an independent market intelligence provider. Data, insight and analysis stem from in-the-field research spanning 210 national markets.

Content ranges from the in-depth and country-specific, to key strategic themes with a global range and significance. Products cover

a comprehensive range of insights and market data, but can be broadly categorised as:

- Strategy Briefings: Global or regional in scope, and focussing on the most important themes shaping consumer demand, the key markets, competitive environment and future outlook across a range of industries.
- Company Profiles: Analysis dedicated to the world's most significant companies, with detailed insight into their activities, focus of operations, their competitors, their geographic presence and performance.
- Country Reports: For an in-depth understanding of specific countries, whether by industry, economic metrics or consumer trends and lifestyles. These reports cover current trends, consumer demand, market potential and future prospects, with country-specific local insight and comprehensive data, unavailable elsewhere.

For more information on this report, further enquiries can be directed via this link www.euromonitor.com/traditional-toys-and-games-in-indonesia/report.