

by Business-Wire

DUBLIN, Ireland--(BUSINESS WIRE)--June 12, 2006--Research and Markets (<http://www.researchandmarkets.com/reports/c38139>) has announced the addition of Toys and Games - Global Outlook 2006 to their offering.

The global outlook series on Toys and Games provides a collection of statistical findings, market briefs, and concise summaries of research findings. Get a bird's eye view of the changing dynamics of the toys, and games market, discover the segments/sectors that make-up the market, and single out market-driven themes lending traction to overall growth. Learn about the refining influence of internet/mobile gaming, and get unequivocal views on the market's outlook. The research also recapitulates trends in the recent past. An easy guide to What, Why, When, How, Where, and Who of an industry, the global outlook series enumerates recent developments, mergers, acquisitions, and other strategic industry activities. The research paper provides a prelude to major markets. Annotated with 41 tables, the North American market is elaborated. European, and Asian markets briefly discussed in a page or two include UK, France, Germany, Spain, China, and India among others. Also included is a directory listing of addresses, and contact details of 349 companies worldwide.

Contents are as follows:

1. Overview
2. Trends & Issues
3. Industry Outlook
4. Mergers and Acquisitions
5. Strategic Corporate Developments 2005
6. Product Innovations/Introductions 2005
7. North American Perspective
8. Japanese Market Perspective
9. A European Market Perspective
10. An Asia-Pacific Perspective Overview
11. A Latin American Perspective

GLOBAL DIRECTORY

For more information visit <http://www.researchandmarkets.com/reports/c38139>

Contacts Research and Markets Laura Wood Fax: 353 1 4100 980 press@researchandmarkets.com

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