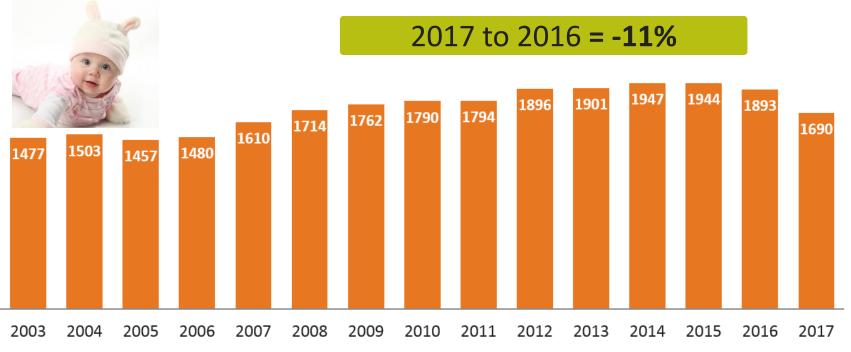
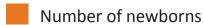


The number of newborns declines





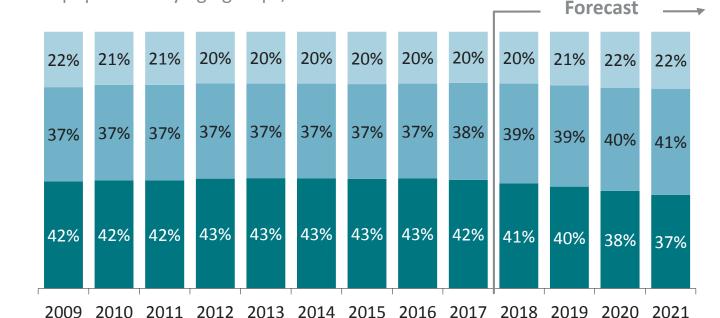
Sample: All population of Russia

Source: Russian Federal State Statistics Service



The structure of the child population





Sample: All population of Russia

Source: Russian Federal State Statistics Service

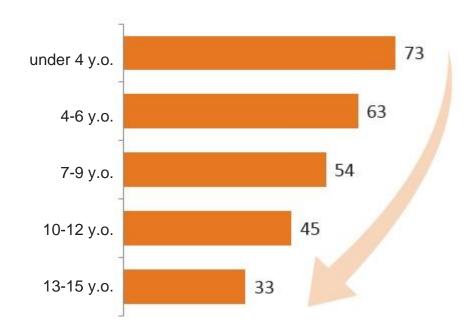


■ 10-12 y.o.

5-9 y.o.0-4 y.o.

Purchases of licensed goods by age groups

Bought licensed goods for children (in past 6 months.), %



Source: New Generation, BabyIndex 2017, parents with children



Drivers and barriers

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LICENSED GOODS MARKET

NUMBER OF CHILDREN AND PURCHASING POWER OF THE POPULATION



SHARE OF SPENDING ON LICENSED GOODS IN THE FAMILY BUDGET

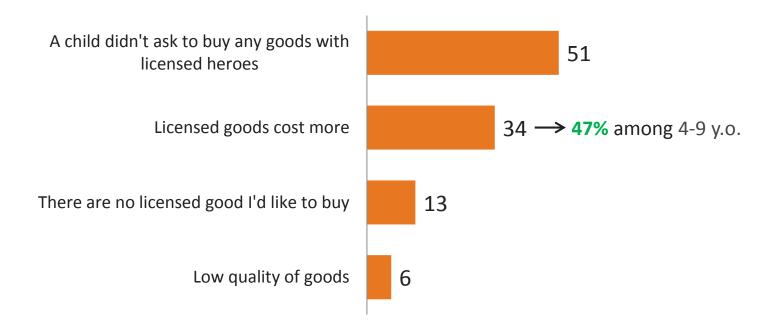
- The birth rate declines, total child population is in stagnation
- The stagnation of real income
 Stagnation of real income in the mid-term
- Frugal, "pessimistic" purchasing behavior
- The stabilization of the ruble

 Stabilization of the exchange rates and inflation, stabilization of import prices

- Children's influence. Children stimulate purchases of licensed goods
- Parents lose the desire to pay more for licensed products
- Development of licensed goods proposal, diversity of franchises
- ♠ Development of the specialized retail



Reasons NOT to buy licensed goods







Threats and opportunities

LICENSED GOODS MARKET

THREATS

- Frugal and pessimistic parents are not willing to pay more for licensed goods. The rationality of a frugal buyer contradicts the emotional, impulsive nature of the licensed goods market
- The novelty effect has passed and buyers have become more demanding to the quality and design of the licensed goods
- The decline of the toy market, "disappointment" in toys, the demand for usefulness, educational functions of the toy
- The erosion of loyalty, a growth of tolerance to counterfeit goods

OPPORTUNITIES

- Children are the initiators of licensed goods purchases. Maintain their love for the character, don't disappoint the audience
- Parents are willing to pay for child education and development => focus on edutainment
- Pay more attention to relatively less occupied teen segment
- Use specialized retail to add emotional benefits and influence «pessimistic» purchaser



The most favorite characters



The focus on edutainment

Child education + franchise





Accent on quality, design, brand

Quality, design + franchise



Brand loyalty + franchise



Emphasis on teenagers (10 y.o. to ∞)

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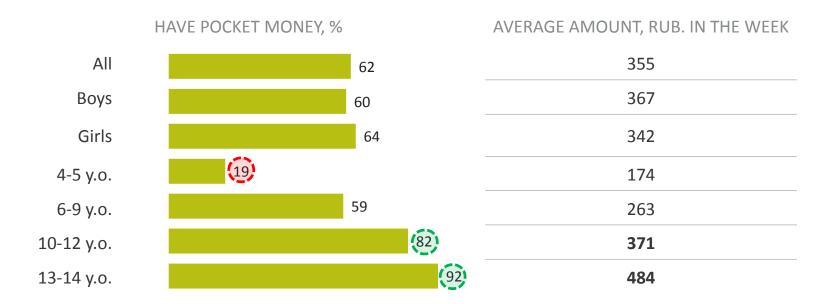








Children as purchasers: pocket money



Source: New Generation 2017



New trend of specialized retail





Factors of success of the licensed character

Target audience

- Meet the needs and moods of the target audience
- Consider the severity of competition with other characters in the target audience
- Consider compliance with local cultural codes

Media support

- Consider the scale and volume of advertising campaign, promotion
- Consider the success of the film or series
- Use multimedia to promote the character: movies, TV, Internet, games
- Consider if the character is «evergreen» or shortterm

Franchise

- Consider the level of distribution, presence on the store shelves
- Consider the variety, quality and design of the licensed goods



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