# Pmas 

 Presents to Kids
## France

## Noël 2019

Données de janvier 2020



Méthodologie

The survey is constructed to ascertain the behaviors within each age group and gender and their merchandise appeal

Presents to Kids


Global Perspective:
Reports available in 13 countries
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Presents to Kids


## CONTENT



06 Executive Summary

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5


## Types of Presents

How many children celebrate Christmas? How many gifts do they receive? and what are these giffts?

## French kids receive an average of 3.4 presents with a maximum of 3.5

 presents for kids aged 0 to 6 years old; older kids tend to get less presentsNumber of Christmas Presents Kids 0-14 - Christmas 2019 - France


Number of Christmas Presents By age - Christmas 2019 - France


Great West and Center are the most 'generous' regions; lle de France would be the least, with 2.9 presents per kid

Number of Christmas Presents By region - Christmas 2019 - France


56\% of received presents are toys and games. As children get older, they receive less toys and games for Christmas and more digital and video games.

Types of Christmas Presents Kids 0-14 - Christmas 2019 - France


Types of Christmas Presents By age - Christmas 2019 - France


Toys could improve their competitive position in the Great West, South East and somewhat in the Center regions

Types of Christmas Presents By Region - Christmas 2019 - France


Electronic learning toys are the main type of presents received by kids aged 0 to 14 years old. Next come Building Sets, games and puzzles then Arts \& Craft.

Top 15 Types of Christmas Presents Kids 0-14 - Christmas 2019 - France


The gender divide: Building Sets and Trucks/Cars for the boys, Dolls and Arts \& Craft for the girls. And for both: Electronic Learning Toys (infants), games \& Puzzles

Presents to Kids

Top 15 Types of Christmas Presents Boys 0-14 - Christmas 2019 - France


Top 15 Types of Christmas Presents Girls 0-14 - Christmas 2019 - France



## About the Persons

Who are the people who give gifts to kids at Christmas? Are kids present when they purchase?

Parents count for $50 \%$ of the presents received by kids aged 0 to 14 years old while the close family take $37 \%$.
Parents tend to become the majority of the present givers as kids get older
Presents to Kids

Relationship between Purchaser \& Recipient -
Kids 0-14 - Christmas 2019 - France


Relationship between Purchaser \& Recipient By age - Christmas 2019 - France

$76 \%$ of the presents offered by parents to the 0-6 years old are toys. And $26 \%$ of the presents by parents to the 7-14 years old are Digital and videogames. $19 \%$ of the presents offered by grandparents to the $7-14$ years old are money/cash (others)

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Presents to Kids

Types of Christmas Presents By Relationship to the Recipient - Christmas 2019 - France


Only $12 \%$ of kids aged 0 to 14 years old were present at the time of the purchase; it's $18 \%$ of kids aged 10 to 14 years old

Presents to Kids

Presence of the Recipient When Purchase Kids 0-14 - Christmas 2019 - France


Presence of the Recipient When Purchase By age - Christmas 2019 - France


22\% of the gifts were purchased on special. However, a significant

Present on Special When Purchased Kids 0-14 - Christmas 2019 - France

słueserd \%

Present on Special When Purchased By age - Christmas 2019 - France



## Requests by Recipients

Is the Christmas Wishlist followed? Is that all the requested gifts received by kids and if not what are the reasons why kids did not received the requested presents?

Strong impact of the brands: Overall, $62 \%$ of the received presents were requested by the recipient (prior to enter in the store); this turns to $\mathbf{7 7 \%}$ for the kids 7 to 9

Request by the recipient Kids 0-14 - Christmas 2019 - France


Over $1 / 3^{\text {rd }}$ of the presents were purchased on 'opportunity': the present was not requested by the recipient, nor was there present at the time of the purchase

Types of Purchases Kids 0-14 - Christmas 2019 - France $36 \%$ of the presents
are 'on impulse'


- Requested \& Not present
- Not requested \& Present

Requested \& Present

- Not requested \& Not present

Types of Purchases By age - Christmas 2019 - France


Only 7\% of the kids received ALL presents from their Wishlist. As expected, the vast majority of the kids do not receive everything they wished for!

Presents Requested but Not Offered Kids 0-14 - Christmas 2019 - France


- My child did not received all presents from his/ her wishlist
$■$ My child received all presents from his/ her wishlist

Presents Requested but Not Offered By age - Christmas 2019 - France


## Toys are still a major category of gifts requested by the recipient, even when not offered. Digital \& videogames come next!

Presents Requested but Not Offered Kids 0-14 - Christmas 2019 - France


Presents Requested but Not Offered By age - Christmas 2019 - France


## Video-game console is the main type of presents asked but not received followed by Dolls

$10 \%$
9\%
6\%
$5 \%$
Electronic Learning Toys/Learning Systems/Robotic Toys
Figurines/Action Figures
Arts and crafts: drawing, play dough, coloring .
Trucks, cars and tracks
Games \& puzzles
Play sets and play universe: farm, zoo.


[^0]By KidzGlobal

The main reason for not offering a toy or a game is the price too high for the kids 3 to 9. With regards to the infants, this would be the lack of products in the shelve-space. Although Toys \& Games represent $22 \%$ of the presents received by

Xn@as
Presents to Kids the young teenagers, out of stock is the main reason for not offering a Toy or Game

Reasons for Not Offering TOYS AND GAMES-
Kids 0-14 - Christmas 2019 - France


Reasons for Not Offering TOYS AND GAMES By age - Christmas 2019 - France


Most of the time, a similar product but from another brand or theme would be offered instead of the requested toy or game. However, $40 \%$ would receive another present, totally different from the initial request. And as expected, as kids get older, parents tend to offer exactly what's been requested by their

Presents to Kids children

Presents Given Instead of TOYS AND GAMES Kids 0-14 - Christmas 2019 - France


$\square$ A similar product but from another brand or theme - Something totally different

- Nothing

Presents Given Instead of TOYS AND GAMES By age - Christmas 2019 - France


[^1]
## When it comes to a digital or video-game present, the main break is clearly the price being too high

Reasons for Not Offering DIGITAL AND VIDEO GAMES - Kids 0-14 - Christmas 2019 - France


- DIGITAL AND VIDEO GAMES

Reasons for Not Offering DIGITAL AND VIDEO By age - Christmas 2019 - France


## And most of the time, something totally different would be offered instead

Presents Given Instead of DIGITAL AND VIDEO GAMES - Kids 0-14 - Christmas 2019 - France


- Something totally different
- A similar product but from another brand or theme
- Nothing

Presents Given Instead of DIGITAL AND VIDEO GAMES - By age - Christmas 2019 - France



## Shopper Marketing

How long is Christmas shopping? What factors can influence the purchase? What is the perception of Christmas shopping?

The child's Wishlist of the present is the most important factor influencing the purchase for Christmas Shopping.
When it comes to touch points, the retailer catalogues as well as the presence in the shelves are the most influential ones. Licensing ranks as the \#7 reason, right before the presence in the store

Shopper Marketing -<br>Kids 0-14 - Christmas 2019 - France

The education child's wish list
The educational side of the present
The fun side of the present
Retailer catalogue
Saw the product on the shelf on promotion (price, bundle ...)
Long standing brand preferences
The character or the license going with the item
Saw the product on the shelf at retail
Unique product characteristics
Family / Friends
TV commercials
Coupons online, from newspapers, at home mailers, magazines, from stores.
The fashion side of the present Magazine / Newspapers ads or articles

Signage on shelf
Aisle end in store Internet: websites, blogs, forums, e-newsletter

Advice from a shop assistant in store
Social media
Billboards on street / bus shelters / tram stops
Shopping carts

- Influencial Very influencial




## Executive Summary

## Type of presents

- French kids receive an average of 3.4 presents with a maximum of 3.5 presents for kids aged 0 to 6 years old; older kids tend to get less presents. Great West and Center are the most 'generous' regions; lle de France would be the least, with 2.9 presents per kid.
- $56 \%$ of received presents are toys and games. As children get older they receive less toys and games for Christmas and more digital and video games. Toys and games even become the 2nd category of presents among the young teenagers, right behind Digital and videogames.
- Toys could improve their competitive position in the Great West, South East and somewhat in the Center regions.
- When it comes to more detailed present categories:
- Electronic learning toys are the main type of presents received by kids aged 0 to 14 years old. Next come Building sets, games and puzzles then Arts \& Craft
- Electronic learning toys are the main type of presents received by the infant kids!
- Preschoolers are more eclectic in their presents: Games \& Puzzles, Building Sets, Arts \& Craft then Dolis (for girls) and Trucks/cars (for boys) are the main categories.
- Videogames start their dominance from 7 years old! Game and consoles are among the top categories of presents received.
- Money and clothes are strong contenders among the young teenagers.
- The gender divide: Building Sets and Trucks/Cars for the boys, Dolls and Arts \& Craft for the girls. And for both: Electronic Learning Toys (infants), games \& Puzzles.



## About the Persons

- Parents count for $50 \%$ of the presents received by kids aged 0 to 14 years old while the close family take another $37 \%$. Parents tend to become many of the present givers as kids get older.
- Parents would over-offer Toys and Fashion. More specifically, $76 \%$ of the presents offered by parents to the 0-6 years old are toys. And 26\% of the presents by parents to the 7-14 years old are Digital and videogames.
- While grandparents would over-give money (other) and somewhat fashion, although they are mainly offering Toys. 19\% of the presents offered by grandparents to the $7-14$ years old are money/cash (others).
- Uncles/Aunts would favor Toys for their presents to their nephews/nieces.
- Only $12 \%$ of kids aged 0 to 14 years old were present at the time of the purchase; it's $18 \%$ of kids aged 10 to 14 years old.
- $22 \%$ of the gifts were purchased on special. However, a significant proportion (115th) of the parents do not know if the gift was on special.


## Requests by Recipients (1)

- Strong impact of the communication from the brands: Overall, $62 \%$ of the received presents were requested by the recipient (prior to enter in the store); this turns to $77 \%$ for the kids 7 to 9 .
- However, over $1 / 3$ rd of the presents were purchased on 'opportunity': the present was not requested by the recipient, nor was there present at the time of the purchase
- Only $7 \%$ of the kids received ALL presents from their Wishlist. As expected, many of the kids do not receive everything they wished for!

\%


## Requests by Recipients (2)

- Toys are still a major category of gifts requested by the recipient. Digital \& videogames come next! Dolls are the most requested but not received type of present among the 3 to 6 years old kids; but, a video-game console comes in 2nd position!
- The main reason for not offering a toy or a game is the price too high for the kids 3 to 9 . With regards to the infants, this would be the lack of products in the shelve-space. Although Toys \& Games represent $22 \%$ of the presents received by the young teenagers, out of stock is the main reason for not offering a Toy or Game.
- Most of the time, a similar product but from another brand or theme would be offered instead of the requested toy or game. However, $40 \%$ would receive another present, totally different from the initial request. And as expected, as kids get older, parents tend to offer exactly what's been requested by their children.
- Digital and video games is clearly the category in which there is more demand than presents received. On the contrary, fashion is more received than requested.
- When it comes to a digital or video-game present, the main break is clearly the price being too high
- And most of the time, something totally different would be offered instead

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## Shopper Marketing

- The child's Wishlist of the present is the most important factor influencing the purchase for Christmas Shopping.
- When it comes to touch points, the retailer catalogues as well as the presence in the shelves are the most influential ones. Licensing ranks as the \#7 reason, right before the presence in the store.
- The educational side of the present is more important for the parents of the younger kids. After 3 years old, the child's Wishlist becomes the primarily influential reason for purchasing the selected product.
- The child's Wishlist are the most important factors influencing the purchase for Christmas Shopping for kids aged 7 to 14 years old. However, outside-the-home influencing come strong right after, from retailer catalogues to recommendations from family \& friends.



# P'mas <br> Presents to Kids 

## THANK YOU FOR YOUR TIME

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[^0]:    Kids 0-14

[^1]:    $\square$ A similar product but from another brand or theme $\quad$ Something totally different $\llbracket$ Nothing

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