

Comic Book Industry Research Report 2023

<https://marketpublishers.com/r/C4E591E6667CEN.html>

Date: August 2023

Pages: 112

Price: US\$ 2,950.00 (Single User License)

ID: C4E591E6667CEN

Abstracts

This report aims to provide a comprehensive presentation of the global market for Comic Book, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Comic Book.

The Comic Book market size, estimations, and forecasts are provided in terms of and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Comic Book market comprehensively. Regional market sizes, concerning products by types, by application, and by players, are also provided. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Comic Book companies, new entrants, and industry chain related companies in this market with information on the revenues for the overall market and the sub-segments across the different segments, by company, product type, application, and regions.

Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by

these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue by companies for the period 2017-2022. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

The Walt Disney Company

Warner Bros

Image Comics

IDW Publishing

Boom! Studios

Shueisha

Shogakukan

Kodansha

Kadokawa Future Publishing

Hakusensha

Akita Shoten

Futabasha

BAMBOO

Casterman

Cinebook

Dargaud

Delcourt

Dupuis

BAO Publishing

Glenat

Humanoids

L'Association

Le Lombard

Soleil

Lezhin Entertainment

Tappytoon (Contents First)

Kakao Page

Naver Corporation

Product Type Insights

Global markets are presented by Comic Book type, along with growth forecasts through 2029. Estimates on revenue are based on the price in the supply chain at which the Comic Book are procured by the companies.

This report has studied every segment and provided the market size using historical data. They have also talked about the growth opportunities that the segment may pose in the future. This study bestows revenue data by type, and during the historical period (2018-2023) and forecast period (2024-2029).

Comic Book segment by Type

Physical Comic Book

Digital Comic Book

Application Insights

This report has provided the market size (revenue data) by application, during the historical period (2018-2023) and forecast period (2024-2029).

This report also outlines the market trends of each segment and consumer behaviors impacting the Comic Book market and what implications these may have on the industry's future. This report can help to understand the relevant market and consumer trends that are driving the Comic Book market.

Comic Book Segment by Sales Channel

Retail Store

Bookstore

Online Sales

Regional Outlook

This section of the report provides key insights regarding various regions and the key players operating in each region. Economic, social, environmental, technological, and political factors have been taken into consideration while assessing the growth of the particular region/country. The readers will also get their hands on the revenue data of each region and country for the period 2018-2029.

The market has been segmented into various major geographies, including North America, Europe, Asia-Pacific, South America, Middle East & Africa. Detailed analysis of major countries such as the USA, Germany, the U.K., Italy, France, China, Japan, South Korea, Southeast Asia, and India will be covered within the regional segment. For market estimates, data are going to be provided for 2022 because of the base year, with estimates for 2023 and forecast revenue for 2029.

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

COVID-19 and Russia-Ukraine War Influence Analysis

The readers in the section will understand how the Comic Book market scenario changed across the globe during the pandemic, post-pandemic and Russia-Ukraine War. The study is done keeping in view the changes in aspects such as demand, consumption, transportation, consumer behavior, supply chain management. The industry experts have also highlighted the key factors that will help create opportunities for players and stabilize the overall industry in the years to come.

Reasons to Buy This Report

This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Comic Book market, and

introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

This report will help stakeholders to understand the global industry status and trends of Comic Book and provides them with information on key market drivers, restraints, challenges, and opportunities.

This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.

This report stays updated with novel technology integration, features, and the latest developments in the market

This report helps stakeholders to understand the COVID-19 and Russia-Ukraine War Influence on the Comic Book industry.

This report helps stakeholders to gain insights into which regions to target globally

This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Comic Book.

This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

Core Chapters

Chapter 1: Research objectives, research methods, data sources, data cross-validation;

Chapter 2: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 3: Provides the analysis of various market segments product types, covering

the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 4: Provides the analysis of various market segments application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 5: Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 6: Detailed analysis of Comic Book companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 7, 8, 9, 10, 11: North America, Europe, Asia Pacific, Latin America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 12: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

Chapter 13: The main points and conclusions of the report.

Contents

1 PREFACE

- 1.1 Scope of Report
- 1.2 Reasons for Doing This Study
- 1.3 Research Methodology
- 1.4 Research Process
- 1.5 Data Source
 - 1.5.1 Secondary Sources
 - 1.5.2 Primary Sources

2 MARKET OVERVIEW

- 2.1 Product Definition
- 2.2 Comic Book by Type
 - 2.2.1 Market Value Comparison by Type (2018 VS 2022 VS 2029)
 - 2.2.2 Physical Comic Book
 - 2.2.3 Digital Comic Book
- 2.3 Comic Book by Sales Channel
 - 2.3.1 Market Value Comparison by Sales Channel (2018 VS 2022 VS 2029)
 - 2.3.2 Retail Store
 - 2.3.3 Bookstore
 - 2.3.4 Online Sales
- 2.4 Assumptions and Limitations

3 COMIC BOOK BREAKDOWN DATA BY TYPE

- 3.1 Global Comic Book Historic Market Size by Type (2018-2023)
- 3.2 Global Comic Book Forecasted Market Size by Type (2023-2028)

4 COMIC BOOK BREAKDOWN DATA BY SALES CHANNEL

- 4.1 Global Comic Book Historic Market Size by Sales Channel (2018-2023)
- 4.2 Global Comic Book Forecasted Market Size by Sales Channel (2018-2023)

5 GLOBAL GROWTH TRENDS

- 5.1 Global Comic Book Market Perspective (2018-2029)

5.2 Global Comic Book Growth Trends by Region

5.2.1 Global Comic Book Market Size by Region: 2018 VS 2022 VS 2029

5.2.2 Comic Book Historic Market Size by Region (2018-2023)

5.2.3 Comic Book Forecasted Market Size by Region (2024-2029)

5.3 Comic Book Market Dynamics

5.3.1 Comic Book Industry Trends

5.3.2 Comic Book Market Drivers

5.3.3 Comic Book Market Challenges

5.3.4 Comic Book Market Restraints

6 MARKET COMPETITIVE LANDSCAPE BY PLAYERS

6.1 Global Top Comic Book Players by Revenue

6.1.1 Global Top Comic Book Players by Revenue (2018-2023)

6.1.2 Global Comic Book Revenue Market Share by Players (2018-2023)

6.2 Global Comic Book Industry Players Ranking, 2021 VS 2022 VS 2023

6.3 Global Key Players of Comic Book Head office and Area Served

6.4 Global Comic Book Players, Product Type & Application

6.5 Global Comic Book Players, Date of Enter into This Industry

6.6 Global Comic Book Market CR5 and HHI

6.7 Global Players Mergers & Acquisition

7 NORTH AMERICA

7.1 North America Comic Book Market Size (2018-2029)

7.2 North America Comic Book Market Growth Rate by Country: 2018 VS 2022 VS 2029

7.3 North America Comic Book Market Size by Country (2018-2023)

7.4 North America Comic Book Market Size by Country (2024-2029)

7.5 United States

7.6 Canada

8 EUROPE

8.1 Europe Comic Book Market Size (2018-2029)

8.2 Europe Comic Book Market Growth Rate by Country: 2018 VS 2022 VS 2029

8.3 Europe Comic Book Market Size by Country (2018-2023)

8.4 Europe Comic Book Market Size by Country (2024-2029)

7.4 Germany

- 7.5 France
- 7.6 U.K.
- 7.7 Italy
- 7.8 Russia
- 7.9 Nordic Countries

9 ASIA-PACIFIC

- 9.1 Asia-Pacific Comic Book Market Size (2018-2029)
- 9.2 Asia-Pacific Comic Book Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 9.3 Asia-Pacific Comic Book Market Size by Country (2018-2023)
- 9.4 Asia-Pacific Comic Book Market Size by Country (2024-2029)
- 8.4 China
- 8.5 Japan
- 8.6 South Korea
- 8.7 Southeast Asia
- 8.8 India
- 8.9 Australia

10 LATIN AMERICA

- 10.1 Latin America Comic Book Market Size (2018-2029)
- 10.2 Latin America Comic Book Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 10.3 Latin America Comic Book Market Size by Country (2018-2023)
- 10.4 Latin America Comic Book Market Size by Country (2024-2029)
- 9.4 Mexico
- 9.5 Brazil

11 MIDDLE EAST & AFRICA

- 11.1 Middle East & Africa Comic Book Market Size (2018-2029)
- 11.2 Middle East & Africa Comic Book Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 11.3 Middle East & Africa Comic Book Market Size by Country (2018-2023)
- 11.4 Middle East & Africa Comic Book Market Size by Country (2024-2029)
- 10.4 Turkey
- 10.5 Saudi Arabia
- 10.6 UAE

12 PLAYERS PROFILED

11.1 The Walt Disney Company

- 11.1.1 The Walt Disney Company Company Detail
- 11.1.2 The Walt Disney Company Business Overview
- 11.1.3 The Walt Disney Company Comic Book Introduction
- 11.1.4 The Walt Disney Company Revenue in Comic Book Business (2017-2022)
- 11.1.5 The Walt Disney Company Recent Development

11.2 Warner Bros

- 11.2.1 Warner Bros Company Detail
- 11.2.2 Warner Bros Business Overview
- 11.2.3 Warner Bros Comic Book Introduction
- 11.2.4 Warner Bros Revenue in Comic Book Business (2017-2022)
- 11.2.5 Warner Bros Recent Development

11.3 Image Comics

- 11.3.1 Image Comics Company Detail
- 11.3.2 Image Comics Business Overview
- 11.3.3 Image Comics Comic Book Introduction
- 11.3.4 Image Comics Revenue in Comic Book Business (2017-2022)
- 11.3.5 Image Comics Recent Development

11.4 IDW Publishing

- 11.4.1 IDW Publishing Company Detail
- 11.4.2 IDW Publishing Business Overview
- 11.4.3 IDW Publishing Comic Book Introduction
- 11.4.4 IDW Publishing Revenue in Comic Book Business (2017-2022)
- 11.4.5 IDW Publishing Recent Development

11.5 Boom! Studios

- 11.5.1 Boom! Studios Company Detail
- 11.5.2 Boom! Studios Business Overview
- 11.5.3 Boom! Studios Comic Book Introduction
- 11.5.4 Boom! Studios Revenue in Comic Book Business (2017-2022)
- 11.5.5 Boom! Studios Recent Development

11.6 Shueisha

- 11.6.1 Shueisha Company Detail
- 11.6.2 Shueisha Business Overview
- 11.6.3 Shueisha Comic Book Introduction
- 11.6.4 Shueisha Revenue in Comic Book Business (2017-2022)
- 11.6.5 Shueisha Recent Development

11.7 Shogakukan

11.7.1 Shogakukan Company Detail

11.7.2 Shogakukan Business Overview

11.7.3 Shogakukan Comic Book Introduction

11.7.4 Shogakukan Revenue in Comic Book Business (2017-2022)

11.7.5 Shogakukan Recent Development

11.8 Kodansha

11.8.1 Kodansha Company Detail

11.8.2 Kodansha Business Overview

11.8.3 Kodansha Comic Book Introduction

11.8.4 Kodansha Revenue in Comic Book Business (2017-2022)

11.8.5 Kodansha Recent Development

11.9 Kadokawa Future Publishing

11.9.1 Kadokawa Future Publishing Company Detail

11.9.2 Kadokawa Future Publishing Business Overview

11.9.3 Kadokawa Future Publishing Comic Book Introduction

11.9.4 Kadokawa Future Publishing Revenue in Comic Book Business (2017-2022)

11.9.5 Kadokawa Future Publishing Recent Development

11.10 Hokusensha

11.10.1 Hokusensha Company Detail

11.10.2 Hokusensha Business Overview

11.10.3 Hokusensha Comic Book Introduction

11.10.4 Hokusensha Revenue in Comic Book Business (2017-2022)

11.10.5 Hokusensha Recent Development

11.11 Akita Shoten

11.11.1 Akita Shoten Company Detail

11.11.2 Akita Shoten Business Overview

11.11.3 Akita Shoten Comic Book Introduction

11.11.4 Akita Shoten Revenue in Comic Book Business (2017-2022)

11.11.5 Akita Shoten Recent Development

11.12 Futabasha

11.12.1 Futabasha Company Detail

11.12.2 Futabasha Business Overview

11.12.3 Futabasha Comic Book Introduction

11.12.4 Futabasha Revenue in Comic Book Business (2017-2022)

11.12.5 Futabasha Recent Development

11.13 BAMBOO

11.13.1 BAMBOO Company Detail

11.13.2 BAMBOO Business Overview

- 11.13.3 BAMBOO Comic Book Introduction
- 11.13.4 BAMBOO Revenue in Comic Book Business (2017-2022)
- 11.13.5 BAMBOO Recent Development
- 11.14 Casterman
 - 11.14.1 Casterman Company Detail
 - 11.14.2 Casterman Business Overview
 - 11.14.3 Casterman Comic Book Introduction
 - 11.14.4 Casterman Revenue in Comic Book Business (2017-2022)
 - 11.14.5 Casterman Recent Development
- 11.15 Cinebook
 - 11.15.1 Cinebook Company Detail
 - 11.15.2 Cinebook Business Overview
 - 11.15.3 Cinebook Comic Book Introduction
 - 11.15.4 Cinebook Revenue in Comic Book Business (2017-2022)
 - 11.15.5 Cinebook Recent Development
- 11.16 Dargaud
 - 11.16.1 Dargaud Company Detail
 - 11.16.2 Dargaud Business Overview
 - 11.16.3 Dargaud Comic Book Introduction
 - 11.16.4 Dargaud Revenue in Comic Book Business (2017-2022)
 - 11.16.5 Dargaud Recent Development
- 11.17 Delcourt
 - 11.17.1 Delcourt Company Detail
 - 11.17.2 Delcourt Business Overview
 - 11.17.3 Delcourt Comic Book Introduction
 - 11.17.4 Delcourt Revenue in Comic Book Business (2017-2022)
 - 11.17.5 Delcourt Recent Development
- 11.18 Dupuis
 - 11.18.1 Dupuis Company Detail
 - 11.18.2 Dupuis Business Overview
 - 11.18.3 Dupuis Comic Book Introduction
 - 11.18.4 Dupuis Revenue in Comic Book Business (2017-2022)
 - 11.18.5 Dupuis Recent Development
- 11.19 BAO Publishing
 - 11.19.1 BAO Publishing Company Detail
 - 11.19.2 BAO Publishing Business Overview
 - 11.19.3 BAO Publishing Comic Book Introduction
 - 11.19.4 BAO Publishing Revenue in Comic Book Business (2017-2022)
 - 11.19.5 BAO Publishing Recent Development

11.20 Glenat

- 11.20.1 Glenat Company Detail
- 11.20.2 Glenat Business Overview
- 11.20.3 Glenat Comic Book Introduction
- 11.20.4 Glenat Revenue in Comic Book Business (2017-2022)
- 11.20.5 Glenat Recent Development

11.21 Humanoids

- 11.21.1 Humanoids Company Detail
- 11.21.2 Humanoids Business Overview
- 11.21.3 Humanoids Comic Book Introduction
- 11.21.4 Humanoids Revenue in Comic Book Business (2017-2022)
- 11.21.5 Humanoids Recent Development

11.22 L'Association

- 11.22.1 L'Association Company Detail
- 11.22.2 L'Association Business Overview
- 11.22.3 L'Association Comic Book Introduction
- 11.22.4 L'Association Revenue in Comic Book Business (2017-2022)
- 11.22.5 L'Association Recent Development

11.23 Le Lombard

- 11.23.1 Le Lombard Company Detail
- 11.23.2 Le Lombard Business Overview
- 11.23.3 Le Lombard Comic Book Introduction
- 11.23.4 Le Lombard Revenue in Comic Book Business (2017-2022)
- 11.23.5 Le Lombard Recent Development

11.24 Soleil

- 11.24.1 Soleil Company Detail
- 11.24.2 Soleil Business Overview
- 11.24.3 Soleil Comic Book Introduction
- 11.24.4 Soleil Revenue in Comic Book Business (2017-2022)
- 11.24.5 Soleil Recent Development

11.25 Lezhin Entertainment

- 11.25.1 Lezhin Entertainment Company Detail
- 11.25.2 Lezhin Entertainment Business Overview
- 11.25.3 Lezhin Entertainment Comic Book Introduction
- 11.25.4 Lezhin Entertainment Revenue in Comic Book Business (2017-2022)
- 11.25.5 Lezhin Entertainment Recent Development

11.26 Tappytoon (Contents First)

- 11.26.1 Tappytoon (Contents First) Company Detail
- 11.26.2 Tappytoon (Contents First) Business Overview

11.26.3 Tappytoon (Contents First) Comic Book Introduction

11.26.4 Tappytoon (Contents First) Revenue in Comic Book Business (2017-2022)

11.26.5 Tappytoon (Contents First) Recent Development

11.27 Kakao Page

11.27.1 Kakao Page Company Detail

11.27.2 Kakao Page Business Overview

11.27.3 Kakao Page Comic Book Introduction

11.27.4 Kakao Page Revenue in Comic Book Business (2017-2022)

11.27.5 Kakao Page Recent Development

11.28 Naver Corporation

11.28.1 Naver Corporation Company Detail

11.28.2 Naver Corporation Business Overview

11.28.3 Naver Corporation Comic Book Introduction

11.28.4 Naver Corporation Revenue in Comic Book Business (2017-2022)

11.28.5 Naver Corporation Recent Development

13 REPORT CONCLUSION

14 DISCLAIMER

I would like to order

Product name: Comic Book Industry Research Report 2023

Product link: <https://marketpublishers.com/r/C4E591E6667CEN.html>

Price: US\$ 2,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/C4E591E6667CEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970