

Global Anime Market: Industry Trends and Forecast

<https://marketpublishers.com/r/GED133B75B73EN.html>

Date: October 2023

Pages: 55

Price: US\$ 3,500.00 (Single User License)

ID: GED133B75B73EN

Abstracts

Report Scope:

Using 2022 as the base year, the report provides estimated market data for 2023 through 2028. Revenue forecasts for this period are segmented based on type, genre, and geography. The report covers all anime licensing, from merchandising to broadcasting and streaming platforms. This report also includes a concise history of the anime industry from its beginnings in the early 1900s to the present day. The revenue estimation covers all genres of revenue including science fiction, action and adventure, romance, historical drama, erotic, literary, information, humor, and sports. Revenue and strategies for acquiring and producing anime content are not discussed in this report.

The report also focuses on the significant drivers and challenges that affect the market and the vendor landscape. The report explains the current trends in the global anime market and concludes with detailed profiles of the major players.

Report Includes:

Detailed overview and an up-to-date analysis of the global anime market

Analyses of the global market trends for anime industry, with historical market revenue data (sales figures) for 2022, estimates for 2023, forecasts for 2024, and projections of compound annual growth rates (CAGRs) through 2028

Estimation of the actual market size and revenue forecast for global anime market, and corresponding market share analysis based on the type of digital streaming platform, genre (content), and geographic region

In-depth information (facts and figures) concerning the market growth drivers,

opportunities and challenges, prospects, technologies, regulatory dynamics, and impact of macroeconomic variables on global anime market

An understanding of the ESG developments in anime (digital entertainment) industry, with emphasis on importance of ESG, consumer attitudes, risks and opportunity assessment, and ESG followed practices by production companies, distributors, streaming platforms, merchandisers, and other key stakeholders

A look at the major vendors in the global market for anime, and analyze the structure of this industry (e.g., company share analysis, concentration, M&A deals, and venture fundings etc.)

Identification of the major stakeholders and analysis of their company competitive landscape based on recent developments, key financials and segmental revenues, and operational integration

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CRUNCHYROLL LLC

KYOTO ANIMATION CO. LTD.

MADHOUSE INC.

MAPPA CO. LTD.

P.A. WORKS INC.

PIERROT CO. LTD.

PRODUCTION I.G INC.

STUDIO GHIBLI INC.

TOEI ANIMATION CO.

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