

Global Graphic Novel Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/G5EDB2BD6640EN.html>

Date: December 2024

Pages: 149

Price: US\$ 2,800.00 (Single User License)

ID: G5EDB2BD6640EN

Abstracts

Report Overview

Graphic novels are a form of literature that combines both text and illustrations to tell a story or convey information. They are typically longer and more complex than traditional comic books, often targeting a more mature audience. The market for graphic novels has been steadily growing in recent years, driven by a combination of factors such as changing reading habits, increased acceptance of graphic novels as a legitimate form of literature, and the popularity of adaptations into movies and TV shows.

As of 2023, the global market size for graphic novels is estimated at approximately \$4.5 billion. This market is projected to grow at a compound annual growth rate (CAGR) of 8.5% from 2024 to 2032. The key growth drivers for the graphic novel market include the increasing demand for visual storytelling, the rise of online platforms for distribution, and the growing popularity of graphic novels in mainstream culture.

One of the prominent trends in the graphic novel market is the diversification of genres and themes. Graphic novels are no longer limited to superhero stories but encompass a wide range of genres such as memoirs, historical fiction, and fantasy. This diversification has broadened the appeal of graphic novels to a more diverse audience and has contributed to the overall growth of the market.

Another trend shaping the graphic novel market is the increasing use of digital platforms for distribution. With the rise of e-readers, tablets, and smartphones, readers now have more options to access and purchase graphic novels digitally. This shift towards digital distribution has opened up new opportunities for publishers and authors to reach a wider audience and explore innovative ways of storytelling.

Furthermore, collaborations between graphic novelists and other media industries, such as film and television, have also boosted the market. Successful adaptations of graphic novels into movies and TV shows have not only increased the visibility of the medium but have also driven sales of the original graphic novels.

In terms of regional market distribution, North America and Europe are currently the leading markets for graphic novels. The dominance of these regions can be attributed to the strong presence of established publishers, a mature comics culture, and a high level of consumer awareness and acceptance of graphic novels. Asia Pacific is also emerging as a significant market for graphic novels, fueled by the growing popularity of manga and graphic novels in countries like Japan, South Korea, and China.

Despite the overall positive outlook for the graphic novel market, there are some key challenges that industry players need to address. One of the challenges is the issue of piracy, especially in digital distribution channels. Piracy not only affects the revenue of creators and publishers but also undermines the value of intellectual property rights in the industry. Additionally, the competition from other forms of entertainment, such as streaming services and video games, poses a threat to the market share of graphic novels and requires continuous innovation to stay relevant.

In conclusion, the market for graphic novels is experiencing steady growth driven by factors such as diversification of genres, digital distribution, and media adaptations. While North America and Europe remain the dominant markets, Asia Pacific is showing promising growth potential. To capitalize on these opportunities, industry players need to address challenges such as piracy and increasing competition by focusing on innovation and expanding their reach to new audiences.

This report provides a deep insight into the global Graphic Novel market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Graphic Novel Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps

the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Graphic Novel market in any manner.

Global Graphic Novel Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

The Walt Disney Company

Warner Bros

Image Comics

IDW Publishing

Boom! Studios

Shueisha

Shogakukan

Titan Publishing Group

Drawing?Quarterly

Dark Horse Comics

Archaia Entertainment

Kodansha

Market Segmentation (by Type)

Fiction

Non-fiction

Anthologized

Market Segmentation (by Application)

Book Stores

Online Shopping

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Graphic Novel Market

Overview of the regional outlook of the Graphic Novel Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, 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 Graphic Novel Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream

and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to 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 7 provides the analysis of various market segments according to 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 8 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 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

1.1 Market Definition and Statistical Scope of Graphic Novel

1.2 Key Market Segments

1.2.1 Graphic Novel Segment by Type

1.2.2 Graphic Novel Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

2 GRAPHIC NOVEL MARKET OVERVIEW

2.1 Global Market Overview

2.1.1 Global Graphic Novel Market Size (M USD) Estimates and Forecasts (2019-2032)

2.1.2 Global Graphic Novel Sales Estimates and Forecasts (2019-2032)

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

2.4 Macroeconomic Analysis

3 GRAPHIC NOVEL MARKET COMPETITIVE LANDSCAPE

3.1 Global Graphic Novel Sales by Manufacturers (2019-2024)

3.2 Global Graphic Novel Revenue Market Share by Manufacturers (2019-2024)

3.3 Graphic Novel Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.4 Global Graphic Novel Average Price by Manufacturers (2019-2024)

3.5 Manufacturers Graphic Novel Sales Sites, Area Served, Product Type

3.6 Graphic Novel Market Competitive Situation and Trends

3.6.1 Graphic Novel Market Concentration Rate

3.6.2 Global 5 and 10 Largest Graphic Novel Players Market Share by Revenue

3.6.3 Mergers & Acquisitions, Expansion

4 GRAPHIC NOVEL INDUSTRY CHAIN ANALYSIS

- 4.1 Graphic Novel Industry Chain Analysis
- 4.2 Market Overview of Key Raw Materials
- 4.3 Midstream Market Analysis
- 4.4 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF GRAPHIC NOVEL MARKET

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Market Restraints
- 5.5 Industry News
 - 5.5.1 New Product Developments
 - 5.5.2 Mergers & Acquisitions
 - 5.5.3 Expansions
 - 5.5.4 Collaboration/Supply Contracts
- 5.6 Industry Policies

6 GRAPHIC NOVEL MARKET SEGMENTATION BY TYPE

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global Graphic Novel Sales Market Share by Type (2019-2024)
- 6.3 Global Graphic Novel Market Size Market Share by Type (2019-2024)
- 6.4 Global Graphic Novel Price by Type (2019-2024)

7 GRAPHIC NOVEL MARKET SEGMENTATION BY APPLICATION

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Graphic Novel Market Sales by Application (2019-2024)
- 7.3 Global Graphic Novel Market Size (M USD) by Application (2019-2024)
- 7.4 Global Graphic Novel Sales Growth Rate by Application (2019-2024)

8 GRAPHIC NOVEL MARKET SALES BY REGION

- 8.1 Global Graphic Novel Sales by Region
 - 8.1.1 Global Graphic Novel Sales by Region
 - 8.1.2 Global Graphic Novel Sales Market Share by Region
- 8.2 Global Graphic Novel Market Size by Region
 - 8.2.1 Global Graphic Novel Market Size by Region

8.2.2 Global Graphic Novel Market Size Market Share by Region

8.3 North America

8.3.1 North America Graphic Novel Sales by Country

8.3.2 North America Graphic Novel Market Size by Country

8.3.3 U.S. Market Overview

8.3.4 Canada Market Overview

8.3.5 Mexico Market Overview

8.4 Europe

8.4.1 Europe Graphic Novel Sales by Country

8.4.2 Europe Graphic Novel Market Size by Country

8.4.3 Germany Market Overview

8.4.4 France Market Overview

8.4.5 U.K. Market Overview

8.4.6 Italy Market Overview

8.4.7 Russia Market Overview

8.5 Asia Pacific

8.5.1 Asia Pacific Graphic Novel Sales by Region

8.5.2 China

8.5.3 Japan

8.5.4 South Korea

8.5.5 India

8.5.6 Southeast Asia

8.6 Asia Pacific

8.6.1 Asia Pacific Graphic Novel Market Size by Region

8.6.2 Asia Pacific Graphic Novel Market Size by Region

8.6.3 China

8.6.4 Japan

8.6.5 South Korea

8.6.6 India

8.6.7 Southeast Asia

8.7 South America

8.7.1 South America Graphic Novel Sales by Country

8.7.2 South America Graphic Novel Market Size by Country

8.7.3 Brazil

8.7.4 Argentina

8.7.5 Columbia

8.8 Middle East and Africa

8.8.1 Middle East and Africa Graphic Novel Sales by Region

8.8.2 Middle East and Africa Graphic Novel Market Size by Region

8.8.3 Saudi Arabia

8.8.4 UAE

8.8.5 Egypt

8.8.6 Nigeria

8.8.7 South Africa

9 GRAPHIC NOVEL MARKET PRODUCTION BY REGION

9.1 Global Production of Graphic Novel by Region (2019-2024)

9.2 Global Graphic Novel Revenue Market Share by Region (2019-2024)

9.3 Global Graphic Novel Production, Revenue, Price and Gross Margin (2019-2024)

9.4 North America Graphic Novel Production

9.4.1 North America Graphic Novel Production Growth Rate (2019-2024)

9.4.2 North America Graphic Novel Production, Revenue, Price and Gross Margin (2019-2024)

9.5 Europe Graphic Novel Production

9.5.1 Europe Graphic Novel Production Growth Rate (2019-2024)

9.5.2 Europe Graphic Novel Production, Revenue, Price and Gross Margin (2019-2024)

9.6 Japan Graphic Novel Production (2019-2024)

9.6.1 Japan Graphic Novel Production Growth Rate (2019-2024)

9.6.2 Japan Graphic Novel Production, Revenue, Price and Gross Margin (2019-2024)

9.7 China Graphic Novel Production (2019-2024)

9.7.1 China Graphic Novel Production Growth Rate (2019-2024)

9.7.2 China Graphic Novel Production, Revenue, Price and Gross Margin (2019-2024)

10 KEY COMPANIES PROFILE

10.1 The Walt Disney Company

10.1.1 The Walt Disney Company Graphic Novel Basic Information

10.1.2 The Walt Disney Company Graphic Novel Product Overview

10.1.3 The Walt Disney Company Graphic Novel Product Market Performance

10.1.4 The Walt Disney Company Business Overview

10.1.5 The Walt Disney Company Graphic Novel SWOT Analysis

10.1.6 The Walt Disney Company Recent Developments

10.2 Warner Bros

10.2.1 Warner Bros Graphic Novel Basic Information

10.2.2 Warner Bros Graphic Novel Product Overview

10.2.3 Warner Bros Graphic Novel Product Market Performance

- 10.2.4 Warner Bros Business Overview
- 10.2.5 Warner Bros Graphic Novel SWOT Analysis
- 10.2.6 Warner Bros Recent Developments
- 10.3 Image Comics
 - 10.3.1 Image Comics Graphic Novel Basic Information
 - 10.3.2 Image Comics Graphic Novel Product Overview
 - 10.3.3 Image Comics Graphic Novel Product Market Performance
 - 10.3.4 Image Comics Graphic Novel SWOT Analysis
 - 10.3.5 Image Comics Business Overview
 - 10.3.6 Image Comics Recent Developments
- 10.4 IDW Publishing
 - 10.4.1 IDW Publishing Graphic Novel Basic Information
 - 10.4.2 IDW Publishing Graphic Novel Product Overview
 - 10.4.3 IDW Publishing Graphic Novel Product Market Performance
 - 10.4.4 IDW Publishing Business Overview
 - 10.4.5 IDW Publishing Recent Developments
- 10.5 Boom! Studios
 - 10.5.1 Boom! Studios Graphic Novel Basic Information
 - 10.5.2 Boom! Studios Graphic Novel Product Overview
 - 10.5.3 Boom! Studios Graphic Novel Product Market Performance
 - 10.5.4 Boom! Studios Business Overview
 - 10.5.5 Boom! Studios Recent Developments
- 10.6 Shueisha
 - 10.6.1 Shueisha Graphic Novel Basic Information
 - 10.6.2 Shueisha Graphic Novel Product Overview
 - 10.6.3 Shueisha Graphic Novel Product Market Performance
 - 10.6.4 Shueisha Business Overview
 - 10.6.5 Shueisha Recent Developments
- 10.7 Shogakukan
 - 10.7.1 Shogakukan Graphic Novel Basic Information
 - 10.7.2 Shogakukan Graphic Novel Product Overview
 - 10.7.3 Shogakukan Graphic Novel Product Market Performance
 - 10.7.4 Shogakukan Business Overview
 - 10.7.5 Shogakukan Recent Developments
- 10.8 Titan Publishing Group
 - 10.8.1 Titan Publishing Group Graphic Novel Basic Information
 - 10.8.2 Titan Publishing Group Graphic Novel Product Overview
 - 10.8.3 Titan Publishing Group Graphic Novel Product Market Performance
 - 10.8.4 Titan Publishing Group Business Overview

- 10.8.5 Titan Publishing Group Recent Developments
- 10.9 Drawing?Quarterly
 - 10.9.1 Drawing?Quarterly Graphic Novel Basic Information
 - 10.9.2 Drawing?Quarterly Graphic Novel Product Overview
 - 10.9.3 Drawing?Quarterly Graphic Novel Product Market Performance
 - 10.9.4 Drawing?Quarterly Business Overview
 - 10.9.5 Drawing?Quarterly Recent Developments
- 10.10 Dark Horse Comics
 - 10.10.1 Dark Horse Comics Graphic Novel Basic Information
 - 10.10.2 Dark Horse Comics Graphic Novel Product Overview
 - 10.10.3 Dark Horse Comics Graphic Novel Product Market Performance
 - 10.10.4 Dark Horse Comics Business Overview
 - 10.10.5 Dark Horse Comics Recent Developments
- 10.11 Archaia Entertainment
 - 10.11.1 Archaia Entertainment Graphic Novel Basic Information
 - 10.11.2 Archaia Entertainment Graphic Novel Product Overview
 - 10.11.3 Archaia Entertainment Graphic Novel Product Market Performance
 - 10.11.4 Archaia Entertainment Business Overview
 - 10.11.5 Archaia Entertainment Recent Developments
- 10.12 Kodansha
 - 10.12.1 Kodansha Graphic Novel Basic Information
 - 10.12.2 Kodansha Graphic Novel Product Overview
 - 10.12.3 Kodansha Graphic Novel Product Market Performance
 - 10.12.4 Kodansha Business Overview
 - 10.12.5 Kodansha Recent Developments

11 GRAPHIC NOVEL MARKET FORECAST BY REGION

- 11.1 Global Graphic Novel Market Size Forecast
- 11.2 Global Graphic Novel Market Forecast by Region
 - 11.2.1 North America Market Size Forecast by Country
 - 11.2.2 Europe Graphic Novel Market Size Forecast by Country
 - 11.2.3 Asia Pacific Graphic Novel Market Size Forecast by Region
 - 11.2.4 South America Graphic Novel Market Size Forecast by Country
 - 11.2.5 Middle East and Africa Forecasted Sales of Graphic Novel by Country

12 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2032)

- 12.1 Global Graphic Novel Market Forecast by Type (2025-2032)

- 12.1.1 Global Forecasted Sales of Graphic Novel by Type (2025-2032)
- 12.1.2 Global Graphic Novel Market Size Forecast by Type (2025-2032)
- 12.1.3 Global Forecasted Price of Graphic Novel by Type (2025-2032)
- 12.2 Global Graphic Novel Market Forecast by Application (2025-2032)
 - 12.2.1 Global Graphic Novel Sales (K Units) Forecast by Application
 - 12.2.2 Global Graphic Novel Market Size (M USD) Forecast by Application (2025-2032)

13 CONCLUSION AND KEY FINDINGS

I would like to order

Product name: Global Graphic Novel Market Research Report 2024(Status and Outlook)

Product link: <https://marketpublishers.com/r/G5EDB2BD6640EN.html>

Price: US\$ 2,800.00 (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/G5EDB2BD6640EN.html>