

Global E-comics Competitive Landscape Professional Research Report 2025

<https://marketpublishers.com/r/E85967C099E0EN.html>

Date: June 2025

Pages: 165

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

ID: E85967C099E0EN

Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global E-comics market size will reach 17,298 Million USD in 2025 and is projected to reach 40,771 Million USD by 2032, with a CAGR of 13.03% (2025-2032). Notably, the China E-comics market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

Research Summary

E-comics, short for electronic comics, are digital versions of traditional print comics that are available for reading on electronic devices such as computers, smartphones, tablets, and e-readers. E-comics are typically distributed through various online platforms, websites, or dedicated apps, allowing users to purchase, download, and read comics instantly. These digital comics come in various formats, including PDF, EPUB, CBR, CBZ, and proprietary formats specific to certain platforms. E-comics can range from classic comic books to graphic novels, manga, webtoons, and more, covering a wide array of genres and styles. They often feature interactive elements such as zooming, scrolling, and hyperlinks, enhancing the reading experience. E-comics offer several advantages over traditional print comics, including portability, convenience, and accessibility, allowing readers to carry entire libraries of comics on their devices and read them anytime, anywhere. Additionally, e-comics provide opportunities for independent creators to publish their work digitally, reaching a global audience without the need for traditional publishing channels. Overall, e-comics have become a popular and integral part of the modern comic industry, revolutionizing how comics are created, distributed, and consumed.

The major global suppliers of E-comics include Naver, Kakao, Shueisha, Marvel Unlimited, Shogakukan, Kodansha, DC, KidariStudio, Amazia, Kadokawa, Tappytoon, Hakusensha, Akita Shoten, Futabasha, IDW, Comico?NHN?, Image Comics, Delcourt, Glenat, Ridibooks?RIDI Corp?, Mr Blue, Webcomics?SideWalk Group?, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of E-comics. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global E-comics market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the E-comics market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of E-comics industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of E-comics Include:

Naver

Kakao

Shueisha

Marvel Unlimited

Shogakukan

Kodansha

DC

KidariStudio

Amazia

Kadokawa

Tappytoon

Hakusensha

Akita Shoten

Futabasha

IDW

Comico?NHN?

Image Comics

Delcourt

Glenat

Ridibooks?RIDI Corp?

Mr Blue

Webcomics?SideWalk Group?

E-comics Product Segment Include:

Subscription Based

Advertisement Based

E-comics Product Application Include:

Mobile Phone

PC/Notebook

Tablet Computer

Others

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