

# Global Adult Visual Novel Supply, Demand and Key Producers, 2024-2030

<https://marketpublishers.com/r/GD8660DD121AEN.html>

Date: February 2024

Pages: 146

Price: US\$ 4,480.00 (Single User License)

ID: GD8660DD121AEN

## Abstracts

The global Adult Visual Novel market size is expected to reach \$ million by 2030, rising at a market growth of % CAGR during the forecast period (2024-2030).

Adult visual novel games, often referred to as eroge (erotic games) or hentai games, are a subgenre of visual novels that contain explicit sexual content. These games typically feature interactive storytelling, where players make choices that affect the outcome of the story and relationships between characters. Adult visual novels often include explicit descriptions, illustrations, and even interactive scenes of sexual nature. They are primarily targeted at adult audiences and often require age verification to access due to their explicit content. It's important to note that these games are not suitable for all audiences and may contain mature themes.

This report studies the global Adult Visual Novel demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Adult Visual Novel, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2023 as the base year. This report explores demand trends and competition, as well as details the characteristics of Adult Visual Novel that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Adult Visual Novel total market, 2019-2030, (USD Million)

Global Adult Visual Novel total market by region & country, CAGR, 2019-2030, (USD

Million)

U.S. VS China: Adult Visual Novel total market, key domestic companies and share, (USD Million)

Global Adult Visual Novel revenue by player and market share 2019-2024, (USD Million)

Global Adult Visual Novel total market by Type, CAGR, 2019-2030, (USD Million)

Global Adult Visual Novel total market by Application, CAGR, 2019-2030, (USD Million).

This reports profiles major players in the global Adult Visual Novel market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include MangaGamer, JAST USA, Sekai Project, Denpasoft, NekoNyan, Winged Cloud, Nutaku, Voltage Inc. and Lupiesoft, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Adult Visual Novel market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2019-2030 by year with 2023 as the base year, 2024 as the estimate year, and 2025-2030 as the forecast year.

Global Adult Visual Novel Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global Adult Visual Novel Market, Segmentation by Type

Dating Sims Type

Interactive Story Type

RPG-based Type

Virtual Reality (VR) Type

Others

### Global Adult Visual Novel Market, Segmentation by Application

PC

Based-Mobile

### Companies Profiled:

MangaGamer

JAST USA

Sekai Project

Denpasoft

NekoNyan

Winged Cloud

Nutaku

Voltage Inc.

Lupiesoft

Dharker Studio

MoeNovel

Cherry Kiss Games

Visualnoveler

Fakku

Culture Select

HuniePot

Frontwing

XSEED Games

Eek! Games

## Key Questions Answered

1. How big is the global Adult Visual Novel market?
2. What is the demand of the global Adult Visual Novel market?

3. What is the year over year growth of the global Adult Visual Novel market?
4. What is the total value of the global Adult Visual Novel market?
5. Who are the major players in the global Adult Visual Novel market?

## Contents

### 1 SUPPLY SUMMARY

- 1.1 Adult Visual Novel Introduction
- 1.2 World Adult Visual Novel Market Size & Forecast (2019 & 2023 & 2030)
- 1.3 World Adult Visual Novel Total Market by Region (by Headquarter Location)
  - 1.3.1 World Adult Visual Novel Market Size by Region (2019-2030), (by Headquarter Location)
  - 1.3.2 United States Adult Visual Novel Market Size (2019-2030)
  - 1.3.3 China Adult Visual Novel Market Size (2019-2030)
  - 1.3.4 Europe Adult Visual Novel Market Size (2019-2030)
  - 1.3.5 Japan Adult Visual Novel Market Size (2019-2030)
  - 1.3.6 South Korea Adult Visual Novel Market Size (2019-2030)
  - 1.3.7 ASEAN Adult Visual Novel Market Size (2019-2030)
  - 1.3.8 India Adult Visual Novel Market Size (2019-2030)
- 1.4 Market Drivers, Restraints and Trends
  - 1.4.1 Adult Visual Novel Market Drivers
  - 1.4.2 Factors Affecting Demand
  - 1.4.3 Adult Visual Novel Major Market Trends

### 2 DEMAND SUMMARY

- 2.1 World Adult Visual Novel Consumption Value (2019-2030)
- 2.2 World Adult Visual Novel Consumption Value by Region
  - 2.2.1 World Adult Visual Novel Consumption Value by Region (2019-2024)
  - 2.2.2 World Adult Visual Novel Consumption Value Forecast by Region (2025-2030)
- 2.3 United States Adult Visual Novel Consumption Value (2019-2030)
- 2.4 China Adult Visual Novel Consumption Value (2019-2030)
- 2.5 Europe Adult Visual Novel Consumption Value (2019-2030)
- 2.6 Japan Adult Visual Novel Consumption Value (2019-2030)
- 2.7 South Korea Adult Visual Novel Consumption Value (2019-2030)
- 2.8 ASEAN Adult Visual Novel Consumption Value (2019-2030)
- 2.9 India Adult Visual Novel Consumption Value (2019-2030)

### 3 WORLD ADULT VISUAL NOVEL COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Adult Visual Novel Revenue by Player (2019-2024)
- 3.2 Industry Rank and Concentration Rate (CR)

- 3.2.1 Global Adult Visual Novel Industry Rank of Major Players
- 3.2.2 Global Concentration Ratios (CR4) for Adult Visual Novel in 2023
- 3.2.3 Global Concentration Ratios (CR8) for Adult Visual Novel in 2023
- 3.3 Adult Visual Novel Company Evaluation Quadrant
- 3.4 Adult Visual Novel Market: Overall Company Footprint Analysis
  - 3.4.1 Adult Visual Novel Market: Region Footprint
  - 3.4.2 Adult Visual Novel Market: Company Product Type Footprint
  - 3.4.3 Adult Visual Novel Market: Company Product Application Footprint
- 3.5 Competitive Environment
  - 3.5.1 Historical Structure of the Industry
  - 3.5.2 Barriers of Market Entry
  - 3.5.3 Factors of Competition
- 3.6 Mergers, Acquisitions Activity

## **4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)**

- 4.1 United States VS China: Adult Visual Novel Revenue Comparison (by Headquarter Location)
  - 4.1.1 United States VS China: Adult Visual Novel Market Size Comparison (2019 & 2023 & 2030) (by Headquarter Location)
  - 4.1.2 United States VS China: Adult Visual Novel Revenue Market Share Comparison (2019 & 2023 & 2030)
- 4.2 United States Based Companies VS China Based Companies: Adult Visual Novel Consumption Value Comparison
  - 4.2.1 United States VS China: Adult Visual Novel Consumption Value Comparison (2019 & 2023 & 2030)
  - 4.2.2 United States VS China: Adult Visual Novel Consumption Value Market Share Comparison (2019 & 2023 & 2030)
- 4.3 United States Based Adult Visual Novel Companies and Market Share, 2019-2024
  - 4.3.1 United States Based Adult Visual Novel Companies, Headquarters (States, Country)
  - 4.3.2 United States Based Companies Adult Visual Novel Revenue, (2019-2024)
- 4.4 China Based Companies Adult Visual Novel Revenue and Market Share, 2019-2024
  - 4.4.1 China Based Adult Visual Novel Companies, Company Headquarters (Province, Country)
  - 4.4.2 China Based Companies Adult Visual Novel Revenue, (2019-2024)
- 4.5 Rest of World Based Adult Visual Novel Companies and Market Share, 2019-2024
  - 4.5.1 Rest of World Based Adult Visual Novel Companies, Headquarters (States,

Country)

4.5.2 Rest of World Based Companies Adult Visual Novel Revenue, (2019-2024)

## **5 MARKET ANALYSIS BY TYPE**

5.1 World Adult Visual Novel Market Size Overview by Type: 2019 VS 2023 VS 2030

5.2 Segment Introduction by Type

5.2.1 Dating Sims Type

5.2.2 Interactive Story Type

5.2.3 RPG-based Type

5.2.4 Virtual Reality (VR) Type

5.2.5 Others

5.3 Market Segment by Type

5.3.1 World Adult Visual Novel Market Size by Type (2019-2024)

5.3.2 World Adult Visual Novel Market Size by Type (2025-2030)

5.3.3 World Adult Visual Novel Market Size Market Share by Type (2019-2030)

## **6 MARKET ANALYSIS BY APPLICATION**

6.1 World Adult Visual Novel Market Size Overview by Application: 2019 VS 2023 VS 2030

6.2 Segment Introduction by Application

6.2.1 PC

6.2.2 Based-Mobile

6.3 Market Segment by Application

6.3.1 World Adult Visual Novel Market Size by Application (2019-2024)

6.3.2 World Adult Visual Novel Market Size by Application (2025-2030)

6.3.3 World Adult Visual Novel Market Size by Application (2019-2030)

## **7 COMPANY PROFILES**

7.1 MangaGamer

7.1.1 MangaGamer Details

7.1.2 MangaGamer Major Business

7.1.3 MangaGamer Adult Visual Novel Product and Services

7.1.4 MangaGamer Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

7.1.5 MangaGamer Recent Developments/Updates

7.1.6 MangaGamer Competitive Strengths & Weaknesses



## 7.2 JAST USA

### 7.2.1 JAST USA Details

### 7.2.2 JAST USA Major Business

### 7.2.3 JAST USA Adult Visual Novel Product and Services

### 7.2.4 JAST USA Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.2.5 JAST USA Recent Developments/Updates

### 7.2.6 JAST USA Competitive Strengths & Weaknesses

## 7.3 Sekai Project

### 7.3.1 Sekai Project Details

### 7.3.2 Sekai Project Major Business

### 7.3.3 Sekai Project Adult Visual Novel Product and Services

### 7.3.4 Sekai Project Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.3.5 Sekai Project Recent Developments/Updates

### 7.3.6 Sekai Project Competitive Strengths & Weaknesses

## 7.4 Denpasoft

### 7.4.1 Denpasoft Details

### 7.4.2 Denpasoft Major Business

### 7.4.3 Denpasoft Adult Visual Novel Product and Services

### 7.4.4 Denpasoft Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.4.5 Denpasoft Recent Developments/Updates

### 7.4.6 Denpasoft Competitive Strengths & Weaknesses

## 7.5 NekoNyan

### 7.5.1 NekoNyan Details

### 7.5.2 NekoNyan Major Business

### 7.5.3 NekoNyan Adult Visual Novel Product and Services

### 7.5.4 NekoNyan Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.5.5 NekoNyan Recent Developments/Updates

### 7.5.6 NekoNyan Competitive Strengths & Weaknesses

## 7.6 Winged Cloud

### 7.6.1 Winged Cloud Details

### 7.6.2 Winged Cloud Major Business

### 7.6.3 Winged Cloud Adult Visual Novel Product and Services

### 7.6.4 Winged Cloud Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.6.5 Winged Cloud Recent Developments/Updates

## 7.6.6 Winged Cloud Competitive Strengths & Weaknesses

## 7.7 Nutaku

### 7.7.1 Nutaku Details

### 7.7.2 Nutaku Major Business

### 7.7.3 Nutaku Adult Visual Novel Product and Services

### 7.7.4 Nutaku Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.7.5 Nutaku Recent Developments/Updates

### 7.7.6 Nutaku Competitive Strengths & Weaknesses

## 7.8 Voltage Inc.

### 7.8.1 Voltage Inc. Details

### 7.8.2 Voltage Inc. Major Business

### 7.8.3 Voltage Inc. Adult Visual Novel Product and Services

### 7.8.4 Voltage Inc. Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.8.5 Voltage Inc. Recent Developments/Updates

### 7.8.6 Voltage Inc. Competitive Strengths & Weaknesses

## 7.9 Lupiesoft

### 7.9.1 Lupiesoft Details

### 7.9.2 Lupiesoft Major Business

### 7.9.3 Lupiesoft Adult Visual Novel Product and Services

### 7.9.4 Lupiesoft Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.9.5 Lupiesoft Recent Developments/Updates

### 7.9.6 Lupiesoft Competitive Strengths & Weaknesses

## 7.10 Dharker Studio

### 7.10.1 Dharker Studio Details

### 7.10.2 Dharker Studio Major Business

### 7.10.3 Dharker Studio Adult Visual Novel Product and Services

### 7.10.4 Dharker Studio Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

### 7.10.5 Dharker Studio Recent Developments/Updates

### 7.10.6 Dharker Studio Competitive Strengths & Weaknesses

## 7.11 MoeNovel

### 7.11.1 MoeNovel Details

### 7.11.2 MoeNovel Major Business

### 7.11.3 MoeNovel Adult Visual Novel Product and Services

### 7.11.4 MoeNovel Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)

- 7.11.5 MoeNovel Recent Developments/Updates
- 7.11.6 MoeNovel Competitive Strengths & Weaknesses
- 7.12 Cherry Kiss Games
  - 7.12.1 Cherry Kiss Games Details
  - 7.12.2 Cherry Kiss Games Major Business
  - 7.12.3 Cherry Kiss Games Adult Visual Novel Product and Services
  - 7.12.4 Cherry Kiss Games Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)
  - 7.12.5 Cherry Kiss Games Recent Developments/Updates
  - 7.12.6 Cherry Kiss Games Competitive Strengths & Weaknesses
- 7.13 Visualnoveler
  - 7.13.1 Visualnoveler Details
  - 7.13.2 Visualnoveler Major Business
  - 7.13.3 Visualnoveler Adult Visual Novel Product and Services
  - 7.13.4 Visualnoveler Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)
  - 7.13.5 Visualnoveler Recent Developments/Updates
  - 7.13.6 Visualnoveler Competitive Strengths & Weaknesses
- 7.14 Fakku
  - 7.14.1 Fakku Details
  - 7.14.2 Fakku Major Business
  - 7.14.3 Fakku Adult Visual Novel Product and Services
  - 7.14.4 Fakku Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)
  - 7.14.5 Fakku Recent Developments/Updates
  - 7.14.6 Fakku Competitive Strengths & Weaknesses
- 7.15 Culture Select
  - 7.15.1 Culture Select Details
  - 7.15.2 Culture Select Major Business
  - 7.15.3 Culture Select Adult Visual Novel Product and Services
  - 7.15.4 Culture Select Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024)
  - 7.15.5 Culture Select Recent Developments/Updates
  - 7.15.6 Culture Select Competitive Strengths & Weaknesses
- 7.16 HuniePot
  - 7.16.1 HuniePot Details
  - 7.16.2 HuniePot Major Business
  - 7.16.3 HuniePot Adult Visual Novel Product and Services
  - 7.16.4 HuniePot Adult Visual Novel Revenue, Gross Margin and Market Share

(2019-2024)

7.16.5 HuniePot Recent Developments/Updates

7.16.6 HuniePot Competitive Strengths & Weaknesses

7.17 Frontwing

7.17.1 Frontwing Details

7.17.2 Frontwing Major Business

7.17.3 Frontwing Adult Visual Novel Product and Services

7.17.4 Frontwing Adult Visual Novel Revenue, Gross Margin and Market Share

(2019-2024)

7.17.5 Frontwing Recent Developments/Updates

7.17.6 Frontwing Competitive Strengths & Weaknesses

7.18 XSEED Games

7.18.1 XSEED Games Details

7.18.2 XSEED Games Major Business

7.18.3 XSEED Games Adult Visual Novel Product and Services

7.18.4 XSEED Games Adult Visual Novel Revenue, Gross Margin and Market Share

(2019-2024)

7.18.5 XSEED Games Recent Developments/Updates

7.18.6 XSEED Games Competitive Strengths & Weaknesses

7.19 Eek! Games

7.19.1 Eek! Games Details

7.19.2 Eek! Games Major Business

7.19.3 Eek! Games Adult Visual Novel Product and Services

7.19.4 Eek! Games Adult Visual Novel Revenue, Gross Margin and Market Share

(2019-2024)

7.19.5 Eek! Games Recent Developments/Updates

7.19.6 Eek! Games Competitive Strengths & Weaknesses

## **8 INDUSTRY CHAIN ANALYSIS**

8.1 Adult Visual Novel Industry Chain

8.2 Adult Visual Novel Upstream Analysis

8.3 Adult Visual Novel Midstream Analysis

8.4 Adult Visual Novel Downstream Analysis

## **9 RESEARCH FINDINGS AND CONCLUSION**

## **10 APPENDIX**

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

## List Of Tables

### LIST OF TABLES

- Table 1. World Adult Visual Novel Revenue by Region (2019, 2023 and 2030) & (USD Million), (by Headquarter Location)
- Table 2. World Adult Visual Novel Revenue by Region (2019-2024) & (USD Million), (by Headquarter Location)
- Table 3. World Adult Visual Novel Revenue by Region (2025-2030) & (USD Million), (by Headquarter Location)
- Table 4. World Adult Visual Novel Revenue Market Share by Region (2019-2024), (by Headquarter Location)
- Table 5. World Adult Visual Novel Revenue Market Share by Region (2025-2030), (by Headquarter Location)
- Table 6. Major Market Trends
- Table 7. World Adult Visual Novel Consumption Value Growth Rate Forecast by Region (2019 & 2023 & 2030) & (USD Million)
- Table 8. World Adult Visual Novel Consumption Value by Region (2019-2024) & (USD Million)
- Table 9. World Adult Visual Novel Consumption Value Forecast by Region (2025-2030) & (USD Million)
- Table 10. World Adult Visual Novel Revenue by Player (2019-2024) & (USD Million)
- Table 11. Revenue Market Share of Key Adult Visual Novel Players in 2023
- Table 12. World Adult Visual Novel Industry Rank of Major Player, Based on Revenue in 2023
- Table 13. Global Adult Visual Novel Company Evaluation Quadrant
- Table 14. Head Office of Key Adult Visual Novel Player
- Table 15. Adult Visual Novel Market: Company Product Type Footprint
- Table 16. Adult Visual Novel Market: Company Product Application Footprint
- Table 17. Adult Visual Novel Mergers & Acquisitions Activity
- Table 18. United States VS China Adult Visual Novel Market Size Comparison, (2019 & 2023 & 2030) & (USD Million)
- Table 19. United States VS China Adult Visual Novel Consumption Value Comparison, (2019 & 2023 & 2030) & (USD Million)
- Table 20. United States Based Adult Visual Novel Companies, Headquarters (States, Country)
- Table 21. United States Based Companies Adult Visual Novel Revenue, (2019-2024) & (USD Million)
- Table 22. United States Based Companies Adult Visual Novel Revenue Market Share

(2019-2024)

Table 23. China Based Adult Visual Novel Companies, Headquarters (Province, Country)

Table 24. China Based Companies Adult Visual Novel Revenue, (2019-2024) & (USD Million)

Table 25. China Based Companies Adult Visual Novel Revenue Market Share (2019-2024)

Table 26. Rest of World Based Adult Visual Novel Companies, Headquarters (States, Country)

Table 27. Rest of World Based Companies Adult Visual Novel Revenue, (2019-2024) & (USD Million)

Table 28. Rest of World Based Companies Adult Visual Novel Revenue Market Share (2019-2024)

Table 29. World Adult Visual Novel Market Size by Type, (USD Million), 2019 & 2023 & 2030

Table 30. World Adult Visual Novel Market Size by Type (2019-2024) & (USD Million)

Table 31. World Adult Visual Novel Market Size by Type (2025-2030) & (USD Million)

Table 32. World Adult Visual Novel Market Size by Application, (USD Million), 2019 & 2023 & 2030

Table 33. World Adult Visual Novel Market Size by Application (2019-2024) & (USD Million)

Table 34. World Adult Visual Novel Market Size by Application (2025-2030) & (USD Million)

Table 35. MangaGamer Basic Information, Area Served and Competitors

Table 36. MangaGamer Major Business

Table 37. MangaGamer Adult Visual Novel Product and Services

Table 38. MangaGamer Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)

Table 39. MangaGamer Recent Developments/Updates

Table 40. MangaGamer Competitive Strengths & Weaknesses

Table 41. JAST USA Basic Information, Area Served and Competitors

Table 42. JAST USA Major Business

Table 43. JAST USA Adult Visual Novel Product and Services

Table 44. JAST USA Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)

Table 45. JAST USA Recent Developments/Updates

Table 46. JAST USA Competitive Strengths & Weaknesses

Table 47. Sekai Project Basic Information, Area Served and Competitors

Table 48. Sekai Project Major Business

- Table 49. Sekai Project Adult Visual Novel Product and Services
- Table 50. Sekai Project Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 51. Sekai Project Recent Developments/Updates
- Table 52. Sekai Project Competitive Strengths & Weaknesses
- Table 53. Denpasoft Basic Information, Area Served and Competitors
- Table 54. Denpasoft Major Business
- Table 55. Denpasoft Adult Visual Novel Product and Services
- Table 56. Denpasoft Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 57. Denpasoft Recent Developments/Updates
- Table 58. Denpasoft Competitive Strengths & Weaknesses
- Table 59. NekoNyan Basic Information, Area Served and Competitors
- Table 60. NekoNyan Major Business
- Table 61. NekoNyan Adult Visual Novel Product and Services
- Table 62. NekoNyan Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 63. NekoNyan Recent Developments/Updates
- Table 64. NekoNyan Competitive Strengths & Weaknesses
- Table 65. Winged Cloud Basic Information, Area Served and Competitors
- Table 66. Winged Cloud Major Business
- Table 67. Winged Cloud Adult Visual Novel Product and Services
- Table 68. Winged Cloud Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 69. Winged Cloud Recent Developments/Updates
- Table 70. Winged Cloud Competitive Strengths & Weaknesses
- Table 71. Nutaku Basic Information, Area Served and Competitors
- Table 72. Nutaku Major Business
- Table 73. Nutaku Adult Visual Novel Product and Services
- Table 74. Nutaku Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 75. Nutaku Recent Developments/Updates
- Table 76. Nutaku Competitive Strengths & Weaknesses
- Table 77. Voltage Inc. Basic Information, Area Served and Competitors
- Table 78. Voltage Inc. Major Business
- Table 79. Voltage Inc. Adult Visual Novel Product and Services
- Table 80. Voltage Inc. Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 81. Voltage Inc. Recent Developments/Updates



Table 82. Voltage Inc. Competitive Strengths & Weaknesses

Table 83. Lupiesoft Basic Information, Area Served and Competitors

Table 84. Lupiesoft Major Business

Table 85. Lupiesoft Adult Visual Novel Product and Services

Table 86. Lupiesoft Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)

Table 87. Lupiesoft Recent Developments/Updates

Table 88. Lupiesoft Competitive Strengths & Weaknesses

Table 89. Dharker Studio Basic Information, Area Served and Competitors

Table 90. Dharker Studio Major Business

Table 91. Dharker Studio Adult Visual Novel Product and Services

Table 92. Dharker Studio Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)

Table 93. Dharker Studio Recent Developments/Updates

Table 94. Dharker Studio Competitive Strengths & Weaknesses

Table 95. MoeNovel Basic Information, Area Served and Competitors

Table 96. MoeNovel Major Business

Table 97. MoeNovel Adult Visual Novel Product and Services

Table 98. MoeNovel Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)

Table 99. MoeNovel Recent Developments/Updates

Table 100. MoeNovel Competitive Strengths & Weaknesses

Table 101. Cherry Kiss Games Basic Information, Area Served and Competitors

Table 102. Cherry Kiss Games Major Business

Table 103. Cherry Kiss Games Adult Visual Novel Product and Services

Table 104. Cherry Kiss Games Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)

Table 105. Cherry Kiss Games Recent Developments/Updates

Table 106. Cherry Kiss Games Competitive Strengths & Weaknesses

Table 107. Visualnoveler Basic Information, Area Served and Competitors

Table 108. Visualnoveler Major Business

Table 109. Visualnoveler Adult Visual Novel Product and Services

Table 110. Visualnoveler Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)

Table 111. Visualnoveler Recent Developments/Updates

Table 112. Visualnoveler Competitive Strengths & Weaknesses

Table 113. Fakku Basic Information, Area Served and Competitors

Table 114. Fakku Major Business

Table 115. Fakku Adult Visual Novel Product and Services

- Table 116. Fakku Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 117. Fakku Recent Developments/Updates
- Table 118. Fakku Competitive Strengths & Weaknesses
- Table 119. Culture Select Basic Information, Area Served and Competitors
- Table 120. Culture Select Major Business
- Table 121. Culture Select Adult Visual Novel Product and Services
- Table 122. Culture Select Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 123. Culture Select Recent Developments/Updates
- Table 124. Culture Select Competitive Strengths & Weaknesses
- Table 125. HuniePot Basic Information, Area Served and Competitors
- Table 126. HuniePot Major Business
- Table 127. HuniePot Adult Visual Novel Product and Services
- Table 128. HuniePot Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 129. HuniePot Recent Developments/Updates
- Table 130. HuniePot Competitive Strengths & Weaknesses
- Table 131. Frontwing Basic Information, Area Served and Competitors
- Table 132. Frontwing Major Business
- Table 133. Frontwing Adult Visual Novel Product and Services
- Table 134. Frontwing Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 135. Frontwing Recent Developments/Updates
- Table 136. Frontwing Competitive Strengths & Weaknesses
- Table 137. XSEED Games Basic Information, Area Served and Competitors
- Table 138. XSEED Games Major Business
- Table 139. XSEED Games Adult Visual Novel Product and Services
- Table 140. XSEED Games Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 141. XSEED Games Recent Developments/Updates
- Table 142. Eek! Games Basic Information, Area Served and Competitors
- Table 143. Eek! Games Major Business
- Table 144. Eek! Games Adult Visual Novel Product and Services
- Table 145. Eek! Games Adult Visual Novel Revenue, Gross Margin and Market Share (2019-2024) & (USD Million)
- Table 146. Global Key Players of Adult Visual Novel Upstream (Raw Materials)
- Table 147. Adult Visual Novel Typical Customers

## LIST OF FIGURE

Figure 1. Adult Visual Novel Picture

Figure 2. World Adult Visual Novel Total Market Size: 2019 & 2023 & 2030, (USD Million)

Figure 3. World Adult Visual Novel Total Market Size (2019-2030) & (USD Million)

Figure 4. World Adult Visual Novel Revenue Market Share by Region (2019, 2023 and 2030) & (USD Million) , (by Headquarter Location)

Figure 5. World Adult Visual Novel Revenue Market Share by Region (2019-2030), (by Headquarter Location)

Figure 6. United States Based Company Adult Visual Novel Revenue (2019-2030) & (USD Million)

Figure 7. China Based Company Adult Visual Novel Revenue (2019-2030) & (USD Million)

Figure 8. Europe Based Company Adult Visual Novel Revenue (2019-2030) & (USD Million)

Figure 9. Japan Based Company Adult Visual Novel Revenue (2019-2030) & (USD Million)

Figure 10. South Korea Based Company Adult Visual Novel Revenue (2019-2030) & (USD Million)

Figure 11. ASEAN Based Company Adult Visual Novel Revenue (2019-2030) & (USD Million)

Figure 12. India Based Company Adult Visual Novel Revenue (2019-2030) & (USD Million)

Figure 13. Adult Visual Novel Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Adult Visual Novel Consumption Value (2019-2030) & (USD Million)

Figure 16. World Adult Visual Novel Consumption Value Market Share by Region (2019-2030)

Figure 17. United States Adult Visual Novel Consumption Value (2019-2030) & (USD Million)

Figure 18. China Adult Visual Novel Consumption Value (2019-2030) & (USD Million)

Figure 19. Europe Adult Visual Novel Consumption Value (2019-2030) & (USD Million)

Figure 20. Japan Adult Visual Novel Consumption Value (2019-2030) & (USD Million)

Figure 21. South Korea Adult Visual Novel Consumption Value (2019-2030) & (USD Million)

Figure 22. ASEAN Adult Visual Novel Consumption Value (2019-2030) & (USD Million)

Figure 23. India Adult Visual Novel Consumption Value (2019-2030) & (USD Million)

Figure 24. Producer Shipments of Adult Visual Novel by Player Revenue (\$MM) and

Market Share (%): 2023

Figure 25. Global Four-firm Concentration Ratios (CR4) for Adult Visual Novel Markets in 2023

Figure 26. Global Four-firm Concentration Ratios (CR8) for Adult Visual Novel Markets in 2023

Figure 27. United States VS China: Adult Visual Novel Revenue Market Share Comparison (2019 & 2023 & 2030)

Figure 28. United States VS China: Adult Visual Novel Consumption Value Market Share Comparison (2019 & 2023 & 2030)

Figure 29. World Adult Visual Novel Market Size by Type, (USD Million), 2019 & 2023 & 2030

Figure 30. World Adult Visual Novel Market Size Market Share by Type in 2023

Figure 31. Dating Sims Type

Figure 32. Interactive Story Type

Figure 33. RPG-based Type

Figure 34. Virtual Reality (VR) Type

Figure 35. Others

Figure 36. World Adult Visual Novel Market Size Market Share by Type (2019-2030)

Figure 37. World Adult Visual Novel Market Size by Application, (USD Million), 2019 & 2023 & 2030

Figure 38. World Adult Visual Novel Market Size Market Share by Application in 2023

Figure 39. PC

Figure 40. Based-Mobile

Figure 41. Adult Visual Novel Industrial Chain

Figure 42. Methodology

Figure 43. Research Process and Data Source

## I would like to order

Product name: Global Adult Visual Novel Supply, Demand and Key Producers, 2024-2030

Product link: <https://marketpublishers.com/r/GD8660DD121AEN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GD8660DD121AEN.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