

# Global Anime Streaming Service Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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## Abstracts

According to our (Global Info Research) latest study, the global Anime Streaming Service market size was valued at US\$ 352 million in 2024 and is forecast to a readjusted size of USD 586 million by 2031 with a CAGR of 7.6% during review period.

The anime streaming service market has been experiencing significant growth in recent years. The increasing popularity of anime worldwide, coupled with the growing number of internet users, has contributed to the expansion of this market. The anime streaming service market is witnessing strong growth in various regions, including North America, Europe, Asia-Pacific, and Latin America. North America, particularly the United States, is one of the largest markets for anime streaming services. The region has a large population of anime enthusiasts and a well-established digital infrastructure, making it an attractive market for streaming platforms. Europe is also witnessing significant growth, with countries like the United Kingdom, Germany, and France showing a high demand for anime content. In Asia-Pacific, Japan, China, and South Korea are the major markets for anime streaming services. The anime streaming service market is highly concentrated, with a few major players dominating the industry. Platforms like Crunchyroll, Funimation, and Netflix have a significant market share and offer a wide range of anime content. These platforms have secured exclusive licensing deals with major anime studios and have a strong subscriber base. However, there are also several smaller and niche streaming platforms that cater to specific anime genres or target specific regions. The anime streaming service market presents several opportunities for growth. The increasing global demand for anime content, especially among the younger demographic, provides a vast potential customer base for streaming platforms. Additionally, the rise of mobile devices and improved internet connectivity has made it easier for users to access anime content on the go. This presents an

opportunity for streaming platforms to develop mobile-friendly apps and expand their reach to a wider audience. Despite the growth opportunities, the anime streaming service market also faces certain challenges. One of the major challenges is piracy. Anime content is often illegally distributed through various online platforms, which affects the revenue of legitimate streaming services. Another challenge is the licensing and distribution rights of anime content, which can be complex and expensive to acquire. Additionally, the market is highly competitive, with new streaming platforms entering the market regularly. This intensifies the competition for acquiring exclusive content and retaining subscribers.

This report is a detailed and comprehensive analysis for global Anime Streaming Service market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

### **Key Features:**

Global Anime Streaming Service market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Anime Streaming Service market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Anime Streaming Service market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Anime Streaming Service market shares of main players, in revenue (\$ Million), 2020-2025

### **The Primary Objectives in This Report Are:**

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Anime Streaming Service

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Anime Streaming Service 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 crunchyroll, Hulu, Netflix, Hidive, Funimation, Wakanim, LiveChart,

Amazon Prime Video, Retro Crush, Asian Crush, etc.

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

## **Market segmentation**

Anime Streaming Service market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

- Global Use
- Regional Restrictions

Market segment by Application

- Personal
- Enterprise

Market segment by players, this report covers

- crunchyroll
- Hulu
- Netflix
- Hidive
- Funimation
- Wakanim
- LiveChart
- Amazon Prime Video
- Retro Crush
- Asian Crush
- Midnight Pulp
- My Anime List
- SideReel
- Contv
- DIRECTV
- VIZ
- HBO Max
- VRV
- RetroCrush

**Market segment by regions, regional analysis covers**

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

**The content of the study subjects, includes a total of 13 chapters:**

Chapter 1, to describe Anime Streaming Service product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Anime Streaming Service, with revenue, gross margin, and global market share of Anime Streaming Service from 2020 to 2025.

Chapter 3, the Anime Streaming Service competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2020 to 2031

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2020 to 2025. and Anime Streaming Service market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Anime Streaming Service.

Chapter 13, to describe Anime Streaming Service research findings and conclusion.

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