

Global E-comics Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global E-comics market size is expected to reach \$ 16340 million by 2029, rising at a market growth of 12.0% CAGR during the forecast period (2023-2029).

Market Drivers:

Digital Accessibility: The widespread availability of digital devices, such as smartphones, tablets, and e-readers, has made it easier for consumers to access and read e-comics, expanding the potential audience.

Convenience: E-comics offer readers the convenience of carrying an entire collection on a single device, eliminating the need for physical storage and allowing for on-the-go reading.

Cost Savings: E-comics are often priced lower than their print counterparts, making them an attractive option for budget-conscious readers.

Instant Delivery: Readers can instantly download e-comics from online stores, eliminating the need to wait for physical delivery, which is particularly appealing for readers who want immediate access to new releases.

Interactive Features: Some e-comics incorporate interactive elements, multimedia content, animations, and sound effects, enhancing the reading experience and attracting tech-savvy readers.

Market Restrictions:



Digital Piracy: E-comics are susceptible to digital piracy, which can lead to revenue loss for publishers and creators. Digital rights management (DRM) tools are used to mitigate this issue, but they can also inconvenience legitimate customers.

Device Compatibility: E-comics may be formatted for specific devices or platforms, limiting compatibility. This can be frustrating for readers who own devices that do not support a particular format.

Ownership vs. Licensing: Some e-comics are sold as licenses rather than owned outright. This means that readers may not have full control over their digital comic collections, as access can be revoked by the content provider.

Digital Comics Preservation: Ensuring the long-term preservation and accessibility of ecomics can be a challenge, as formats and technologies evolve over time.

E-comics, short for electronic comics, are digital versions of comic books and graphic novels that can be read on electronic devices such as computers, tablets, smartphones, and e-readers. These digital comics are a modern evolution of traditional print-based comic books.

This report studies the global E-comics production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for E-comics, and provides market size (US\$ million) and Year-over-Year (YoY) Growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of E-comics that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global E-comics total production and demand, 2018-2029, (K Units)

Global E-comics total production value, 2018-2029, (USD Million)

Global E-comics production by region & country, production, value, CAGR, 2018-2029, (USD Million) & (K Units)

Global E-comics consumption by region & country, CAGR, 2018-2029 & (K Units)



U.S. VS China: E-comics domestic production, consumption, key domestic manufacturers and share

Global E-comics production by manufacturer, production, price, value and market share 2018-2023, (USD Million) & (K Units)

Global E-comics production by Type, production, value, CAGR, 2018-2029, (USD Million) & (K Units)

Global E-comics production by Application production, value, CAGR, 2018-2029, (USD Million) & (K Units).

This reports profiles key players in the global E-comics market based on the following parameters – company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Naver Corporation, Kakao Page, Shueisha, The Walt Disney Company, Shogakukan, Kodansha, Warner Bros, Kadokawa Future Publishing and Lezhin Entertainment, 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 E-comics market.

Detailed Segmentation:

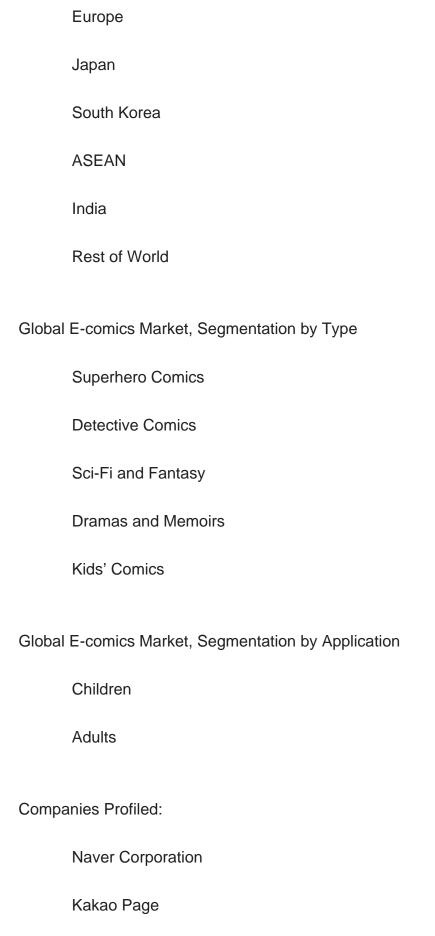
Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K Units) and average price (US\$/Unit) by manufacturer, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global E-comics Market, By Region:

United States

China







Shueisha
The Walt Disney Company
Shogakukan
Kodansha
Warner Bros
Kadokawa Future Publishing
Lezhin Entertainment
Tappytoon (Contents First)
Cinebook
Image Comics
Hakusensha
Akita Shoten
Futabasha
BAMBOO
Casterman
IDW Publishing
Boom! Studios
Dargaud
Delcourt



Dupuis
BAO Publishing
Glenat
Humanoids
L'Association
Le Lombard
Soleil

Key Questions Answered

- 1. How big is the global E-comics market?
- 2. What is the demand of the global E-comics market?
- 3. What is the year over year growth of the global E-comics market?
- 4. What is the production and production value of the global E-comics market?
- 5. Who are the key producers in the global E-comics market?



Contents

1 SUPPLY SUMMARY

- 1.1 E-comics Introduction
- 1.2 World E-comics Supply & Forecast
 - 1.2.1 World E-comics Production Value (2018 & 2022 & 2029)
 - 1.2.2 World E-comics Production (2018-2029)
 - 1.2.3 World E-comics Pricing Trends (2018-2029)
- 1.3 World E-comics Production by Region (Based on Production Site)
 - 1.3.1 World E-comics Production Value by Region (2018-2029)
 - 1.3.2 World E-comics Production by Region (2018-2029)
 - 1.3.3 World E-comics Average Price by Region (2018-2029)
 - 1.3.4 North America E-comics Production (2018-2029)
 - 1.3.5 Europe E-comics Production (2018-2029)
 - 1.3.6 China E-comics Production (2018-2029)
- 1.3.7 Japan E-comics Production (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 E-comics Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 E-comics Major Market Trends

2 DEMAND SUMMARY

- 2.1 World E-comics Demand (2018-2029)
- 2.2 World E-comics Consumption by Region
 - 2.2.1 World E-comics Consumption by Region (2018-2023)
 - 2.2.2 World E-comics Consumption Forecast by Region (2024-2029)
- 2.3 United States E-comics Consumption (2018-2029)
- 2.4 China E-comics Consumption (2018-2029)
- 2.5 Europe E-comics Consumption (2018-2029)
- 2.6 Japan E-comics Consumption (2018-2029)
- 2.7 South Korea E-comics Consumption (2018-2029)
- 2.8 ASEAN E-comics Consumption (2018-2029)
- 2.9 India E-comics Consumption (2018-2029)

3 WORLD E-COMICS MANUFACTURERS COMPETITIVE ANALYSIS

3.1 World E-comics Production Value by Manufacturer (2018-2023)



- 3.2 World E-comics Production by Manufacturer (2018-2023)
- 3.3 World E-comics Average Price by Manufacturer (2018-2023)
- 3.4 E-comics Company Evaluation Quadrant
- 3.5 Industry Rank and Concentration Rate (CR)
 - 3.5.1 Global E-comics Industry Rank of Major Manufacturers
 - 3.5.2 Global Concentration Ratios (CR4) for E-comics in 2022
 - 3.5.3 Global Concentration Ratios (CR8) for E-comics in 2022
- 3.6 E-comics Market: Overall Company Footprint Analysis
 - 3.6.1 E-comics Market: Region Footprint
 - 3.6.2 E-comics Market: Company Product Type Footprint
 - 3.6.3 E-comics Market: Company Product Application Footprint
- 3.7 Competitive Environment
 - 3.7.1 Historical Structure of the Industry
 - 3.7.2 Barriers of Market Entry
 - 3.7.3 Factors of Competition
- 3.8 New Entrant and Capacity Expansion Plans
- 3.9 Mergers, Acquisition, Agreements, and Collaborations

4 UNITED STATES VS CHINA VS REST OF THE WORLD

- 4.1 United States VS China: E-comics Production Value Comparison
- 4.1.1 United States VS China: E-comics Production Value Comparison (2018 & 2022 & 2029)
- 4.1.2 United States VS China: E-comics Production Value Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States VS China: E-comics Production Comparison
- 4.2.1 United States VS China: E-comics Production Comparison (2018 & 2022 & 2029)
- 4.2.2 United States VS China: E-comics Production Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States VS China: E-comics Consumption Comparison
- 4.3.1 United States VS China: E-comics Consumption Comparison (2018 & 2022 & 2029)
- 4.3.2 United States VS China: E-comics Consumption Market Share Comparison (2018 & 2022 & 2029)
- 4.4 United States Based E-comics Manufacturers and Market Share, 2018-2023
- 4.4.1 United States Based E-comics Manufacturers, Headquarters and Production Site (States, Country)
- 4.4.2 United States Based Manufacturers E-comics Production Value (2018-2023)



- 4.4.3 United States Based Manufacturers E-comics Production (2018-2023)
- 4.5 China Based E-comics Manufacturers and Market Share
- 4.5.1 China Based E-comics Manufacturers, Headquarters and Production Site (Province, Country)
- 4.5.2 China Based Manufacturers E-comics Production Value (2018-2023)
- 4.5.3 China Based Manufacturers E-comics Production (2018-2023)
- 4.6 Rest of World Based E-comics Manufacturers and Market Share, 2018-2023
- 4.6.1 Rest of World Based E-comics Manufacturers, Headquarters and Production Site (State, Country)
- 4.6.2 Rest of World Based Manufacturers E-comics Production Value (2018-2023)
- 4.6.3 Rest of World Based Manufacturers E-comics Production (2018-2023)

5 MARKET ANALYSIS BY TYPE

- 5.1 World E-comics Market Size Overview by Type: 2018 VS 2022 VS 2029
- 5.2 Segment Introduction by Type
 - 5.2.1 Superhero Comics
 - 5.2.2 Detective Comics
 - 5.2.3 Sci-Fi and Fantasy
 - 5.2.4 Dramas and Memoirs
 - 5.2.5 Kids' Comics
- 5.3 Market Segment by Type
 - 5.3.1 World E-comics Production by Type (2018-2029)
 - 5.3.2 World E-comics Production Value by Type (2018-2029)
 - 5.3.3 World E-comics Average Price by Type (2018-2029)

6 MARKET ANALYSIS BY APPLICATION

- 6.1 World E-comics Market Size Overview by Application: 2018 VS 2022 VS 2029
- 6.2 Segment Introduction by Application
 - 6.2.1 Children
 - 6.2.2 Adults
- 6.3 Market Segment by Application
 - 6.3.1 World E-comics Production by Application (2018-2029)
 - 6.3.2 World E-comics Production Value by Application (2018-2029)
 - 6.3.3 World E-comics Average Price by Application (2018-2029)

7 COMPANY PROFILES



- 7.1 Naver Corporation
 - 7.1.1 Naver Corporation Details
 - 7.1.2 Naver Corporation Major Business
 - 7.1.3 Naver Corporation E-comics Product and Services
- 7.1.4 Naver Corporation E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.1.5 Naver Corporation Recent Developments/Updates
 - 7.1.6 Naver Corporation Competitive Strengths & Weaknesses
- 7.2 Kakao Page
 - 7.2.1 Kakao Page Details
 - 7.2.2 Kakao Page Major Business
 - 7.2.3 Kakao Page E-comics Product and Services
- 7.2.4 Kakao Page E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.2.5 Kakao Page Recent Developments/Updates
- 7.2.6 Kakao Page Competitive Strengths & Weaknesses
- 7.3 Shueisha
 - 7.3.1 Shueisha Details
 - 7.3.2 Shueisha Major Business
 - 7.3.3 Shueisha E-comics Product and Services
- 7.3.4 Shueisha E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.3.5 Shueisha Recent Developments/Updates
 - 7.3.6 Shueisha Competitive Strengths & Weaknesses
- 7.4 The Walt Disney Company
 - 7.4.1 The Walt Disney Company Details
 - 7.4.2 The Walt Disney Company Major Business
 - 7.4.3 The Walt Disney Company E-comics Product and Services
- 7.4.4 The Walt Disney Company E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.4.5 The Walt Disney Company Recent Developments/Updates
 - 7.4.6 The Walt Disney Company Competitive Strengths & Weaknesses
- 7.5 Shogakukan
 - 7.5.1 Shogakukan Details
 - 7.5.2 Shogakukan Major Business
 - 7.5.3 Shogakukan E-comics Product and Services
- 7.5.4 Shogakukan E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.5.5 Shogakukan Recent Developments/Updates



7.5.6 Shogakukan Competitive Strengths & Weaknesses

- 7.6 Kodansha
 - 7.6.1 Kodansha Details
 - 7.6.2 Kodansha Major Business
 - 7.6.3 Kodansha E-comics Product and Services
- 7.6.4 Kodansha E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.6.5 Kodansha Recent Developments/Updates
- 7.6.6 Kodansha Competitive Strengths & Weaknesses
- 7.7 Warner Bros
 - 7.7.1 Warner Bros Details
 - 7.7.2 Warner Bros Major Business
 - 7.7.3 Warner Bros E-comics Product and Services
- 7.7.4 Warner Bros E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.7.5 Warner Bros Recent Developments/Updates
 - 7.7.6 Warner Bros Competitive Strengths & Weaknesses
- 7.8 Kadokawa Future Publishing
 - 7.8.1 Kadokawa Future Publishing Details
 - 7.8.2 Kadokawa Future Publishing Major Business
 - 7.8.3 Kadokawa Future Publishing E-comics Product and Services
- 7.8.4 Kadokawa Future Publishing E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.8.5 Kadokawa Future Publishing Recent Developments/Updates
 - 7.8.6 Kadokawa Future Publishing Competitive Strengths & Weaknesses
- 7.9 Lezhin Entertainment
 - 7.9.1 Lezhin Entertainment Details
 - 7.9.2 Lezhin Entertainment Major Business
 - 7.9.3 Lezhin Entertainment E-comics Product and Services
- 7.9.4 Lezhin Entertainment E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.9.5 Lezhin Entertainment Recent Developments/Updates
 - 7.9.6 Lezhin Entertainment Competitive Strengths & Weaknesses
- 7.10 Tappytoon (Contents First)
 - 7.10.1 Tappytoon (Contents First) Details
 - 7.10.2 Tappytoon (Contents First) Major Business
 - 7.10.3 Tappytoon (Contents First) E-comics Product and Services
- 7.10.4 Tappytoon (Contents First) E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)



- 7.10.5 Tappytoon (Contents First) Recent Developments/Updates
- 7.10.6 Tappytoon (Contents First) Competitive Strengths & Weaknesses
- 7.11 Cinebook
 - 7.11.1 Cinebook Details
 - 7.11.2 Cinebook Major Business
 - 7.11.3 Cinebook E-comics Product and Services
- 7.11.4 Cinebook E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.11.5 Cinebook Recent Developments/Updates
- 7.11.6 Cinebook Competitive Strengths & Weaknesses
- 7.12 Image Comics
 - 7.12.1 Image Comics Details
 - 7.12.2 Image Comics Major Business
 - 7.12.3 Image Comics E-comics Product and Services
- 7.12.4 Image Comics E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.12.5 Image Comics Recent Developments/Updates
 - 7.12.6 Image Comics Competitive Strengths & Weaknesses
- 7.13 Hakusensha
 - 7.13.1 Hakusensha Details
 - 7.13.2 Hakusensha Major Business
 - 7.13.3 Hakusensha E-comics Product and Services
- 7.13.4 Hakusensha E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.13.5 Hakusensha Recent Developments/Updates
- 7.13.6 Hakusensha Competitive Strengths & Weaknesses
- 7.14 Akita Shoten
 - 7.14.1 Akita Shoten Details
 - 7.14.2 Akita Shoten Major Business
 - 7.14.3 Akita Shoten E-comics Product and Services
- 7.14.4 Akita Shoten E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.14.5 Akita Shoten Recent Developments/Updates
 - 7.14.6 Akita Shoten Competitive Strengths & Weaknesses
- 7.15 Futabasha
 - 7.15.1 Futabasha Details
 - 7.15.2 Futabasha Major Business
 - 7.15.3 Futabasha E-comics Product and Services
 - 7.15.4 Futabasha E-comics Production, Price, Value, Gross Margin and Market Share



(2018-2023)

- 7.15.5 Futabasha Recent Developments/Updates
- 7.15.6 Futabasha Competitive Strengths & Weaknesses

7.16 BAMBOO

- 7.16.1 BAMBOO Details
- 7.16.2 BAMBOO Major Business
- 7.16.3 BAMBOO E-comics Product and Services
- 7.16.4 BAMBOO E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.16.5 BAMBOO Recent Developments/Updates
- 7.16.6 BAMBOO Competitive Strengths & Weaknesses

7.17 Casterman

- 7.17.1 Casterman Details
- 7.17.2 Casterman Major Business
- 7.17.3 Casterman E-comics Product and Services
- 7.17.4 Casterman E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.17.5 Casterman Recent Developments/Updates
- 7.17.6 Casterman Competitive Strengths & Weaknesses

7.18 IDW Publishing

- 7.18.1 IDW Publishing Details
- 7.18.2 IDW Publishing Major Business
- 7.18.3 IDW Publishing E-comics Product and Services
- 7.18.4 IDW Publishing E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.18.5 IDW Publishing Recent Developments/Updates
 - 7.18.6 IDW Publishing Competitive Strengths & Weaknesses

7.19 Boom! Studios

- 7.19.1 Boom! Studios Details
- 7.19.2 Boom! Studios Major Business
- 7.19.3 Boom! Studios E-comics Product and Services
- 7.19.4 Boom! Studios E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.19.5 Boom! Studios Recent Developments/Updates
- 7.19.6 Boom! Studios Competitive Strengths & Weaknesses

7.20 Dargaud

- 7.20.1 Dargaud Details
- 7.20.2 Dargaud Major Business
- 7.20.3 Dargaud E-comics Product and Services



- 7.20.4 Dargaud E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.20.5 Dargaud Recent Developments/Updates
 - 7.20.6 Dargaud Competitive Strengths & Weaknesses
- 7.21 Delcourt
 - 7.21.1 Delcourt Details
 - 7.21.2 Delcourt Major Business
 - 7.21.3 Delcourt E-comics Product and Services
- 7.21.4 Delcourt E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.21.5 Delcourt Recent Developments/Updates
 - 7.21.6 Delcourt Competitive Strengths & Weaknesses
- 7.22 Dupuis
 - 7.22.1 Dupuis Details
 - 7.22.2 Dupuis Major Business
 - 7.22.3 Dupuis E-comics Product and Services
- 7.22.4 Dupuis E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.22.5 Dupuis Recent Developments/Updates
- 7.22.6 Dupuis Competitive Strengths & Weaknesses
- 7.23 BAO Publishing
 - 7.23.1 BAO Publishing Details
 - 7.23.2 BAO Publishing Major Business
 - 7.23.3 BAO Publishing E-comics Product and Services
- 7.23.4 BAO Publishing E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.23.5 BAO Publishing Recent Developments/Updates
- 7.23.6 BAO Publishing Competitive Strengths & Weaknesses
- 7.24 Glenat
 - 7.24.1 Glenat Details
 - 7.24.2 Glenat Major Business
 - 7.24.3 Glenat E-comics Product and Services
- 7.24.4 Glenat E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.24.5 Glenat Recent Developments/Updates
 - 7.24.6 Glenat Competitive Strengths & Weaknesses
- 7.25 Humanoids
- 7.25.1 Humanoids Details
- 7.25.2 Humanoids Major Business



- 7.25.3 Humanoids E-comics Product and Services
- 7.25.4 Humanoids E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.25.5 Humanoids Recent Developments/Updates
 - 7.25.6 Humanoids Competitive Strengths & Weaknesses
- 7.26 L'Association
 - 7.26.1 L'Association Details
 - 7.26.2 L'Association Major Business
 - 7.26.3 L'Association E-comics Product and Services
- 7.26.4 L'Association E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.26.5 L'Association Recent Developments/Updates
- 7.26.6 L'Association Competitive Strengths & Weaknesses
- 7.27 Le Lombard
 - 7.27.1 Le Lombard Details
 - 7.27.2 Le Lombard Major Business
 - 7.27.3 Le Lombard E-comics Product and Services
- 7.27.4 Le Lombard E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.27.5 Le Lombard Recent Developments/Updates
- 7.27.6 Le Lombard Competitive Strengths & Weaknesses
- 7.28 Soleil
 - 7.28.1 Soleil Details
 - 7.28.2 Soleil Major Business
 - 7.28.3 Soleil E-comics Product and Services
- 7.28.4 Soleil E-comics Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.28.5 Soleil Recent Developments/Updates
 - 7.28.6 Soleil Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

- 8.1 E-comics Industry Chain
- 8.2 E-comics Upstream Analysis
 - 8.2.1 E-comics Core Raw Materials
 - 8.2.2 Main Manufacturers of E-comics Core Raw Materials
- 8.3 Midstream Analysis
- 8.4 Downstream Analysis
- 8.5 E-comics Production Mode



- 8.6 E-comics Procurement Model
- 8.7 E-comics Industry Sales Model and Sales Channels
 - 8.7.1 E-comics Sales Model
 - 8.7.2 E-comics Typical Customers

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 E-comics Production Value by Region (2018, 2022 and 2029) & (USD Million)
- Table 2. World E-comics Production Value by Region (2018-2023) & (USD Million)
- Table 3. World E-comics Production Value by Region (2024-2029) & (USD Million)
- Table 4. World E-comics Production Value Market Share by Region (2018-2023)
- Table 5. World E-comics Production Value Market Share by Region (2024-2029)
- Table 6. World E-comics Production by Region (2018-2023) & (K Units)
- Table 7. World E-comics Production by Region (2024-2029) & (K Units)
- Table 8. World E-comics Production Market Share by Region (2018-2023)
- Table 9. World E-comics Production Market Share by Region (2024-2029)
- Table 10. World E-comics Average Price by Region (2018-2023) & (US\$/Unit)
- Table 11. World E-comics Average Price by Region (2024-2029) & (US\$/Unit)
- Table 12. E-comics Major Market Trends
- Table 13. World E-comics Consumption Growth Rate Forecast by Region (2018 & 2022 & 2029) & (K Units)
- Table 14. World E-comics Consumption by Region (2018-2023) & (K Units)
- Table 15. World E-comics Consumption Forecast by Region (2024-2029) & (K Units)
- Table 16. World E-comics Production Value by Manufacturer (2018-2023) & (USD Million)
- Table 17. Production Value Market Share of Key E-comics Producers in 2022
- Table 18. World E-comics Production by Manufacturer (2018-2023) & (K Units)
- Table 19. Production Market Share of Key E-comics Producers in 2022
- Table 20. World E-comics Average Price by Manufacturer (2018-2023) & (US\$/Unit)
- Table 21. Global E-comics Company Evaluation Quadrant
- Table 22. World E-comics Industry Rank of Major Manufacturers, Based on Production Value in 2022
- Table 23. Head Office and E-comics Production Site of Key Manufacturer
- Table 24. E-comics Market: Company Product Type Footprint
- Table 25. E-comics Market: Company Product Application Footprint
- Table 26. E-comics Competitive Factors
- Table 27. E-comics New Entrant and Capacity Expansion Plans
- Table 28. E-comics Mergers & Acquisitions Activity
- Table 29. United States VS China E-comics Production Value Comparison, (2018 &
- 2022 & 2029) & (USD Million)
- Table 30. United States VS China E-comics Production Comparison, (2018 & 2022 &



- 2029) & (K Units)
- Table 31. United States VS China E-comics Consumption Comparison, (2018 & 2022 & 2029) & (K Units)
- Table 32. United States Based E-comics Manufacturers, Headquarters and Production Site (States, Country)
- Table 33. United States Based Manufacturers E-comics Production Value, (2018-2023) & (USD Million)
- Table 34. United States Based Manufacturers E-comics Production Value Market Share (2018-2023)
- Table 35. United States Based Manufacturers E-comics Production (2018-2023) & (K Units)
- Table 36. United States Based Manufacturers E-comics Production Market Share (2018-2023)
- Table 37. China Based E-comics Manufacturers, Headquarters and Production Site (Province, Country)
- Table 38. China Based Manufacturers E-comics Production Value, (2018-2023) & (USD Million)
- Table 39. China Based Manufacturers E-comics Production Value Market Share (2018-2023)
- Table 40. China Based Manufacturers E-comics Production (2018-2023) & (K Units)
- Table 41. China Based Manufacturers E-comics Production Market Share (2018-2023)
- Table 42. Rest of World Based E-comics Manufacturers, Headquarters and Production Site (States, Country)
- Table 43. Rest of World Based Manufacturers E-comics Production Value, (2018-2023) & (USD Million)
- Table 44. Rest of World Based Manufacturers E-comics Production Value Market Share (2018-2023)
- Table 45. Rest of World Based Manufacturers E-comics Production (2018-2023) & (K Units)
- Table 46. Rest of World Based Manufacturers E-comics Production Market Share (2018-2023)
- Table 47. World E-comics Production Value by Type, (USD Million), 2018 & 2022 & 2029
- Table 48. World E-comics Production by Type (2018-2023) & (K Units)
- Table 49. World E-comics Production by Type (2024-2029) & (K Units)
- Table 50. World E-comics Production Value by Type (2018-2023) & (USD Million)
- Table 51. World E-comics Production Value by Type (2024-2029) & (USD Million)
- Table 52. World E-comics Average Price by Type (2018-2023) & (US\$/Unit)
- Table 53. World E-comics Average Price by Type (2024-2029) & (US\$/Unit)



- Table 54. World E-comics Production Value by Application, (USD Million), 2018 & 2022 & 2029
- Table 55. World E-comics Production by Application (2018-2023) & (K Units)
- Table 56. World E-comics Production by Application (2024-2029) & (K Units)
- Table 57. World E-comics Production Value by Application (2018-2023) & (USD Million)
- Table 58. World E-comics Production Value by Application (2024-2029) & (USD Million)
- Table 59. World E-comics Average Price by Application (2018-2023) & (US\$/Unit)
- Table 60. World E-comics Average Price by Application (2024-2029) & (US\$/Unit)
- Table 61. Naver Corporation Basic Information, Manufacturing Base and Competitors
- Table 62. Naver Corporation Major Business
- Table 63. Naver Corporation E-comics Product and Services
- Table 64. Naver Corporation E-comics Production (K Units), Price (US\$/Unit),
- Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 65. Naver Corporation Recent Developments/Updates
- Table 66. Naver Corporation Competitive Strengths & Weaknesses
- Table 67. Kakao Page Basic Information, Manufacturing Base and Competitors
- Table 68. Kakao Page Major Business
- Table 69. Kakao Page E-comics Product and Services
- Table 70. Kakao Page E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 71. Kakao Page Recent Developments/Updates
- Table 72. Kakao Page Competitive Strengths & Weaknesses
- Table 73. Shueisha Basic Information, Manufacturing Base and Competitors
- Table 74. Shueisha Major Business
- Table 75. Shueisha E-comics Product and Services
- Table 76. Shueisha E-comics Production (K Units), Price (US\$/Unit), Production Value
- (USD Million), Gross Margin and Market Share (2018-2023)
- Table 77. Shueisha Recent Developments/Updates
- Table 78. Shueisha Competitive Strengths & Weaknesses
- Table 79. The Walt Disney Company Basic Information, Manufacturing Base and Competitors
- Table 80. The Walt Disney Company Major Business
- Table 81. The Walt Disney Company E-comics Product and Services
- Table 82. The Walt Disney Company E-comics Production (K Units), Price (US\$/Unit),
- Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 83. The Walt Disney Company Recent Developments/Updates
- Table 84. The Walt Disney Company Competitive Strengths & Weaknesses
- Table 85. Shogakukan Basic Information, Manufacturing Base and Competitors
- Table 86. Shogakukan Major Business



- Table 87. Shogakukan E-comics Product and Services
- Table 88. Shogakukan E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 89. Shogakukan Recent Developments/Updates
- Table 90. Shogakukan Competitive Strengths & Weaknesses
- Table 91. Kodansha Basic Information, Manufacturing Base and Competitors
- Table 92. Kodansha Major Business
- Table 93. Kodansha E-comics Product and Services
- Table 94. Kodansha E-comics Production (K Units), Price (US\$/Unit), Production Value
- (USD Million), Gross Margin and Market Share (2018-2023)
- Table 95. Kodansha Recent Developments/Updates
- Table 96. Kodansha Competitive Strengths & Weaknesses
- Table 97. Warner Bros Basic Information, Manufacturing Base and Competitors
- Table 98. Warner Bros Major Business
- Table 99. Warner Bros E-comics Product and Services
- Table 100. Warner Bros E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 101. Warner Bros Recent Developments/Updates
- Table 102. Warner Bros Competitive Strengths & Weaknesses
- Table 103. Kadokawa Future Publishing Basic Information, Manufacturing Base and Competitors
- Table 104. Kadokawa Future Publishing Major Business
- Table 105. Kadokawa Future Publishing E-comics Product and Services
- Table 106. Kadokawa Future Publishing E-comics Production (K Units), Price
- (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 107. Kadokawa Future Publishing Recent Developments/Updates
- Table 108. Kadokawa Future Publishing Competitive Strengths & Weaknesses
- Table 109. Lezhin Entertainment Basic Information, Manufacturing Base and Competitors
- Table 110. Lezhin Entertainment Major Business
- Table 111. Lezhin Entertainment E-comics Product and Services
- Table 112. Lezhin Entertainment E-comics Production (K Units), Price (US\$/Unit),
- Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 113. Lezhin Entertainment Recent Developments/Updates
- Table 114. Lezhin Entertainment Competitive Strengths & Weaknesses
- Table 115. Tappytoon (Contents First) Basic Information, Manufacturing Base and Competitors
- Table 116. Tappytoon (Contents First) Major Business



- Table 117. Tappytoon (Contents First) E-comics Product and Services
- Table 118. Tappytoon (Contents First) E-comics Production (K Units), Price (US\$/Unit),
- Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 119. Tappytoon (Contents First) Recent Developments/Updates
- Table 120. Tappytoon (Contents First) Competitive Strengths & Weaknesses
- Table 121. Cinebook Basic Information, Manufacturing Base and Competitors
- Table 122. Cinebook Major Business
- Table 123. Cinebook E-comics Product and Services
- Table 124. Cinebook E-comics Production (K Units), Price (US\$/Unit), Production Value
- (USD Million), Gross Margin and Market Share (2018-2023)
- Table 125. Cinebook Recent Developments/Updates
- Table 126. Cinebook Competitive Strengths & Weaknesses
- Table 127. Image Comics Basic Information, Manufacturing Base and Competitors
- Table 128. Image Comics Major Business
- Table 129. Image Comics E-comics Product and Services
- Table 130. Image Comics E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 131. Image Comics Recent Developments/Updates
- Table 132. Image Comics Competitive Strengths & Weaknesses
- Table 133. Hakusensha Basic Information, Manufacturing Base and Competitors
- Table 134. Hakusensha Major Business
- Table 135. Hakusensha E-comics Product and Services
- Table 136. Hakusensha E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 137. Hakusensha Recent Developments/Updates
- Table 138. Hakusensha Competitive Strengths & Weaknesses
- Table 139. Akita Shoten Basic Information, Manufacturing Base and Competitors
- Table 140. Akita Shoten Major Business
- Table 141. Akita Shoten E-comics Product and Services
- Table 142. Akita Shoten E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 143. Akita Shoten Recent Developments/Updates
- Table 144. Akita Shoten Competitive Strengths & Weaknesses
- Table 145. Futabasha Basic Information, Manufacturing Base and Competitors
- Table 146. Futabasha Major Business
- Table 147. Futabasha E-comics Product and Services
- Table 148. Futabasha E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 149. Futabasha Recent Developments/Updates



- Table 150. Futabasha Competitive Strengths & Weaknesses
- Table 151. BAMBOO Basic Information, Manufacturing Base and Competitors
- Table 152. BAMBOO Major Business
- Table 153. BAMBOO E-comics Product and Services
- Table 154. BAMBOO E-comics Production (K Units), Price (US\$/Unit), Production Value
- (USD Million), Gross Margin and Market Share (2018-2023)
- Table 155. BAMBOO Recent Developments/Updates
- Table 156. BAMBOO Competitive Strengths & Weaknesses
- Table 157. Casterman Basic Information, Manufacturing Base and Competitors
- Table 158. Casterman Major Business
- Table 159. Casterman E-comics Product and Services
- Table 160. Casterman E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 161. Casterman Recent Developments/Updates
- Table 162. Casterman Competitive Strengths & Weaknesses
- Table 163. IDW Publishing Basic Information, Manufacturing Base and Competitors
- Table 164. IDW Publishing Major Business
- Table 165. IDW Publishing E-comics Product and Services
- Table 166. IDW Publishing E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 167. IDW Publishing Recent Developments/Updates
- Table 168. IDW Publishing Competitive Strengths & Weaknesses
- Table 169. Boom! Studios Basic Information, Manufacturing Base and Competitors
- Table 170. Boom! Studios Major Business
- Table 171. Boom! Studios E-comics Product and Services
- Table 172. Boom! Studios E-comics Production (K Units), Price (US\$/Unit), Production
- Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 173. Boom! Studios Recent Developments/Updates
- Table 174. Boom! Studios Competitive Strengths & Weaknesses
- Table 175. Dargaud Basic Information, Manufacturing Base and Competitors
- Table 176. Dargaud Major Business
- Table 177. Dargaud E-comics Product and Services
- Table 178. Dargaud E-comics Production (K Units), Price (US\$/Unit), Production Value
- (USD Million), Gross Margin and Market Share (2018-2023)
- Table 179. Dargaud Recent Developments/Updates
- Table 180. Dargaud Competitive Strengths & Weaknesses
- Table 181. Delcourt Basic Information, Manufacturing Base and Competitors
- Table 182. Delcourt Major Business
- Table 183. Delcourt E-comics Product and Services



Table 184. Delcourt E-comics Production (K Units), Price (US\$/Unit), Production Value

(USD Million), Gross Margin and Market Share (2018-2023)

Table 185. Delcourt Recent Developments/Updates

Table 186. Delcourt Competitive Strengths & Weaknesses

Table 187. Dupuis Basic Information, Manufacturing Base and Competitors

Table 188. Dupuis Major Business

Table 189. Dupuis E-comics Product and Services

Table 190. Dupuis E-comics Production (K Units), Price (US\$/Unit), Production Value

(USD Million), Gross Margin and Market Share (2018-2023)

Table 191. Dupuis Recent Developments/Updates

Table 192. Dupuis Competitive Strengths & Weaknesses

Table 193. BAO Publishing Basic Information, Manufacturing Base and Competitors

Table 194. BAO Publishing Major Business

Table 195. BAO Publishing E-comics Product and Services

Table 196. BAO Publishing E-comics Production (K Units), Price (US\$/Unit), Production

Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 197. BAO Publishing Recent Developments/Updates

Table 198. BAO Publishing Competitive Strengths & Weaknesses

Table 199. Glenat Basic Information, Manufacturing Base and Competitors

Table 200. Glenat Major Business

Table 201. Glenat E-comics Product and Services

Table 202. Glenat E-comics Production (K Units), Price (US\$/Unit), Production Value

(USD Million), Gross Margin and Market Share (2018-2023)

Table 203. Glenat Recent Developments/Updates

Table 204. Glenat Competitive Strengths & Weaknesses

Table 205. Humanoids Basic Information, Manufacturing Base and Competitors

Table 206. Humanoids Major Business

Table 207. Humanoids E-comics Product and Services

Table 208. Humanoids E-comics Production (K Units), Price (US\$/Unit), Production

Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 209. Humanoids Recent Developments/Updates

Table 210. Humanoids Competitive Strengths & Weaknesses

Table 211. L'Association Basic Information, Manufacturing Base and Competitors

Table 212. L'Association Major Business

Table 213. L'Association E-comics Product and Services

Table 214. L'Association E-comics Production (K Units), Price (US\$/Unit), Production

Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 215. L'Association Recent Developments/Updates

Table 216. L'Association Competitive Strengths & Weaknesses



Table 217. Le Lombard Basic Information, Manufacturing Base and Competitors

Table 218. Le Lombard Major Business

Table 219. Le Lombard E-comics Product and Services

Table 220. Le Lombard E-comics Production (K Units), Price (US\$/Unit), Production

Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 221. Le Lombard Recent Developments/Updates

Table 222. Soleil Basic Information, Manufacturing Base and Competitors

Table 223. Soleil Major Business

Table 224. Soleil E-comics Product and Services

Table 225. Soleil E-comics Production (K Units), Price (US\$/Unit), Production Value

(USD Million), Gross Margin and Market Share (2018-2023)

Table 226. Global Key Players of E-comics Upstream (Raw Materials)

Table 227. E-comics Typical Customers

Table 228. E-comics Typical Distributors

List of Figure

Figure 1. E-comics Picture

Figure 2. World E-comics Production Value: 2018 & 2022 & 2029, (USD Million)

Figure 3. World E-comics Production Value and Forecast (2018-2029) & (USD Million)

Figure 4. World E-comics Production (2018-2029) & (K Units)

Figure 5. World E-comics Average Price (2018-2029) & (US\$/Unit)

Figure 6. World E-comics Production Value Market Share by Region (2018-2029)

Figure 7. World E-comics Production Market Share by Region (2018-2029)

Figure 8. North America E-comics Production (2018-2029) & (K Units)

Figure 9. Europe E-comics Production (2018-2029) & (K Units)

Figure 10. China E-comics Production (2018-2029) & (K Units)

Figure 11. Japan E-comics Production (2018-2029) & (K Units)

Figure 12. E-comics Market Drivers

Figure 13. Factors Affecting Demand

Figure 14. World E-comics Consumption (2018-2029) & (K Units)

Figure 15. World E-comics Consumption Market Share by Region (2018-2029)

Figure 16. United States E-comics Consumption (2018-2029) & (K Units)

Figure 17. China E-comics Consumption (2018-2029) & (K Units)

Figure 18. Europe E-comics Consumption (2018-2029) & (K Units)

Figure 19. Japan E-comics Consumption (2018-2029) & (K Units)

Figure 20. South Korea E-comics Consumption (2018-2029) & (K Units)

Figure 21. ASEAN E-comics Consumption (2018-2029) & (K Units)

Figure 22. India E-comics Consumption (2018-2029) & (K Units)

Figure 23. Producer Shipments of E-comics by Manufacturer Revenue (\$MM) and

Market Share (%): 2022



Figure 24. Global Four-firm Concentration Ratios (CR4) for E-comics Markets in 2022

Figure 25. Global Four-firm Concentration Ratios (CR8) for E-comics Markets in 2022

Figure 26. United States VS China: E-comics Production Value Market Share Comparison (2018 & 2022 & 2029)

Figure 27. United States VS China: E-comics Production Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: E-comics Consumption Market Share Comparison (2018 & 2022 & 2029)

Figure 29. United States Based Manufacturers E-comics Production Market Share 2022

Figure 30. China Based Manufacturers E-comics Production Market Share 2022

Figure 31. Rest of World Based Manufacturers E-comics Production Market Share 2022

Figure 32. World E-comics Production Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 33. World E-comics Production Value Market Share by Type in 2022

Figure 34. Superhero Comics

Figure 35. Detective Comics

Figure 36. Sci-Fi and Fantasy

Figure 37. Dramas and Memoirs

Figure 38. Kids' Comics

Figure 39. World E-comics Production Market Share by Type (2018-2029)

Figure 40. World E-comics Production Value Market Share by Type (2018-2029)

Figure 41. World E-comics Average Price by Type (2018-2029) & (US\$/Unit)

Figure 42. World E-comics Production Value by Application, (USD Million), 2018 & 2022 & 2029

Figure 43. World E-comics Production Value Market Share by Application in 2022

Figure 44. Children

Figure 45. Adults

Figure 46. World E-comics Production Market Share by Application (2018-2029)

Figure 47. World E-comics Production Value Market Share by Application (2018-2029)

Figure 48. World E-comics Average Price by Application (2018-2029) & (US\$/Unit)

Figure 49. E-comics Industry Chain

Figure 50. E-comics Procurement Model

Figure 51. E-comics Sales Model

Figure 52. E-comics Sales Channels, Direct Sales, and Distribution

Figure 53. Methodology

Figure 54. Research Process and Data Source



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