

# Global IP Trading Cards Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/GBF74C407988EN.html>

Date: November 2025

Pages: 92

Price: US\$ 3,480.00 (Single User License)

ID: GBF74C407988EN

## Abstracts

According to our latest research, the global IP Trading Cards market size will reach USD 8098 million in 2031, growing at a CAGR of 9.8% over the analysis period.

IP Trading Cards refer to collectible and tradable card products themed around well-known intellectual properties (IP) such as anime, comics, games (ACG), movies, TV shows, sports celebrities, musical artists, and brand icons. Each card typically features specific characters, scenes, items, autographs, or commemorative elements, offering both collectible and monetary value. IP trading cards appeal not only to young enthusiasts but also to adult collectors and investors, with rare cards sometimes commanding high market prices. Driven by the rise of global fandom culture, the popularity of ACG content, and the integration of technologies like NFTs (Non-Fungible Tokens), the IP trading card market is rapidly expanding. It is now a vibrant sector that includes conventions, competitions, auctions, and community exchanges, playing an increasingly significant role in the cultural consumption and investment landscape.

This report is a detailed and comprehensive analysis for global IP Trading Cards 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 IP Trading Cards market size and forecasts, in consumption value (\$ Million),

2020-2031

Global IP Trading Cards market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global IP Trading Cards market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global IP Trading Cards 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 IP Trading Cards

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 IP Trading Cards 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 Pokemon, Kayou, Konami, Wizards of the Coast, Tomy Company, Bandai, Bushiroad, etc.

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

### **Market segmentation**

IP Trading Cards 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**

Anime

TV series and movies

Games

Others

#### Market segment by Application

Adult

Juvenile

#### Market segment by players, this report covers

Pokemon

Kayou

Konami

Wizards of the Coast

Tomy Company

Bandai

Bushiroad

#### 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 IP Trading Cards product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of IP Trading Cards, with revenue, gross margin, and global market share of IP Trading Cards from 2020 to 2025.

Chapter 3, the IP Trading Cards 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 IP Trading Cards 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 IP Trading Cards.

Chapter 13, to describe IP Trading Cards research findings and conclusion.

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