

Global Online Comic Book Production, Demand and Key Producers, 2022-2028

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Abstracts

A Webtoon is a type of online comic where each chapter is published as a single, vertical strip. They typically have Full Color artwork. Webtoons first originated in Korea and have since spread to other Asian and Western countries.

This report studies the global Online Comic Book demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Online Comic Book, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2021 as the base year. This report explores demand trends and competition, as well as details the characteristics of Online Comic Book that contribute to its increasing demand across many markets.

The global Online Comic Book market size is expected to reach \$ million by 2028, rising at a market growth of % CAGR during the forecast period (2022-2028).

Highlights and key features of the study

Global Online Comic Book total market, 2017-2028, (USD Million)

Global Online Comic Book total market by region & country, CAGR, 2017-2028, (USD Million)

U.S. VS China: Online Comic Book total market, key domestic companies and share, (USD Million)

Global Online Comic Book revenue by player and market share 2017-2022,
(USD Million)

Global Online Comic Book total market by Type, CAGR, 2017-2028, (USD Million)

Global Online Comic Book total market by Application, CAGR, 2017-2028, (USD Million)

This reports profiles major players in the global Online Comic Book 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 Naver, Kakao, Lezhin Entertainment (KidariStudio), Tappytoon, ToryComics, Toomics Global, Ridibooks (RIDI Corp), KidariStudio and Webtoon Factory, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Online Comic Book 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 2017-2028 by year with 2021 as the base year, 2022 as the estimate year, and 2028 as the forecast year.

Global Online Comic Book Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Online Comic Book Market, Segmentation by Type

Subscription Based

Advertisement Based

Global Online Comic Book Market, Segmentation by Application

Mobile Phone

PC/Notebook

Tablet Computer

Others

Companies Profiled:

Naver

Kakao

Lezhin Entertainment (KidariStudio)

Tappytoon

ToryComics

Toomics Global

Ridibooks (RIDI Corp)

KidariStudio

Webtoon Factory

Izneo Webtoon

Stela

Graphite

Webcomics (SideWalk Group)

SPOTTOON (Rolling Story)

Mr Blue

Marvel Unlimited

Tencent

Amazia

Shuueisha

Comico (NHN)

U17

Key Questions Answered

1. How big is the global Online Comic Book market?
2. What is the demand of the global Online Comic Book market?
3. What is the year over year growth of the global Online Comic Book market?

4. What is the total value of the global Online Comic Book market?
5. Who are the major players in the global Online Comic Book market?
6. What are the growth factors driving the market demand?

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