

Global Product and Brand Licensing Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Product and Brand Licensing market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global Product and Brand Licensing demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Product and Brand Licensing, 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 Product and Brand Licensing that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Product and Brand Licensing total market, 2018-2029, (USD Million)

Global Product and Brand Licensing total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Product and Brand Licensing total market, key domestic companies and share, (USD Million)

Global Product and Brand Licensing revenue by player and market share 2018-2023, (USD Million)

Global Product and Brand Licensing total market by Type, CAGR, 2018-2029, (USD

Million)

Global Product and Brand Licensing total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Product and Brand Licensing 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 The Walt Disney Company, Meredith Corporation, PVH Corp., Iconix Brand Group, Authentic Brands Group, Universal Brand Development, Nickelodeon (ViacomCBS), Major League Baseball and Learfield IMG College, 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 Product and Brand Licensing 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 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Product and Brand Licensing Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Product and Brand Licensing Market, Segmentation by Type

Exclusive License

Non-exclusive License

Global Product and Brand Licensing Market, Segmentation by Application

Garment Industry

Jewelry Industry

IT

Others

Companies Profiled:

The Walt Disney Company

Meredith Corporation

PVH Corp.

Iconix Brand Group

Authentic Brands Group

Universal Brand Development

Nickelodeon (ViacomCBS)

Major League Baseball

Learfield IMG College

Sanrio

Sequential Brands Group

Hasbro

General Motors

National Basketball Association

Electrolux

National Football League

WarnerMedia

The Pok?mon Company International

Procter & Gamble

Ferrari

Ralph Lauren

Mattel

Ford Motor Company

BBC Worldwide

The Hershey Company

Stanley Black & Decker

PGA Tour

National Hockey League

Key Questions Answered

1. How big is the global Product and Brand Licensing market?
2. What is the demand of the global Product and Brand Licensing market?
3. What is the year over year growth of the global Product and Brand Licensing market?
4. What is the total value of the global Product and Brand Licensing market?
5. Who are the major players in the global Product and Brand Licensing market?
6. What are the growth factors driving the market demand?

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