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Global Online Comic 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 Online Comic market size was valued at US$ 6828 million in 2024 and is forecast to a readjusted size of USD 42660 million by 2031 with a CAGR of 30.3% during review period.

Webcomics (also known as online comics or Internet comics) are comics published on a website or mobile app. While many are published exclusively on the web, others are also published in magazines, newspapers, or comic books.
Webcomics can be compared to self-published print comics in that anyone with an Internet connection can publish their own webcomic. Readership levels vary widely; many are read only by the creator"s immediate friends and family, while some of the largest claim audiences well over one million readers. Webcomics range from traditional comic strips and graphic novels to avant garde comics, and cover many genres, styles, and subjects. They sometimes take on the role of a comic blog. The term web cartoonist is sometimes used to refer to someone who creates webcomics.
According to the Segmentation of types, all the market of Webtoons can be divided as follows: Subscription Based and Advertisement Based. The first kind need to mention is Subscription Based, it holds a comparatively larger share in global market, which accounts for about 69.39% in 2021. The following is Advertisement Based took 30.61% market share in 2021.
This report is a detailed and comprehensive analysis for global Online Comic 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.

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Key Features:

Global Online Comic market size and forecasts, in consumption value ($ Million), 2020-2031
Global Online Comic market size and forecasts by region and country, in consumption value ($ Million), 2020-2031
Global Online Comic market size and forecasts, by Type and by Application, in consumption value ($ Million), 2020-2031
Global Online Comic 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 Online Comic
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 Online Comic 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, Webtoon Factory, Izneo Webtoon, etc.
This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market segmentation

Online Comic 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
- Subscription Based
- Advertisement Based

Market segment by Application
- Mobile Phone

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- PC/Notebook
- Tablet Computer
- Others

Market segment by players, this report covers
- 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
- MangaToon
- Kuaikan
- Dongman Entertainment
- Manman Manhua
- Bilibili Comics

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)

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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 Online Comic product scope, market overview, market estimation caveats and base year.

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

Chapter 3, the Online Comic 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 Online Comic 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 Online Comic.

Chapter 13, to describe Online Comic research findings and conclusion.

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