

South Korea Anime Market Size, Share, Trends and Forecast by Revenue Source and Region, 2026-2034

<https://marketpublishers.com/r/SBB508B78B16EN.html>

Date: July 2026

Pages: 115

Price: US\$ 2,999.00 (Single User License)

ID: SBB508B78B16EN

Abstracts

The South Korea anime market size reached USD 679.3 Million in 2025. The market is projected to reach USD 1,207.7 Million by 2034, exhibiting a growth rate (CAGR) of 6.34% during 2026-2034. Private schools and extracurricular programs are providing anime-style drawing courses, appealing to teens aspiring to build careers in animation and the gaming sector. With a rising youth population and more social media users, anime trends are spreading quickly, driving the demand. This strong cultural and creative connection is fueling the South Korea anime market share.

SOUTH KOREA ANIME MARKET TRENDS:

Growing educational interest

Rising educational interest is fueling the market growth in South Korea. Many students are inspired by anime and want to learn how it is made. They are enrolling in art schools, animation courses, and design programs to study drawing, character development, and digital storytelling. These educational paths help them understand the techniques used in Japanese anime and apply them to their own creative work. Private academies and after-school programs also offer anime-style illustration classes, attracting teenagers who dream of working in the animation and gaming industry. As per the IMARC Group, the South Korea gaming market size reached USD 4,595.0 Million in 2024. This interest is fueling a new generation of skilled creators who produce fan art, short animations, and webtoons influenced by anime. Schools and universities often support student projects and animation festivals, giving young artists a platform to show their talent. Educational resources like online tutorials and workshops are making anime creation more accessible. With more young people entering creative fields, the demand for anime content and education continues to rise across South Korea.

Increasing popularity of Japanese pop culture

Rising popularity of Japanese pop culture is propelling the South Korea anime market growth. Over the years, Korean audiences, especially teenagers and young adults, have developed a strong interest in Japanese content, such as anime, manga, J-pop, and fashion. Characters, stories, and themes in anime often connect with Korean viewers emotionally and artistically. Many fans follow multiple series, collect merchandise, and engage deeply with the content. Japanese pop culture is also influencing Korean artists, designers, and content creators, leading to increased collaboration and local anime-inspired productions. The popularity of Japanese anime is introducing Korean viewers to new genres, art styles, and storytelling methods. As Japanese anime remains fresh and diverse, Korean fans are continuously seeking out new titles. This growing interest is driving the demand for more licensed anime, events, and related products in South Korea. Anime-themed cafes, exhibitions, and fan meetups are also becoming common, deepening the cultural connection. Moreover, as more people are utilizing social media, fans are sharing anime content widely, helping new shows trend faster. As per industry reports, in 2024, 93.4% of the total population in South Korea utilized social media, totaling 48.34 Million. Overall, the strong appeal of Japanese pop culture is making anime a key entertainment choice.

SOUTH KOREA ANIME MARKET SEGMENTATION:

IMARC Group provides an analysis of the key trends in each segment of the market, along with forecasts at the country and regional levels for 2026-2034. Our report has categorized the market based on revenue source.

Revenue Source Insights:

T.V.

Movie

Video

Internet Distribution

Merchandising

Music

Pachinko

Live Entertainment

The report has provided a detailed breakup and analysis of the market based on the revenue source. This includes T.V., movie, video, internet distribution, merchandising, music, pachinko, and live entertainment.

Regional Insights:

Seoul Capital Area

Yeongnam (Southeastern Region)

Honam (Southwestern Region)

Hoseo (Central Region)

Others

The report has also provided a comprehensive analysis of all the major regional markets, which include Seoul Capital Area, Yeongnam (Southeastern Region), Honam (Southwestern Region), Hoseo (Central Region), and others.

COMPETITIVE LANDSCAPE:

The market research report has also provided a comprehensive analysis of the competitive landscape. Competitive analysis such as market structure, key player positioning, top winning strategies, competitive dashboard, and company evaluation quadrant has been covered in the report. Also, detailed profiles of all major companies have been provided.

KEY QUESTIONS ANSWERED IN THIS REPORT

How has the South Korea anime market performed so far and how will it perform in the coming years?

What is the breakup of the South Korea anime market on the basis of revenue source?
What is the breakup of the South Korea anime market on the basis of region?
What are the various stages in the value chain of the South Korea anime market?
What are the key driving factors and challenges in the South Korea anime market?
What is the structure of the South Korea anime market and who are the key players?
What is the degree of competition in the South Korea anime market?

Contents

1 PREFACE

2 SCOPE AND METHODOLOGY

- 2.1 Objectives of the Study
- 2.2 Stakeholders
- 2.3 Data Sources
 - 2.3.1 Primary Sources
 - 2.3.2 Secondary Sources
- 2.4 Market Estimation
 - 2.4.1 Bottom-Up Approach
 - 2.4.2 Top-Down Approach
- 2.5 Forecasting Methodology

3 EXECUTIVE SUMMARY

4 SOUTH KOREA ANIME MARKET - INTRODUCTION

- 4.1 Overview
- 4.2 Market Dynamics
- 4.3 Industry Trends
- 4.4 Competitive Intelligence

5 SOUTH KOREA ANIME MARKET LANDSCAPE

- 5.1 Historical and Current Market Trends (2020-2025)
- 5.2 Market Forecast (2026-2034)

6 SOUTH KOREA ANIME MARKET - BREAKUP BY REVENUE SOURCE

- 6.1 T.V.
 - 6.1.1 Overview
 - 6.1.2 Historical and Current Market Trends (2020-2025)
 - 6.1.3 Market Forecast (2026-2034)
- 6.2 Movie
 - 6.2.1 Overview
 - 6.2.2 Historical and Current Market Trends (2020-2025)

6.2.3 Market Forecast (2026-2034)

6.3 Video

6.3.1 Overview

6.3.2 Historical and Current Market Trends (2020-2025)

6.3.3 Market Forecast (2026-2034)

6.4 Internet Distribution

6.4.1 Overview

6.4.2 Historical and Current Market Trends (2020-2025)

6.4.3 Market Forecast (2026-2034)

6.5 Merchandising

6.5.1 Overview

6.5.2 Historical and Current Market Trends (2020-2025)

6.5.3 Market Forecast (2026-2034)

6.6 Music

6.6.1 Overview

6.6.2 Historical and Current Market Trends (2020-2025)

6.6.3 Market Forecast (2026-2034)

6.7 Pachinko

6.7.1 Overview

6.7.2 Historical and Current Market Trends (2020-2025)

6.7.3 Market Forecast (2026-2034)

6.8 Live Entertainment

6.8.1 Overview

6.8.2 Historical and Current Market Trends (2020-2025)

6.8.3 Market Forecast (2026-2034)

7 SOUTH KOREA ANIME MARKET – BREAKUP BY REGION

7.1 Seoul Capital Area

7.1.1 Overview

7.1.2 Historical and Current Market Trends (2020-2025)

7.1.3 Market Breakup by Revenue Source

7.1.4 Key Players

7.1.5 Market Forecast (2026-2034)

7.2 Yeongnam (Southeastern Region)

7.2.1 Overview

7.2.2 Historical and Current Market Trends (2020-2025)

7.2.3 Market Breakup by Revenue Source

7.2.4 Key Players

- 7.2.5 Market Forecast (2026-2034)
- 7.3 Honam (Southwestern Region)
 - 7.3.1 Overview
 - 7.3.2 Historical and Current Market Trends (2020-2025)
 - 7.3.3 Market Breakup by Revenue Source
 - 7.3.4 Key Players
 - 7.3.5 Market Forecast (2026-2034)
- 7.4 Hoseo (Central Region)
 - 7.4.1 Overview
 - 7.4.2 Historical and Current Market Trends (2020-2025)
 - 7.4.3 Market Breakup by Revenue Source
 - 7.4.4 Key Players
 - 7.4.5 Market Forecast (2026-2034)
- 7.5 Others
 - 7.5.1 Historical and Current Market Trends (2020-2025)
 - 7.5.2 Market Forecast (2026-2034)

8 SOUTH KOREA ANIME MARKET – COMPETITIVE LANDSCAPE

- 8.1 Overview
- 8.2 Market Structure
- 8.3 Market Player Positioning
- 8.4 Top Winning Strategies
- 8.5 Competitive Dashboard
- 8.6 Company Evaluation Quadrant

9 PROFILES OF KEY PLAYERS

- 9.1 Company A
 - 9.1.1 Business Overview
 - 9.1.2 Services Offered
 - 9.1.3 Business Strategies
 - 9.1.4 SWOT Analysis
 - 9.1.5 Major News and Events
- 9.2 Company B
 - 9.2.1 Business Overview
 - 9.2.2 Services Offered
 - 9.2.3 Business Strategies
 - 9.2.4 SWOT Analysis

9.2.5 Major News and Events

9.3 Company C

9.3.1 Business Overview

9.3.2 Services Offered

9.3.3 Business Strategies

9.3.4 SWOT Analysis

9.3.5 Major News and Events

9.4 Company D

9.4.1 Business Overview

9.4.2 Services Offered

9.4.3 Business Strategies

9.4.4 SWOT Analysis

9.4.5 Major News and Events

9.5 Company E

9.5.1 Business Overview

9.5.2 Services Offered

9.5.3 Business Strategies

9.5.4 SWOT Analysis

9.5.5 Major News and Events

10 SOUTH KOREA ANIME MARKET - INDUSTRY ANALYSIS

10.1 Drivers, Restraints, and Opportunities

10.1.1 Overview

10.1.2 Drivers

10.1.3 Restraints

10.1.4 Opportunities

10.2 Porters Five Forces Analysis

10.2.1 Overview

10.2.2 Bargaining Power of Buyers

10.2.3 Bargaining Power of Suppliers

10.2.4 Degree of Competition

10.2.5 Threat of New Entrants

10.2.6 Threat of Substitutes

10.3 Value Chain Analysis

11 APPENDIX

I would like to order

Product name: South Korea Anime Market Size, Share, Trends and Forecast by Revenue Source and Region, 2026-2034

Product link: <https://marketpublishers.com/r/SBB508B78B16EN.html>

Price: US\$ 2,999.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/SBB508B78B16EN.html>