

Global Anime IP Peripherals Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Anime IP Peripherals market size is predicted to grow from US\$ 60180 million in 2025 to US\$ 120530 million in 2032; it is expected to grow at a CAGR of 10.6% from 2026 to 2032.

Anime IP peripherals refer to various derivative products developed based on popular animation and comic works, aiming to extend brand influence and create additional commercial value. These peripherals cover a wide range of fields from physical goods to digital content, including but not limited to action figures, clothing, stationery, household items, toys, and multimedia forms such as e-novels, comics and animations.

United States market for Anime IP Peripherals is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Anime IP Peripherals is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Anime IP Peripherals is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Anime IP Peripherals players cover Disney, Nintendo, Sanrio, Lucasfilm, Froebel-Kan, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the ?Anime IP Peripherals Industry Forecast? looks at past sales and reviews total world Anime IP Peripherals sales in 2025, providing a comprehensive analysis by region and market sector of projected

Anime IP Peripherals sales for 2026 through 2032. With Anime IP Peripherals sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Anime IP Peripherals industry.

This Insight Report provides a comprehensive analysis of the global Anime IP Peripherals landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Anime IP Peripherals portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Anime IP Peripherals market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Anime IP Peripherals and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Anime IP Peripherals.

This report presents a comprehensive overview, market shares, and growth opportunities of Anime IP Peripherals market by product type, application, key players and key regions and countries.

Segmentation by Type:

Toys

Clothing and Accessories

Mystery Boxes

PC Game Peripherals

Books and Stationery

Others

Segmentation by Application:

Distribution Channels

Third-Party Retail Channels

Direct Channels

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Disney

Nintendo

Sanrio

Lucasfilm

Froebel-Kan

SONY

Warner Bros Pictures

Tencent

Aofei

H.BROTHERS

ENLIGHT MEDIA

China Literature Limited

Blizzard

Nexon

Square Enix

WAHLAP TECHNOLOGY

Fantawild

Alpha Group

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Anime IP Peripherals Market Size (2021-2032)
 - 2.1.2 Anime IP Peripherals Market Size CAGR by Region (2021 VS 2025 VS 2032)
 - 2.1.3 World Current & Future Analysis for Anime IP Peripherals by Country/Region (2021, 2025 & 2032)
- 2.2 Anime IP Peripherals Segment by Type
 - 2.2.1 Toys
 - 2.2.2 Clothing and Accessories
 - 2.2.3 Mystery Boxes
 - 2.2.4 PC Game Peripherals
 - 2.2.5 Books and Stationery
 - 2.2.6 Others
 - 2.2.7 Anime IP Peripherals Market Size by Type
 - 2.2.7.1 Anime IP Peripherals Market Size CAGR by Type (2021 VS 2025 VS 2032)
 - 2.2.7.2 Global Anime IP Peripherals Market Size Market Share by Type (2021-2026)
- 2.3 Anime IP Peripherals Segment by Application
 - 2.3.1 Distribution Channels
 - 2.3.2 Third-Party Retail Channels
 - 2.3.3 Direct Channels
 - 2.3.4 Anime IP Peripherals Market Size by Application
 - 2.3.4.1 Anime IP Peripherals Market Size CAGR by Application (2021 VS 2025 VS 2032)
 - 2.3.4.2 Global Anime IP Peripherals Market Size Market Share by Application (2021-2026)

3 ANIME IP PERIPHERALS MARKET SIZE BY PLAYER

3.1 Anime IP Peripherals Market Size Market Share by Player

3.1.1 Global Anime IP Peripherals Revenue by Player (2021-2026)

3.1.2 Global Anime IP Peripherals Revenue Market Share by Player (2021-2026)

3.2 Global Anime IP Peripherals Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 ANIME IP PERIPHERALS BY REGION

4.1 Anime IP Peripherals Market Size by Region (2021-2026)

4.2 Global Anime IP Peripherals Annual Revenue by Country/Region (2021-2026)

4.3 Americas Anime IP Peripherals Market Size Growth (2021-2026)

4.4 APAC Anime IP Peripherals Market Size Growth (2021-2026)

4.5 Europe Anime IP Peripherals Market Size Growth (2021-2026)

4.6 Middle East & Africa Anime IP Peripherals Market Size Growth (2021-2026)

5 AMERICAS

5.1 Americas Anime IP Peripherals Market Size by Country (2021-2026)

5.2 Americas Anime IP Peripherals Market Size by Type (2021-2026)

5.3 Americas Anime IP Peripherals Market Size by Application (2021-2026)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Anime IP Peripherals Market Size by Region (2021-2026)

6.2 APAC Anime IP Peripherals Market Size by Type (2021-2026)

6.3 APAC Anime IP Peripherals Market Size by Application (2021-2026)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe Anime IP Peripherals Market Size by Country (2021-2026)

7.2 Europe Anime IP Peripherals Market Size by Type (2021-2026)

7.3 Europe Anime IP Peripherals Market Size by Application (2021-2026)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Anime IP Peripherals by Region (2021-2026)

8.2 Middle East & Africa Anime IP Peripherals Market Size by Type (2021-2026)

8.3 Middle East & Africa Anime IP Peripherals Market Size by Application (2021-2026)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 GLOBAL ANIME IP PERIPHERALS MARKET FORECAST

10.1 Global Anime IP Peripherals Forecast by Region (2027-2032)

10.1.1 Global Anime IP Peripherals Forecast by Region (2027-2032)

10.1.2 Americas Anime IP Peripherals Forecast

10.1.3 APAC Anime IP Peripherals Forecast

- 10.1.4 Europe Anime IP Peripherals Forecast
- 10.1.5 Middle East & Africa Anime IP Peripherals Forecast
- 10.2 Americas Anime IP Peripherals Forecast by Country (2027-2032)
 - 10.2.1 United States Market Anime IP Peripherals Forecast
 - 10.2.2 Canada Market Anime IP Peripherals Forecast
 - 10.2.3 Mexico Market Anime IP Peripherals Forecast
 - 10.2.4 Brazil Market Anime IP Peripherals Forecast
- 10.3 APAC Anime IP Peripherals Forecast by Region (2027-2032)
 - 10.3.1 China Anime IP Peripherals Market Forecast
 - 10.3.2 Japan Market Anime IP Peripherals Forecast
 - 10.3.3 Korea Market Anime IP Peripherals Forecast
 - 10.3.4 Southeast Asia Market Anime IP Peripherals Forecast
 - 10.3.5 India Market Anime IP Peripherals Forecast
 - 10.3.6 Australia Market Anime IP Peripherals Forecast
- 10.4 Europe Anime IP Peripherals Forecast by Country (2027-2032)
 - 10.4.1 Germany Market Anime IP Peripherals Forecast
 - 10.4.2 France Market Anime IP Peripherals Forecast
 - 10.4.3 UK Market Anime IP Peripherals Forecast
 - 10.4.4 Italy Market Anime IP Peripherals Forecast
 - 10.4.5 Russia Market Anime IP Peripherals Forecast
- 10.5 Middle East & Africa Anime IP Peripherals Forecast by Region (2027-2032)
 - 10.5.1 Egypt Market Anime IP Peripherals Forecast
 - 10.5.2 South Africa Market Anime IP Peripherals Forecast
 - 10.5.3 Israel Market Anime IP Peripherals Forecast
 - 10.5.4 Turkey Market Anime IP Peripherals Forecast
- 10.6 Global Anime IP Peripherals Forecast by Type (2027-2032)
- 10.7 Global Anime IP Peripherals Forecast by Application (2027-2032)
 - 10.7.1 GCC Countries Market Anime IP Peripherals Forecast

11 KEY PLAYERS ANALYSIS

- 11.1 Disney
 - 11.1.1 Disney Company Information
 - 11.1.2 Disney Anime IP Peripherals Product Offered
 - 11.1.3 Disney Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.1.4 Disney Main Business Overview
 - 11.1.5 Disney Latest Developments
- 11.2 Nintendo

- 11.2.1 Nintendo Company Information
- 11.2.2 Nintendo Anime IP Peripherals Product Offered
- 11.2.3 Nintendo Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
- 11.2.4 Nintendo Main Business Overview
- 11.2.5 Nintendo Latest Developments
- 11.3 Sanrio
 - 11.3.1 Sanrio Company Information
 - 11.3.2 Sanrio Anime IP Peripherals Product Offered
 - 11.3.3 Sanrio Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.3.4 Sanrio Main Business Overview
 - 11.3.5 Sanrio Latest Developments
- 11.4 Lucasfilm
 - 11.4.1 Lucasfilm Company Information
 - 11.4.2 Lucasfilm Anime IP Peripherals Product Offered
 - 11.4.3 Lucasfilm Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.4.4 Lucasfilm Main Business Overview
 - 11.4.5 Lucasfilm Latest Developments
- 11.5 Froebel-Kan
 - 11.5.1 Froebel-Kan Company Information
 - 11.5.2 Froebel-Kan Anime IP Peripherals Product Offered
 - 11.5.3 Froebel-Kan Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.5.4 Froebel-Kan Main Business Overview
 - 11.5.5 Froebel-Kan Latest Developments
- 11.6 SONY
 - 11.6.1 SONY Company Information
 - 11.6.2 SONY Anime IP Peripherals Product Offered
 - 11.6.3 SONY Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.6.4 SONY Main Business Overview
 - 11.6.5 SONY Latest Developments
- 11.7 Warner Bros Pictures
 - 11.7.1 Warner Bros Pictures Company Information
 - 11.7.2 Warner Bros Pictures Anime IP Peripherals Product Offered
 - 11.7.3 Warner Bros Pictures Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)

- 11.7.4 Warner Bros Pictures Main Business Overview
- 11.7.5 Warner Bros Pictures Latest Developments
- 11.8 Tencent
 - 11.8.1 Tencent Company Information
 - 11.8.2 Tencent Anime IP Peripherals Product Offered
 - 11.8.3 Tencent Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.8.4 Tencent Main Business Overview
 - 11.8.5 Tencent Latest Developments
- 11.9 Aofei
 - 11.9.1 Aofei Company Information
 - 11.9.2 Aofei Anime IP Peripherals Product Offered
 - 11.9.3 Aofei Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.9.4 Aofei Main Business Overview
 - 11.9.5 Aofei Latest Developments
- 11.10 H.BROTHERS
 - 11.10.1 H.BROTHERS Company Information
 - 11.10.2 H.BROTHERS Anime IP Peripherals Product Offered
 - 11.10.3 H.BROTHERS Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.10.4 H.BROTHERS Main Business Overview
 - 11.10.5 H.BROTHERS Latest Developments
- 11.11 ENLIGHT MEDIA
 - 11.11.1 ENLIGHT MEDIA Company Information
 - 11.11.2 ENLIGHT MEDIA Anime IP Peripherals Product Offered
 - 11.11.3 ENLIGHT MEDIA Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.11.4 ENLIGHT MEDIA Main Business Overview
 - 11.11.5 ENLIGHT MEDIA Latest Developments
- 11.12 China Literature Limited
 - 11.12.1 China Literature Limited Company Information
 - 11.12.2 China Literature Limited Anime IP Peripherals Product Offered
 - 11.12.3 China Literature Limited Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.12.4 China Literature Limited Main Business Overview
 - 11.12.5 China Literature Limited Latest Developments
- 11.13 Blizzard
 - 11.13.1 Blizzard Company Information

- 11.13.2 Blizzard Anime IP Peripherals Product Offered
- 11.13.3 Blizzard Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
- 11.13.4 Blizzard Main Business Overview
- 11.13.5 Blizzard Latest Developments
- 11.14 Nexon
 - 11.14.1 Nexon Company Information
 - 11.14.2 Nexon Anime IP Peripherals Product Offered
 - 11.14.3 Nexon Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.14.4 Nexon Main Business Overview
 - 11.14.5 Nexon Latest Developments
- 11.15 Square Enix
 - 11.15.1 Square Enix Company Information
 - 11.15.2 Square Enix Anime IP Peripherals Product Offered
 - 11.15.3 Square Enix Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.15.4 Square Enix Main Business Overview
 - 11.15.5 Square Enix Latest Developments
- 11.16 WAHLAP TECHNOLOGY
 - 11.16.1 WAHLAP TECHNOLOGY Company Information
 - 11.16.2 WAHLAP TECHNOLOGY Anime IP Peripherals Product Offered
 - 11.16.3 WAHLAP TECHNOLOGY Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.16.4 WAHLAP TECHNOLOGY Main Business Overview
 - 11.16.5 WAHLAP TECHNOLOGY Latest Developments
- 11.17 Fantawild
 - 11.17.1 Fantawild Company Information
 - 11.17.2 Fantawild Anime IP Peripherals Product Offered
 - 11.17.3 Fantawild Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.17.4 Fantawild Main Business Overview
 - 11.17.5 Fantawild Latest Developments
- 11.18 Alpha Group
 - 11.18.1 Alpha Group Company Information
 - 11.18.2 Alpha Group Anime IP Peripherals Product Offered
 - 11.18.3 Alpha Group Anime IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.18.4 Alpha Group Main Business Overview

11.18.5 Alpha Group Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Anime IP Peripherals Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)

Table 2. Anime IP Peripherals Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of Toys

Table 4. Major Players of Clothing and Accessories

Table 5. Major Players of Mystery Boxes

Table 6. Major Players of PC Game Peripherals

Table 7. Major Players of Books and Stationery

Table 8. Major Players of Others

Table 9. Anime IP Peripherals Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 10. Global Anime IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 11. Global Anime IP Peripherals Market Size Market Share by Type (2021-2026)

Table 12. Anime IP Peripherals Market Size CAGR by Application (2021 VS 2025 VS 2032) & (\$ millions)

Table 13. Global Anime IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 14. Global Anime IP Peripherals Market Size Market Share by Application (2021-2026)

Table 15. Global Anime IP Peripherals Revenue by Player (2021-2026) & (\$ millions)

Table 16. Global Anime IP Peripherals Revenue Market Share by Player (2021-2026)

Table 17. Anime IP Peripherals Key Players Head office and Products Offered

Table 18. Anime IP Peripherals Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 19. New Products and Potential Entrants

Table 20. Mergers & Acquisitions, Expansion

Table 21. Global Anime IP Peripherals Market Size by Region (2021-2026) & (\$ millions)

Table 22. Global Anime IP Peripherals Market Size Market Share by Region (2021-2026)

Table 23. Global Anime IP Peripherals Revenue by Country/Region (2021-2026) & (\$ millions)

Table 24. Global Anime IP Peripherals Revenue Market Share by Country/Region (2021-2026)

Table 25. Americas Anime IP Peripherals Market Size by Country (2021-2026) & (\$ millions)

Table 26. Americas Anime IP Peripherals Market Size Market Share by Country (2021-2026)

Table 27. Americas Anime IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 28. Americas Anime IP Peripherals Market Size Market Share by Type (2021-2026)

Table 29. Americas Anime IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 30. Americas Anime IP Peripherals Market Size Market Share by Application (2021-2026)

Table 31. APAC Anime IP Peripherals Market Size by Region (2021-2026) & (\$ millions)

Table 32. APAC Anime IP Peripherals Market Size Market Share by Region (2021-2026)

Table 33. APAC Anime IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 34. APAC Anime IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 35. Europe Anime IP Peripherals Market Size by Country (2021-2026) & (\$ millions)

Table 36. Europe Anime IP Peripherals Market Size Market Share by Country (2021-2026)

Table 37. Europe Anime IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 38. Europe Anime IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 39. Middle East & Africa Anime IP Peripherals Market Size by Region (2021-2026) & (\$ millions)

Table 40. Middle East & Africa Anime IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 41. Middle East & Africa Anime IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 42. Key Market Drivers & Growth Opportunities of Anime IP Peripherals

Table 43. Key Market Challenges & Risks of Anime IP Peripherals

Table 44. Key Industry Trends of Anime IP Peripherals

Table 45. Global Anime IP Peripherals Market Size Forecast by Region (2027-2032) & (\$ millions)

Table 46. Global Anime IP Peripherals Market Size Market Share Forecast by Region (2027-2032)

Table 47. Global Anime IP Peripherals Market Size Forecast by Type (2027-2032) & (\$

millions)

Table 48. Global Anime IP Peripherals Market Size Forecast by Application (2027-2032) & (\$ millions)

Table 49. Disney Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 50. Disney Anime IP Peripherals Product Offered

Table 51. Disney Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 52. Disney Main Business

Table 53. Disney Latest Developments

Table 54. Nintendo Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 55. Nintendo Anime IP Peripherals Product Offered

Table 56. Nintendo Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 57. Nintendo Main Business

Table 58. Nintendo Latest Developments

Table 59. Sanrio Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 60. Sanrio Anime IP Peripherals Product Offered

Table 61. Sanrio Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 62. Sanrio Main Business

Table 63. Sanrio Latest Developments

Table 64. Lucasfilm Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 65. Lucasfilm Anime IP Peripherals Product Offered

Table 66. Lucasfilm Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 67. Lucasfilm Main Business

Table 68. Lucasfilm Latest Developments

Table 69. Froebel-Kan Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 70. Froebel-Kan Anime IP Peripherals Product Offered

Table 71. Froebel-Kan Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 72. Froebel-Kan Main Business

Table 73. Froebel-Kan Latest Developments

Table 74. SONY Details, Company Type, Anime IP Peripherals Area Served and Its

Competitors

Table 75. SONY Anime IP Peripherals Product Offered

Table 76. SONY Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 77. SONY Main Business

Table 78. SONY Latest Developments

Table 79. Warner Bros Pictures Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 80. Warner Bros Pictures Anime IP Peripherals Product Offered

Table 81. Warner Bros Pictures Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 82. Warner Bros Pictures Main Business

Table 83. Warner Bros Pictures Latest Developments

Table 84. Tencent Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 85. Tencent Anime IP Peripherals Product Offered

Table 86. Tencent Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 87. Tencent Main Business

Table 88. Tencent Latest Developments

Table 89. Aofei Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 90. Aofei Anime IP Peripherals Product Offered

Table 91. Aofei Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 92. Aofei Main Business

Table 93. Aofei Latest Developments

Table 94. H.BROTHERS Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 95. H.BROTHERS Anime IP Peripherals Product Offered

Table 96. H.BROTHERS Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 97. H.BROTHERS Main Business

Table 98. H.BROTHERS Latest Developments

Table 99. ENLIGHT MEDIA Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 100. ENLIGHT MEDIA Anime IP Peripherals Product Offered

Table 101. ENLIGHT MEDIA Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 102. ENLIGHT MEDIA Main Business
Table 103. ENLIGHT MEDIA Latest Developments
Table 104. China Literature Limited Details, Company Type, Anime IP Peripherals Area Served and Its Competitors
Table 105. China Literature Limited Anime IP Peripherals Product Offered
Table 106. China Literature Limited Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 107. China Literature Limited Main Business
Table 108. China Literature Limited Latest Developments
Table 109. Blizzard Details, Company Type, Anime IP Peripherals Area Served and Its Competitors
Table 110. Blizzard Anime IP Peripherals Product Offered
Table 111. Blizzard Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 112. Blizzard Main Business
Table 113. Blizzard Latest Developments
Table 114. Nexon Details, Company Type, Anime IP Peripherals Area Served and Its Competitors
Table 115. Nexon Anime IP Peripherals Product Offered
Table 116. Nexon Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 117. Nexon Main Business
Table 118. Nexon Latest Developments
Table 119. Square Enix Details, Company Type, Anime IP Peripherals Area Served and Its Competitors
Table 120. Square Enix Anime IP Peripherals Product Offered
Table 121. Square Enix Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 122. Square Enix Main Business
Table 123. Square Enix Latest Developments
Table 124. WAHLAP TECHNOLOGY Details, Company Type, Anime IP Peripherals Area Served and Its Competitors
Table 125. WAHLAP TECHNOLOGY Anime IP Peripherals Product Offered
Table 126. WAHLAP TECHNOLOGY Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 127. WAHLAP TECHNOLOGY Main Business
Table 128. WAHLAP TECHNOLOGY Latest Developments
Table 129. Fantawild Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 130. Fantawild Anime IP Peripherals Product Offered

Table 131. Fantawild Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 132. Fantawild Main Business

Table 133. Fantawild Latest Developments

Table 134. Alpha Group Details, Company Type, Anime IP Peripherals Area Served and Its Competitors

Table 135. Alpha Group Anime IP Peripherals Product Offered

Table 136. Alpha Group Anime IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 137. Alpha Group Main Business

Table 138. Alpha Group Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. Anime IP Peripherals Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Anime IP Peripherals Market Size Growth Rate (2021-2032) (\$ millions)

Figure 6. Anime IP Peripherals Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)

Figure 7. Anime IP Peripherals Sales Market Share by Country/Region (2025)

Figure 8. Anime IP Peripherals Sales Market Share by Country/Region (2021, 2025 & 2032)

Figure 9. Global Anime IP Peripherals Market Size Market Share by Type in 2025

Figure 10. Anime IP Peripherals in Distribution Channels

Figure 11. Global Anime IP Peripherals Market: Distribution Channels (2021-2026) & (\$ millions)

Figure 12. Anime IP Peripherals in Third-Party Retail Channels

Figure 13. Global Anime IP Peripherals Market: Third-Party Retail Channels (2021-2026) & (\$ millions)

Figure 14. Anime IP Peripherals in Direct Channels

Figure 15. Global Anime IP Peripherals Market: Direct Channels (2021-2026) & (\$ millions)

Figure 16. Global Anime IP Peripherals Market Size Market Share by Application in 2025

Figure 17. Global Anime IP Peripherals Revenue Market Share by Player in 2025

Figure 18. Global Anime IP Peripherals Market Size Market Share by Region (2021-2026)

Figure 19. Americas Anime IP Peripherals Market Size 2021-2026 (\$ millions)

Figure 20. APAC Anime IP Peripherals Market Size 2021-2026 (\$ millions)

Figure 21. Europe Anime IP Peripherals Market Size 2021-2026 (\$ millions)

Figure 22. Middle East & Africa Anime IP Peripherals Market Size 2021-2026 (\$ millions)

Figure 23. Americas Anime IP Peripherals Value Market Share by Country in 2025

Figure 24. United States Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 25. Canada Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 26. Mexico Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 27. Brazil Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 28. APAC Anime IP Peripherals Market Size Market Share by Region in 2025

Figure 29. APAC Anime IP Peripherals Market Size Market Share by Type (2021-2026)

Figure 30. APAC Anime IP Peripherals Market Size Market Share by Application (2021-2026)

Figure 31. China Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 32. Japan Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 33. South Korea Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 34. Southeast Asia Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 35. India Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 36. Australia Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 37. Europe Anime IP Peripherals Market Size Market Share by Country in 2025

Figure 38. Europe Anime IP Peripherals Market Size Market Share by Type (2021-2026)

Figure 39. Europe Anime IP Peripherals Market Size Market Share by Application (2021-2026)

Figure 40. Germany Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 41. France Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 42. UK Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 43. Italy Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 44. Russia Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 45. Middle East & Africa Anime IP Peripherals Market Size Market Share by Region (2021-2026)

Figure 46. Middle East & Africa Anime IP Peripherals Market Size Market Share by Type (2021-2026)

Figure 47. Middle East & Africa Anime IP Peripherals Market Size Market Share by Application (2021-2026)

Figure 48. Egypt Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 49. South Africa Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 50. Israel Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 51. Turkey Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 52. GCC Countries Anime IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 53. Americas Anime IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 54. APAC Anime IP Peripherals Market Size 2027-2032 (\$ millions)

- Figure 55. Europe Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 56. Middle East & Africa Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 57. United States Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 58. Canada Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 59. Mexico Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 60. Brazil Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 61. China Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 62. Japan Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 63. Korea Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 64. Southeast Asia Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 65. India Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 66. Australia Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 67. Germany Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 68. France Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 69. UK Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 70. Italy Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 71. Russia Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 72. Egypt Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 73. South Africa Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 74. Israel Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 75. Turkey Anime IP Peripherals Market Size 2027-2032 (\$ millions)
- Figure 76. Global Anime IP Peripherals Market Size Market Share Forecast by Type (2027-2032)
- Figure 77. Global Anime IP Peripherals Market Size Market Share Forecast by Application (2027-2032)
- Figure 78. GCC Countries Anime IP Peripherals Market Size 2027-2032 (\$ millions)

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