

Global E-comics Market Growth (Status and Outlook) 2024-2030

<https://marketpublishers.com/r/GD00CCD7CAD6EN.html>

Date: May 2024

Pages: 154

Price: US\$ 3,660.00 (Single User License)

ID: GD00CCD7CAD6EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

E-comics, short for electronic comics, also called digital comics, refer to digital versions of comic books or graphic novels that are designed to be read on electronic devices, such as computers, tablets, e-readers, or smartphones. E-comics have become increasingly popular as technology has advanced, providing readers with a convenient and portable way to access and enjoy their favorite comic content. Here are some key features and aspects of e-comics:

Digital Format: E-comics are distributed in digital formats, allowing readers to download and store them electronically. This eliminates the need for physical copies and provides a space-efficient way to carry a large collection of comics. **Various File Formats:** E-comics are available in various file formats, including PDF, EPUB, CBR, CBZ, and more. Different platforms and devices may support different file types. **Interactive Features:** Some e-comics incorporate interactive features not possible in traditional print comics. This can include animations, sound effects, hyperlinks, and other multimedia elements. **Online Platforms:** E-comics are often distributed through online platforms or dedicated websites. Readers can purchase, download, or subscribe to digital comic content directly from these platforms. **Subscription Services:** Some platforms offer subscription services where users pay a recurring fee to access a library of digital comics. This model is similar to streaming services for other media types. **Guided View Technology:** To enhance the reading experience on smaller screens, many e-comic platforms use guided view technology. This feature guides readers through individual panels or frames, making it easier to follow the story on devices with limited screen space. **Device Compatibility:** E-comics are designed to be compatible with a wide range of electronic devices, including tablets, e-readers, smartphones, and computers. This

ensures accessibility for readers using different devices. **Global Accessibility:** E-comics can be easily distributed and accessed globally, overcoming geographical barriers. Readers from different parts of the world can enjoy the same content simultaneously. **Search and Navigation:** Digital comics often include search and navigation features, allowing readers to quickly find specific pages or panels. This can enhance the overall reading experience. **Creator Platforms:** Some platforms cater to independent comic creators, providing tools and portals for them to publish and distribute their work directly to a global audience.

The global E-comics market size is projected to grow from US\$ 13840 million in 2024 to US\$ 28250 million in 2030; it is expected to grow at a CAGR of 12.6% from 2024 to 2030.

LPI (LP Information)' newest research report, the “E-comics Industry Forecast” looks at past sales and reviews total world E-comics sales in 2022, providing a comprehensive analysis by region and market sector of projected E-comics sales for 2023 through 2029. With E-comics sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world E-comics industry.

This Insight Report provides a comprehensive analysis of the global E-comics 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 E-comics portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global E-comics market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for E-comics 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 E-comics.

Global key players of E-comics include Naver, Kakao, Shueisha, Kodansha, Comico (NHN), etc. The top five players hold a share over 26%. Asia-Pacific is the largest market, and has a share about 87%, followed by North America and Europe with share 6% and 5%, separately. In terms of product type, Subscription Based is the largest segment, occupied for a share of 77%. In terms of application, Mobile Phone has a

share about 83 percent.

This report presents a comprehensive overview, market shares, and growth opportunities of E-comics market by product type, application, key players and key regions and countries.

Segmentation by Type:

Subscription Based

Advertisement Based

Segmentation by Application:

Mobile Phone

PC/Notebook

Tablet Computer

Others

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

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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.

Naver

Kakao

Shueisha

Marvel Unlimited

Shogakukan

Kodansha

DC

KidariStudio

Amazia

Kadokawa

Tappytoon

Hakusensha

Akita Shoten

Futabasha

IDW

Comico (NHN)

Image Comics

Delcourt

Glenat

Ridibooks (RIDI Corp)

Mr Blue

Webcomics (SideWalk Group)

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