

Global Entertainment Licensing Market Growth (Status and Outlook) 2023-2029

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Abstracts

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The global Entertainment Licensing market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Entertainment Licensing is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Entertainment Licensing is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Entertainment Licensing is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Entertainment Licensing players cover ViacomCBS Inc. (VIAC), Warner Bros, Mattel, WWE, Summit Entertainment, Comcast Corp., Charter Communications Inc. (CHTR), The Walt Disney Company and Meredith Corporation, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Entertainment Licensing 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 Entertainment Licensing.

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

Market Segmentation:

Segmentation by type

Screening Films

Music and Dance Performances

Combat Sports Performances

Segmentation by application

Live Music Venues

Cinemas

Larger Theatres

Larger Street and Open Air Festivals

Larger Indoor Sporting Arena

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.

ViacomCBS Inc. (VIAC)

Warner Bros

Mattel

WWE

Summit Entertainment

Comcast Corp.

Charter Communications Inc. (CHTR)

The Walt Disney Company

Meredith Corporation

Bollor? SA (BOIVF)

Netflix Inc. (NFLX)

Fox Corp. (FOXA)

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