

# **Global Graphic Novel Market Growth 2023-2029**

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# **Abstracts**

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

A graphic novel is a book made up of comics content. Although the word 'novel' normally refers to long fictional works, the term 'graphic novel' is applied broadly and includes fiction, non-fiction, and anthologized work. It is, at least in the United States, distinguished from the term 'comic book', which is generally used for comics periodicals (see American comic book).

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

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

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

The global Graphic Novel 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 Graphic Novel 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 Graphic Novel 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 Graphic Novel is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Graphic Novel players cover The Walt Disney Company, Warner Bros, Image Comics, IDW Publishing, Boom! Studios, Shueisha, Shogakukan, Titan Publishing Group and Drawing?Quarterly, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of Graphic Novel market by product type, application, key manufacturers and key regions and countries.

Market Segmentation:

Fiction

Segmentation by type

Non-fiction

Anthologized

Segmentation by application

**Book Stores** 

Online Shopping

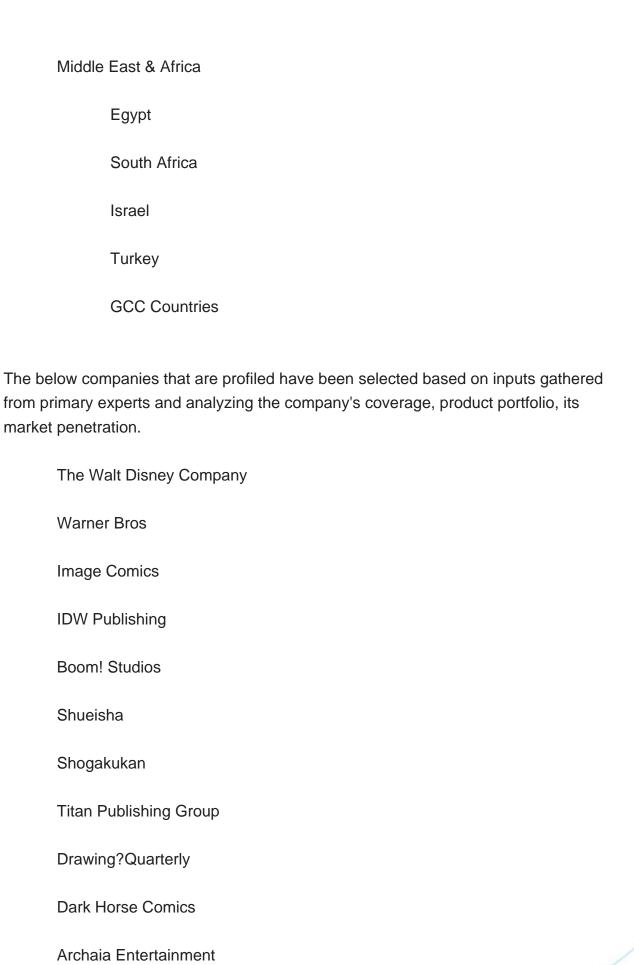


# This report also splits the market by region:

port also splits the market by region:		
Americas		
	United States	
	Canada	
	Mexico	
	Brazil	
APAC		
	China	
	Japan	
	Korea	
	Southeast Asia	
	India	
	Australia	
Europe	e	
	Germany	
	France	
	UK	
	Italy	
	Dunnin	

Russia







## Kodansha

Key Questions Addressed in this Report

What is the 10-year outlook for the global Graphic Novel market?

What factors are driving Graphic Novel market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Graphic Novel market opportunities vary by end market size?

How does Graphic Novel break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?



# **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 Graphic Novel Annual Sales 2018-2029
- 2.1.2 World Current & Future Analysis for Graphic Novel by Geographic Region, 2018, 2022 & 2029
- 2.1.3 World Current & Future Analysis for Graphic Novel by Country/Region, 2018, 2022 & 2029
- 2.2 Graphic Novel Segment by Type
  - 2.2.1 Fiction
  - 2.2.2 Non-fiction
  - 2.2.3 Anthologized
- 2.3 Graphic Novel Sales by Type
  - 2.3.1 Global Graphic Novel Sales Market Share by Type (2018-2023)
  - 2.3.2 Global Graphic Novel Revenue and Market Share by Type (2018-2023)
  - 2.3.3 Global Graphic Novel Sale Price by Type (2018-2023)
- 2.4 Graphic Novel Segment by Application
  - 2.4.1 Book Stores
  - 2.4.2 Online Shopping
- 2.5 Graphic Novel Sales by Application
  - 2.5.1 Global Graphic Novel Sale Market Share by Application (2018-2023)
  - 2.5.2 Global Graphic Novel Revenue and Market Share by Application (2018-2023)
  - 2.5.3 Global Graphic Novel Sale Price by Application (2018-2023)

#### 3 GLOBAL GRAPHIC NOVEL BY COMPANY



- 3.1 Global Graphic Novel Breakdown Data by Company
  - 3.1.1 Global Graphic Novel Annual Sales by Company (2018-2023)
  - 3.1.2 Global Graphic Novel Sales Market Share by Company (2018-2023)
- 3.2 Global Graphic Novel Annual Revenue by Company (2018-2023)
- 3.2.1 Global Graphic Novel Revenue by Company (2018-2023)
- 3.2.2 Global Graphic Novel Revenue Market Share by Company (2018-2023)
- 3.3 Global Graphic Novel Sale Price by Company
- 3.4 Key Manufacturers Graphic Novel Producing Area Distribution, Sales Area, Product Type
  - 3.4.1 Key Manufacturers Graphic Novel Product Location Distribution
  - 3.4.2 Players Graphic Novel Products Offered
- 3.5 Market Concentration Rate Analysis
  - 3.5.1 Competition Landscape Analysis
  - 3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)
- 3.6 New Products and Potential Entrants
- 3.7 Mergers & Acquisitions, Expansion

## 4 WORLD HISTORIC REVIEW FOR GRAPHIC NOVEL BY GEOGRAPHIC REGION

- 4.1 World Historic Graphic Novel Market Size by Geographic Region (2018-2023)
  - 4.1.1 Global Graphic Novel Annual Sales by Geographic Region (2018-2023)
- 4.1.2 Global Graphic Novel Annual Revenue by Geographic Region (2018-2023)
- 4.2 World Historic Graphic Novel Market Size by Country/Region (2018-2023)
- 4.2.1 Global Graphic Novel Annual Sales by Country/Region (2018-2023)
- 4.2.2 Global Graphic Novel Annual Revenue by Country/Region (2018-2023)
- 4.3 Americas Graphic Novel Sales Growth
- 4.4 APAC Graphic Novel Sales Growth
- 4.5 Europe Graphic Novel Sales Growth
- 4.6 Middle East & Africa Graphic Novel Sales Growth

#### **5 AMERICAS**

- 5.1 Americas Graphic Novel Sales by Country
  - 5.1.1 Americas Graphic Novel Sales by Country (2018-2023)
  - 5.1.2 Americas Graphic Novel Revenue by Country (2018-2023)
- 5.2 Americas Graphic Novel Sales by Type
- 5.3 Americas Graphic Novel Sales by Application
- 5.4 United States
- 5.5 Canada



- 5.6 Mexico
- 5.7 Brazil

### 6 APAC

- 6.1 APAC Graphic Novel Sales by Region
  - 6.1.1 APAC Graphic Novel Sales by Region (2018-2023)
- 6.1.2 APAC Graphic Novel Revenue by Region (2018-2023)
- 6.2 APAC Graphic Novel Sales by Type
- 6.3 APAC Graphic Novel Sales by Application
- 6.4 China
- 6.5 Japan
- 6.6 South Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia
- 6.10 China Taiwan

#### **7 EUROPE**

- 7.1 Europe Graphic Novel by Country
  - 7.1.1 Europe Graphic Novel Sales by Country (2018-2023)
  - 7.1.2 Europe Graphic Novel Revenue by Country (2018-2023)
- 7.2 Europe Graphic Novel Sales by Type
- 7.3 Europe Graphic Novel Sales by Application
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

### **8 MIDDLE EAST & AFRICA**

- 8.1 Middle East & Africa Graphic Novel by Country
  - 8.1.1 Middle East & Africa Graphic Novel Sales by Country (2018-2023)
  - 8.1.2 Middle East & Africa Graphic Novel Revenue by Country (2018-2023)
- 8.2 Middle East & Africa Graphic Novel Sales by Type
- 8.3 Middle East & Africa Graphic Novel Sales by Application
- 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 MANUFACTURING COST STRUCTURE ANALYSIS

- 10.1 Raw Material and Suppliers
- 10.2 Manufacturing Cost Structure Analysis of Graphic Novel
- 10.3 Manufacturing Process Analysis of Graphic Novel
- 10.4 Industry Chain Structure of Graphic Novel

## 11 MARKETING, DISTRIBUTORS AND CUSTOMER

- 11.1 Sales Channel
  - 11.1.1 Direct Channels
  - 11.1.2 Indirect Channels
- 11.2 Graphic Novel Distributors
- 11.3 Graphic Novel Customer

# 12 WORLD FORECAST REVIEW FOR GRAPHIC NOVEL BY GEOGRAPHIC REGION

- 12.1 Global Graphic Novel Market Size Forecast by Region
  - 12.1.1 Global Graphic Novel Forecast by Region (2024-2029)
  - 12.1.2 Global Graphic Novel Annual Revenue Forecast by Region (2024-2029)
- 12.2 Americas Forecast by Country
- 12.3 APAC Forecast by Region
- 12.4 Europe Forecast by Country
- 12.5 Middle East & Africa Forecast by Country
- 12.6 Global Graphic Novel Forecast by Type
- 12.7 Global Graphic Novel Forecast by Application



#### 13 KEY PLAYERS ANALYSIS

- 13.1 The Walt Disney Company
  - 13.1.1 The Walt Disney Company Company Information
  - 13.1.2 The Walt Disney Company Graphic Novel Product Portfolios and Specifications
- 13.1.3 The Walt Disney Company Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.1.4 The Walt Disney Company Main Business Overview
  - 13.1.5 The Walt Disney Company Latest Developments
- 13.2 Warner Bros
- 13.2.1 Warner Bros Company Information
- 13.2.2 Warner Bros Graphic Novel Product Portfolios and Specifications
- 13.2.3 Warner Bros Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.2.4 Warner Bros Main Business Overview
  - 13.2.5 Warner Bros Latest Developments
- 13.3 Image Comics
  - 13.3.1 Image Comics Company Information
  - 13.3.2 Image Comics Graphic Novel Product Portfolios and Specifications
- 13.3.3 Image Comics Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.3.4 Image Comics Main Business Overview
  - 13.3.5 Image Comics Latest Developments
- 13.4 IDW Publishing
  - 13.4.1 IDW Publishing Company Information
  - 13.4.2 IDW Publishing Graphic Novel Product Portfolios and Specifications
- 13.4.3 IDW Publishing Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.4.4 IDW Publishing Main Business Overview
  - 13.4.5 IDW Publishing Latest Developments
- 13.5 Boom! Studios
  - 13.5.1 Boom! Studios Company Information
  - 13.5.2 Boom! Studios Graphic Novel Product Portfolios and Specifications
- 13.5.3 Boom! Studios Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.5.4 Boom! Studios Main Business Overview
  - 13.5.5 Boom! Studios Latest Developments
- 13.6 Shueisha
  - 13.6.1 Shueisha Company Information



- 13.6.2 Shueisha Graphic Novel Product Portfolios and Specifications
- 13.6.3 Shueisha Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
- 13.6.4 Shueisha Main Business Overview
- 13.6.5 Shueisha Latest Developments
- 13.7 Shogakukan
  - 13.7.1 Shogakukan Company Information
  - 13.7.2 Shogakukan Graphic Novel Product Portfolios and Specifications
- 13.7.3 Shogakukan Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.7.4 Shogakukan Main Business Overview
  - 13.7.5 Shogakukan Latest Developments
- 13.8 Titan Publishing Group
- 13.8.1 Titan Publishing Group Company Information
- 13.8.2 Titan Publishing Group Graphic Novel Product Portfolios and Specifications
- 13.8.3 Titan Publishing Group Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.8.4 Titan Publishing Group Main Business Overview
  - 13.8.5 Titan Publishing Group Latest Developments
- 13.9 Drawing&Quarterly
  - 13.9.1 Drawing&Quarterly Company Information
  - 13.9.2 Drawing&Quarterly Graphic Novel Product Portfolios and Specifications
- 13.9.3 Drawing&Quarterly Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.9.4 Drawing&Quarterly Main Business Overview
  - 13.9.5 Drawing&Quarterly Latest Developments
- 13.10 Dark Horse Comics
  - 13.10.1 Dark Horse Comics Company Information
  - 13.10.2 Dark Horse Comics Graphic Novel Product Portfolios and Specifications
- 13.10.3 Dark Horse Comics Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.10.4 Dark Horse Comics Main Business Overview
  - 13.10.5 Dark Horse Comics Latest Developments
- 13.11 Archaia Entertainment
  - 13.11.1 Archaia Entertainment Company Information
  - 13.11.2 Archaia Entertainment Graphic Novel Product Portfolios and Specifications
- 13.11.3 Archaia Entertainment Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.11.4 Archaia Entertainment Main Business Overview
  - 13.11.5 Archaia Entertainment Latest Developments



- 13.12 Kodansha
  - 13.12.1 Kodansha Company Information
  - 13.12.2 Kodansha Graphic Novel Product Portfolios and Specifications
- 13.12.3 Kodansha Graphic Novel Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.12.4 Kodansha Main Business Overview
  - 13.12.5 Kodansha Latest Developments

## 14 RESEARCH FINDINGS AND CONCLUSION



# **List Of Tables**

### LIST OF TABLES

- Table 1. Graphic Novel Annual Sales CAGR by Geographic Region (2018, 2022 &
- 2029) & (\$ millions)
- Table 2. Graphic Novel Annual Sales CAGR by Country/Region (2018, 2022 & 2029) & (\$ millions)
- Table 3. Major Players of Fiction
- Table 4. Major Players of Non-fiction
- Table 5. Major Players of Anthologized
- Table 6. Global Graphic Novel Sales by Type (2018-2023) & (Units)
- Table 7. Global Graphic Novel Sales Market Share by Type (2018-2023)
- Table 8. Global Graphic Novel Revenue by Type (2018-2023) & (\$ million)
- Table 9. Global Graphic Novel Revenue Market Share by Type (2018-2023)
- Table 10. Global Graphic Novel Sale Price by Type (2018-2023) & (US\$/Unit)
- Table 11. Global Graphic Novel Sales by Application (2018-2023) & (Units)
- Table 12. Global Graphic Novel Sales Market Share by Application (2018-2023)
- Table 13. Global Graphic Novel Revenue by Application (2018-2023)
- Table 14. Global Graphic Novel Revenue Market Share by Application (2018-2023)
- Table 15. Global Graphic Novel Sale Price by Application (2018-2023) & (US\$/Unit)
- Table 16. Global Graphic Novel Sales by Company (2018-2023) & (Units)
- Table 17. Global Graphic Novel Sales Market Share by Company (2018-2023)
- Table 18. Global Graphic Novel Revenue by Company (2018-2023) (\$ Millions)
- Table 19. Global Graphic Novel Revenue Market Share by Company (2018-2023)
- Table 20. Global Graphic Novel Sale Price by Company (2018-2023) & (US\$/Unit)
- Table 21. Key Manufacturers Graphic Novel Producing Area Distribution and Sales Area
- Table 22. Players Graphic Novel Products Offered
- Table 23. Graphic Novel Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)
- Table 24. New Products and Potential Entrants
- Table 25. Mergers & Acquisitions, Expansion
- Table 26. Global Graphic Novel Sales by Geographic Region (2018-2023) & (Units)
- Table 27. Global Graphic Novel Sales Market Share Geographic Region (2018-2023)
- Table 28. Global Graphic Novel Revenue by Geographic Region (2018-2023) & (\$ millions)
- Table 29. Global Graphic Novel Revenue Market Share by Geographic Region (2018-2023)
- Table 30. Global Graphic Novel Sales by Country/Region (2018-2023) & (Units)



- Table 31. Global Graphic Novel Sales Market Share by Country/Region (2018-2023)
- Table 32. Global Graphic Novel Revenue by Country/Region (2018-2023) & (\$ millions)
- Table 33. Global Graphic Novel Revenue Market Share by Country/Region (2018-2023)
- Table 34. Americas Graphic Novel Sales by Country (2018-2023) & (Units)
- Table 35. Americas Graphic Novel Sales Market Share by Country (2018-2023)
- Table 36. Americas Graphic Novel Revenue by Country (2018-2023) & (\$ Millions)
- Table 37. Americas Graphic Novel Revenue Market Share by Country (2018-2023)
- Table 38. Americas Graphic Novel Sales by Type (2018-2023) & (Units)
- Table 39. Americas Graphic Novel Sales by Application (2018-2023) & (Units)
- Table 40. APAC Graphic Novel Sales by Region (2018-2023) & (Units)
- Table 41. APAC Graphic Novel Sales Market Share by Region (2018-2023)
- Table 42. APAC Graphic Novel Revenue by Region (2018-2023) & (\$ Millions)
- Table 43. APAC Graphic Novel Revenue Market Share by Region (2018-2023)
- Table 44. APAC Graphic Novel Sales by Type (2018-2023) & (Units)
- Table 45. APAC Graphic Novel Sales by Application (2018-2023) & (Units)
- Table 46. Europe Graphic Novel Sales by Country (2018-2023) & (Units)
- Table 47. Europe Graphic Novel Sales Market Share by Country (2018-2023)
- Table 48. Europe Graphic Novel Revenue by Country (2018-2023) & (\$ Millions)
- Table 49. Europe Graphic Novel Revenue Market Share by Country (2018-2023)
- Table 50. Europe Graphic Novel Sales by Type (2018-2023) & (Units)
- Table 51. Europe Graphic Novel Sales by Application (2018-2023) & (Units)
- Table 52. Middle East & Africa Graphic Novel Sales by Country (2018-2023) & (Units)
- Table 53. Middle East & Africa Graphic Novel Sales Market Share by Country (2018-2023)
- Table 54. Middle East & Africa Graphic Novel Revenue by Country (2018-2023) & (\$ Millions)
- Table 55. Middle East & Africa Graphic Novel Revenue Market Share by Country (2018-2023)
- Table 56. Middle East & Africa Graphic Novel Sales by Type (2018-2023) & (Units)
- Table 57. Middle East & Africa Graphic Novel Sales by Application (2018-2023) & (Units)
- Table 58. Key Market Drivers & Growth Opportunities of Graphic Novel
- Table 59. Key Market Challenges & Risks of Graphic Novel
- Table 60. Key Industry Trends of Graphic Novel
- Table 61. Graphic Novel Raw Material
- Table 62. Key Suppliers of Raw Materials
- Table 63. Graphic Novel Distributors List
- Table 64. Graphic Novel Customer List
- Table 65. Global Graphic Novel Sales Forecast by Region (2024-2029) & (Units)



- Table 66. Global Graphic Novel Revenue Forecast by Region (2024-2029) & (\$ millions)
- Table 67. Americas Graphic Novel Sales Forecast by Country (2024-2029) & (Units)
- Table 68. Americas Graphic Novel Revenue Forecast by Country (2024-2029) & (\$ millions)
- Table 69. APAC Graphic Novel Sales Forecast by Region (2024-2029) & (Units)
- Table 70. APAC Graphic Novel Revenue Forecast by Region (2024-2029) & (\$ millions)
- Table 71. Europe Graphic Novel Sales Forecast by Country (2024-2029) & (Units)
- Table 72. Europe Graphic Novel Revenue Forecast by Country (2024-2029) & (\$ millions)
- Table 73. Middle East & Africa Graphic Novel Sales Forecast by Country (2024-2029) & (Units)
- Table 74. Middle East & Africa Graphic Novel Revenue Forecast by Country (2024-2029) & (\$ millions)
- Table 75. Global Graphic Novel Sales Forecast by Type (2024-2029) & (Units)
- Table 76. Global Graphic Novel Revenue Forecast by Type (2024-2029) & (\$ Millions)
- Table 77. Global Graphic Novel Sales Forecast by Application (2024-2029) & (Units)
- Table 78. Global Graphic Novel Revenue Forecast by Application (2024-2029) & (\$ Millions)
- Table 79. The Walt Disney Company Basic Information, Graphic Novel Manufacturing Base, Sales Area and Its Competitors
- Table 80. The Walt Disney Company Graphic Novel Product Portfolios and Specifications
- Table 81. The Walt Disney Company Graphic Novel Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 82. The Walt Disney Company Main Business
- Table 83. The Walt Disney Company Latest Developments
- Table 84. Warner Bros Basic Information, Graphic Novel Manufacturing Base, Sales Area and Its Competitors
- Table 85. Warner Bros Graphic Novel Product Portfolios and Specifications
- Table 86. Warner Bros Graphic Novel Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 87. Warner Bros Main Business
- Table 88. Warner Bros Latest Developments
- Table 89. Image Comics Basic Information, Graphic Novel Manufacturing Base, Sales Area and Its Competitors
- Table 90. Image Comics Graphic Novel Product Portfolios and Specifications
- Table 91. Image Comics Graphic Novel Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 92. Image Comics Main Business



Table 93. Image Comics Latest Developments

Table 94. IDW Publishing Basic Information, Graphic Novel Manufacturing Base, Sales Area and Its Competitors

Table 95. IDW Publishing Graphic Novel Product Portfolios and Specifications

Table 96. IDW Publishing Graphic Novel Sales (Units), Revenue (\$ Million), Price

(US\$/Unit) and Gross Margin (2018-2023)

Table 97. IDW Publishing Main Business

Table 98. IDW Publishing Latest Developments

Table 99. Boom! Studios Basic Information, Graphic Novel Manufacturing Base, Sales Area and Its Competitors

Table 100. Boom! Studios Graphic Novel Product Portfolios and Specifications

Table 101. Boom! Studios Graphic Novel Sales (Units), Revenue (\$ Million), Price

(US\$/Unit) and Gross Margin (2018-2023)

Table 102. Boom! Studios Main Business

Table 103. Boom! Studios Latest Developments

Table 104. Shueisha Basic Information, Graphic Novel Manufacturing Base, Sales Area and Its Competitors

Table 105. Shueisha Graphic Novel Product Portfolios and Specifications

Table 106. Shueisha Graphic Novel Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 107. Shueisha Main Business

Table 108. Shueisha Latest Developments

Table 109. Shogakukan Basic Information, Graphic Novel Manufacturing Base, Sales Area and Its Competitors

Table 110. Shogakukan Graphic Novel Product Portfolios and Specifications

Table 111. Shogakukan Graphic Novel Sales (Units), Revenue (\$ Million), Price

(US\$/Unit) and Gross Margin (2018-2023)

Table 112. Shogakukan Main Business

Table 113. Shogakukan Latest Developments

Table 114. Titan Publishing Group Basic Information, Graphic Novel Manufacturing

Base, Sales Area and Its Competitors

Table 115. Titan Publishing Group Graphic Novel Product Portfolios and Specifications

Table 116. Titan Publishing Group Graphic Novel Sales (Units), Revenue (\$ Million),

Price (US\$/Unit) and Gross Margin (2018-2023)

Table 117. Titan Publishing Group Main Business

Table 118. Titan Publishing Group Latest Developments

Table 119. Drawing? Quarterly Basic Information, Graphic Novel Manufacturing Base,

Sales Area and Its Competitors

Table 120. Drawing? Quarterly Graphic Novel Product Portfolios and Specifications



Table 121. Drawing?Quarterly Graphic Novel Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 122. Drawing? Quarterly Main Business

Table 123. Drawing?Quarterly Latest Developments

Table 124. Dark Horse Comics Basic Information, Graphic Novel Manufacturing Base,

Sales Area and Its Competitors

Table 125. Dark Horse Comics Graphic Novel Product Portfolios and Specifications

Table 126. Dark Horse Comics Graphic Novel Sales (Units), Revenue (\$ Million), Price

(US\$/Unit) and Gross Margin (2018-2023)

Table 127. Dark Horse Comics Main Business

Table 128. Dark Horse Comics Latest Developments

Table 129. Archaia Entertainment Basic Information, Graphic Novel Manufacturing

Base, Sales Area and Its Competitors

Table 130. Archaia Entertainment Graphic Novel Product Portfolios and Specifications

Table 131. Archaia Entertainment Graphic Novel Sales (Units), Revenue (\$ Million),

Price (US\$/Unit) and Gross Margin (2018-2023)

Table 132. Archaia Entertainment Main Business

Table 133. Archaia Entertainment Latest Developments

Table 134. Kodansha Basic Information, Graphic Novel Manufacturing Base, Sales

Area and Its Competitors

Table 135. Kodansha Graphic Novel Product Portfolios and Specifications

Table 136. Kodansha Graphic Novel Sales (Units), Revenue (\$ Million), Price

(US\$/Unit) and Gross Margin (2018-2023)

Table 137. Kodansha Main Business

Table 138. Kodansha Latest Developments



# **List Of Figures**

### LIST OF FIGURES

- Figure 1. Picture of Graphic Novel
- Figure 2. Graphic Novel Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global Graphic Novel Sales Growth Rate 2018-2029 (Units)
- Figure 7. Global Graphic Novel Revenue Growth Rate 2018-2029 (\$ Millions)
- Figure 8. Graphic Novel Sales by Region (2018, 2022 & 2029) & (\$ Millions)
- Figure 9. Product Picture of Fiction
- Figure 10. Product Picture of Non-fiction
- Figure 11. Product Picture of Anthologized
- Figure 12. Global Graphic Novel Sales Market Share by Type in 2022
- Figure 13. Global Graphic Novel Revenue Market Share by Type (2018-2023)
- Figure 14. Graphic Novel Consumed in Book Stores
- Figure 15. Global Graphic Novel Market: Book Stores (2018-2023) & (Units)
- Figure 16. Graphic Novel Consumed in Online Shopping
- Figure 17. Global Graphic Novel Market: Online Shopping (2018-2023) & (Units)
- Figure 18. Global Graphic Novel Sales Market Share by Application (2022)
- Figure 19. Global Graphic Novel Revenue Market Share by Application in 2022
- Figure 20. Graphic Novel Sales Market by Company in 2022 (Units)
- Figure 21. Global Graphic Novel Sales Market Share by Company in 2022
- Figure 22. Graphic Novel Revenue Market by Company in 2022 (\$ Million)
- Figure 23. Global Graphic Novel Revenue Market Share by Company in 2022
- Figure 24. Global Graphic Novel Sales Market Share by Geographic Region (2018-2023)
- Figure 25. Global Graphic Novel Revenue Market Share by Geographic Region in 2022
- Figure 26. Americas Graphic Novel Sales 2018-2023 (Units)
- Figure 27. Americas Graphic Novel Revenue 2018-2023 (\$ Millions)
- Figure 28. APAC Graphic Novel Sales 2018-2023 (Units)
- Figure 29. APAC Graphic Novel Revenue 2018-2023 (\$ Millions)
- Figure 30. Europe Graphic Novel Sales 2018-2023 (Units)
- Figure 31. Europe Graphic Novel Revenue 2018-2023 (\$ Millions)
- Figure 32. Middle East & Africa Graphic Novel Sales 2018-2023 (Units)
- Figure 33. Middle East & Africa Graphic Novel Revenue 2018-2023 (\$ Millions)
- Figure 34. Americas Graphic Novel Sales Market Share by Country in 2022



- Figure 35. Americas Graphic Novel Revenue Market Share by Country in 2022
- Figure 36. Americas Graphic Novel Sales Market Share by Type (2018-2023)
- Figure 37. Americas Graphic Novel Sales Market Share by Application (2018-2023)
- Figure 38. United States Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 39. Canada Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 40. Mexico Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 41. Brazil Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 42. APAC Graphic Novel Sales Market Share by Region in 2022
- Figure 43. APAC Graphic Novel Revenue Market Share by Regions in 2022
- Figure 44. APAC Graphic Novel Sales Market Share by Type (2018-2023)
- Figure 45. APAC Graphic Novel Sales Market Share by Application (2018-2023)
- Figure 46. China Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 47. Japan Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 48. South Korea Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 49. Southeast Asia Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 50. India Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 51. Australia Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 52. China Taiwan Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 53. Europe Graphic Novel Sales Market Share by Country in 2022
- Figure 54. Europe Graphic Novel Revenue Market Share by Country in 2022
- Figure 55. Europe Graphic Novel Sales Market Share by Type (2018-2023)
- Figure 56. Europe Graphic Novel Sales Market Share by Application (2018-2023)
- Figure 57. Germany Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 58. France Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 59. UK Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 60. Italy Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 61. Russia Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 62. Middle East & Africa Graphic Novel Sales Market Share by Country in 2022
- Figure 63. Middle East & Africa Graphic Novel Revenue Market Share by Country in 2022
- Figure 64. Middle East & Africa Graphic Novel Sales Market Share by Type (2018-2023)
- Figure 65. Middle East & Africa Graphic Novel Sales Market Share by Application (2018-2023)
- Figure 66. Egypt Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 67. South Africa Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 68. Israel Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 69. Turkey Graphic Novel Revenue Growth 2018-2023 (\$ Millions)
- Figure 70. GCC Country Graphic Novel Revenue Growth 2018-2023 (\$ Millions)



- Figure 71. Manufacturing Cost Structure Analysis of Graphic Novel in 2022
- Figure 72. Manufacturing Process Analysis of Graphic Novel
- Figure 73. Industry Chain Structure of Graphic Novel
- Figure 74. Channels of Distribution
- Figure 75. Global Graphic Novel Sales Market Forecast by Region (2024-2029)
- Figure 76. Global Graphic Novel Revenue Market Share Forecast by Region (2024-2029)
- Figure 77. Global Graphic Novel Sales Market Share Forecast by Type (2024-2029)
- Figure 78. Global Graphic Novel Revenue Market Share Forecast by Type (2024-2029)
- Figure 79. Global Graphic Novel Sales Market Share Forecast by Application (2024-2029)
- Figure 80. Global Graphic Novel Revenue Market Share Forecast by Application (2024-2029)



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