

Global IP in Media and Entertainment Market Growth (Status and Outlook) 2023-2029

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Abstracts

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

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

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

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

Global key IP in Media and Entertainment players cover Netflix TV, Ciwen, Huace Media, Huayi Brothers Media Corporation, Beijing JingxiCulture &Tourism Co., Ltd., ENLIGHT MEDIA, Shanghai New Culture Media, New Classic Media and Sony, 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 IP in Media and Entertainment market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Fiction

Comics

Games

Others

Segmentation by application

Film

TV Drama

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

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.

Netflix TV

Ciwen

Huace Media

Huayi Brothers Media Corporation

Beijing JingxiCulture &Tourism Co., Ltd.

ENLIGHT MEDIA

Shanghai New Culture Media

New Classic Media

Sony

Disney

Charter Communications

AT&T Entertainment Group

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Figure 79. Global IP in Media and Entertainment Market Size Market Share Forecast by Application (2024-2029)

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