

# Global Licensed Active Figure Market Growth 2025-2031

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## Abstracts

The global Licensed Active Figure market size is predicted to grow from US\$ million in 2025 to US\$ million in 2031; it is expected to grow at a CAGR of % from 2025 to 2031.

United States market for Licensed Active Figure is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Licensed Active Figure is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for Licensed Active Figure is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Licensed Active Figure players cover NECA, Hasbro, Bandai, Diamond Select, Good Smile Company, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

LP Information, Inc. (LPI) ' newest research report, the "Licensed Active Figure Industry Forecast" looks at past sales and reviews total world Licensed Active Figure sales in 2024, providing a comprehensive analysis by region and market sector of projected Licensed Active Figure sales for 2025 through 2031. With Licensed Active Figure sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Licensed Active Figure industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Licensed Active Figure 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 Licensed Active Figure.

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

#### Segmentation by Type:

Anime-Comics Figures

Games Figures

Movie Figures

Other

#### Segmentation by Application:

Online Sales

Offline Sales

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 analysing the company's coverage, product portfolio, its market penetration.

NECA

Hasbro

Bandai

Diamond Select

Good Smile Company

Square Enix

McFarlane Toys

Palisades

Kotobukiya

Hot Toys

Mattel

## Key Questions Addressed in this Report

What is the 10-year outlook for the global Licensed Active Figure market?

What factors are driving Licensed Active Figure market growth, globally and by region?

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

How do Licensed Active Figure market opportunities vary by end market size?  
How does Licensed Active Figure break out by Type, by Application?

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