

Global Pop Culture Collectibles Grading Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Pop Culture Collectibles Grading market size is predicted to grow from US\$ 978 million in 2025 to US\$ 1548 million in 2032; it is expected to grow at a CAGR of 6.7% from 2026 to 2032.

Pop Culture Collectibles Grading refers to professional authentication, condition assessment, certification, encapsulation, and valuation support services provided for collectible items derived from popular culture industries, including movies, television, anime, comics, video games, music, celebrities, and digital entertainment. These services use standardized grading systems and specialized inspection technologies to evaluate the authenticity, completeness, preservation condition, rarity, edition information, packaging quality, and market recognition of pop culture collectibles. Pop Culture Collectibles Grading covers a wide range of categories, including anime trading cards, movie memorabilia, character figures, designer toys, video game collectibles, comic collectibles, celebrity autographs, and limited-edition merchandise. By providing independent third-party authentication and certification, these services reduce information asymmetry in collectible transactions, improve market transparency and liquidity, and enhance the value recognition of collectible assets. As global fan economies, intellectual property ecosystems, and alternative investment markets continue to expand, Pop Culture Collectibles Grading is becoming an important infrastructure connecting entertainment IP, collectors, marketplaces, auctions, and investment communities.

United States market for Pop Culture Collectibles Grading is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Pop Culture Collectibles Grading is estimated to increase from US\$

million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Pop Culture Collectibles Grading is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Pop Culture Collectibles Grading players cover PCGS, NGC, ANACS, ICG, TAG Grading, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

Report Scope

LPI (LP Information)' newest research report, the "Pop Culture Collectibles Grading Industry Forecast" looks at past sales and reviews total world Pop Culture Collectibles Grading sales in 2025, providing a comprehensive analysis by region and market sector of projected Pop Culture Collectibles Grading sales for 2026 through 2032. With Pop Culture Collectibles Grading sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Pop Culture Collectibles Grading industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Pop Culture Collectibles Grading 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 Pop Culture Collectibles Grading.

This report presents a comprehensive overview, market shares, and growth opportunities of Pop Culture Collectibles Grading market by product type, application,

key players and key regions and countries.

Market Segmentation

Segmentation by Type:

Trading Card Grading

Comic & Manga Grading

Character Merchandise Grading

Others

Segmentation by Market Position:

Premium Grading Service

Mid-tier Grading Service

Budget Grading Service

Segmentation by Technology:

Traditional Expert Grading

AI-assisted Grading

Hybrid Grading

Segmentation by Application:

Professional Collectors

Investors

Casual Collectors

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.

PCGS

NGC

ANACS

ICG

TAG Grading

HGA (Hybrid Grading Approach)

Ace Grading

MNT Grading

KSA Certification

Gemix (Gemix Grading)

AFA (Action Figure Authority)

Professional Sports Authenticator (PSA)

VGA (Video Game Authority)

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 Pop Culture Collectibles Grading Market Size (2021-2032)
- 2.1.2 Pop Culture Collectibles Grading Market Size CAGR by Region (2021 VS 2025 VS 2032)
- 2.1.3 World Current & Future Analysis for Pop Culture Collectibles Grading by Country/Region (2021, 2025 & 2032)

2.2 Pop Culture Collectibles Grading Segment by Type

- 2.2.1 Trading Card Grading
- 2.2.2 Comic & Manga Grading
- 2.2.3 Character Merchandise Grading
- 2.2.4 Others
- 2.2.5 Pop Culture Collectibles Grading Market Size by Type
 - 2.2.5.1 Pop Culture Collectibles Grading Market Size CAGR by Type (2021 VS 2025 VS 2032)
 - 2.2.5.2 Global Pop Culture Collectibles Grading Market Size Market Share by Type (2021-2026)

2.3 Pop Culture Collectibles Grading Segment by Market Position

- 2.3.1 Premium Grading Service
- 2.3.2 Mid-tier Grading Service
- 2.3.3 Budget Grading Service
- 2.3.4 Pop Culture Collectibles Grading Market Size by Market Position
 - 2.3.4.1 Pop Culture Collectibles Grading Market Size CAGR by Market Position (2021 VS 2025 VS 2032)
 - 2.3.4.2 Global Pop Culture Collectibles Grading Market Size Market Share by Market

Position (2021-2026)

2.4 Pop Culture Collectibles Grading Segment by Technology

2.4.1 Traditional Expert Grading

2.4.2 AI-assisted Grading

2.4.3 Hybrid Grading

2.4.4 Pop Culture Collectibles Grading Market Size by Technology

2.4.4.1 Pop Culture Collectibles Grading Market Size CAGR by Technology (2021 VS 2025 VS 2032)

2.4.4.2 Global Pop Culture Collectibles Grading Market Size Market Share by Technology (2021-2026)

2.5 Pop Culture Collectibles Grading Segment by Application

2.5.1 Professional Collectors

2.5.2 Investors

2.5.3 Casual Collectors

2.5.4 Others

2.5.5 Pop Culture Collectibles Grading Market Size by Application

2.5.5.1 Pop Culture Collectibles Grading Market Size CAGR by Application (2021 VS 2025 VS 2032)

2.5.5.2 Global Pop Culture Collectibles Grading Market Size Market Share by Application (2021-2026)

3 POP CULTURE COLLECTIBLES GRADING MARKET SIZE BY PLAYER

3.1 Pop Culture Collectibles Grading Market Size Market Share by Player

3.1.1 Global Pop Culture Collectibles Grading Revenue by Player (2021-2026)

3.1.2 Global Pop Culture Collectibles Grading Revenue Market Share by Player (2021-2026)

3.2 Global Pop Culture Collectibles Grading Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 POP CULTURE COLLECTIBLES GRADING BY REGION

4.1 Pop Culture Collectibles Grading Market Size by Region (2021-2026)

4.2 Global Pop Culture Collectibles Grading Annual Revenue by Country/Region

(2021-2026)

4.3 Americas Pop Culture Collectibles Grading Market Size Growth (2021-2026)

4.4 APAC Pop Culture Collectibles Grading Market Size Growth (2021-2026)

4.5 Europe Pop Culture Collectibles Grading Market Size Growth (2021-2026)

4.6 Middle East & Africa Pop Culture Collectibles Grading Market Size Growth
(2021-2026)

5 AMERICAS

5.1 Americas Pop Culture Collectibles Grading Market Size by Country (2021-2026)

5.2 Americas Pop Culture Collectibles Grading Market Size by Type (2021-2026)

5.3 Americas Pop Culture Collectibles Grading Market Size by Application (2021-2026)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Pop Culture Collectibles Grading Market Size by Region (2021-2026)

6.2 APAC Pop Culture Collectibles Grading Market Size by Type (2021-2026)

6.3 APAC Pop Culture Collectibles Grading Market Size by Application (2021-2026)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe Pop Culture Collectibles Grading Market Size by Country (2021-2026)

7.2 Europe Pop Culture Collectibles Grading Market Size by Type (2021-2026)

7.3 Europe Pop Culture Collectibles Grading Market Size by Application (2021-2026)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Pop Culture Collectibles Grading by Region (2021-2026)

8.2 Middle East & Africa Pop Culture Collectibles Grading Market Size by Type (2021-2026)

8.3 Middle East & Africa Pop Culture Collectibles Grading Market Size by Application (2021-2026)

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 GLOBAL POP CULTURE COLLECTIBLES GRADING MARKET FORECAST

10.1 Global Pop Culture Collectibles Grading Forecast by Region (2027-2032)

10.1.1 Global Pop Culture Collectibles Grading Forecast by Region (2027-2032)

10.1.2 Americas Pop Culture Collectibles Grading Forecast

10.1.3 APAC Pop Culture Collectibles Grading Forecast

10.1.4 Europe Pop Culture Collectibles Grading Forecast

10.1.5 Middle East & Africa Pop Culture Collectibles Grading Forecast

10.2 Americas Pop Culture Collectibles Grading Forecast by Country (2027-2032)

10.2.1 United States Market Pop Culture Collectibles Grading Forecast

10.2.2 Canada Market Pop Culture Collectibles Grading Forecast

10.2.3 Mexico Market Pop Culture Collectibles Grading Forecast

10.2.4 Brazil Market Pop Culture Collectibles Grading Forecast

10.3 APAC Pop Culture Collectibles Grading Forecast by Region (2027-2032)

10.3.1 China Pop Culture Collectibles Grading Market Forecast

10.3.2 Japan Market Pop Culture Collectibles Grading Forecast

10.3.3 Korea Market Pop Culture Collectibles Grading Forecast

10.3.4 Southeast Asia Market Pop Culture Collectibles Grading Forecast

10.3.5 India Market Pop Culture Collectibles Grading Forecast

- 10.3.6 Australia Market Pop Culture Collectibles Grading Forecast
- 10.4 Europe Pop Culture Collectibles Grading Forecast by Country (2027-2032)
 - 10.4.1 Germany Market Pop Culture Collectibles Grading Forecast
 - 10.4.2 France Market Pop Culture Collectibles Grading Forecast
 - 10.4.3 UK Market Pop Culture Collectibles Grading Forecast
 - 10.4.4 Italy Market Pop Culture Collectibles Grading Forecast
 - 10.4.5 Russia Market Pop Culture Collectibles Grading Forecast
- 10.5 Middle East & Africa Pop Culture Collectibles Grading Forecast by Region (2027-2032)
 - 10.5.1 Egypt Market Pop Culture Collectibles Grading Forecast
 - 10.5.2 South Africa Market Pop Culture Collectibles Grading Forecast
 - 10.5.3 Israel Market Pop Culture Collectibles Grading Forecast
 - 10.5.4 Turkey Market Pop Culture Collectibles Grading Forecast
- 10.6 Global Pop Culture Collectibles Grading Forecast by Type (2027-2032)
- 10.7 Global Pop Culture Collectibles Grading Forecast by Application (2027-2032)
 - 10.7.1 GCC Countries Market Pop Culture Collectibles Grading Forecast

11 KEY PLAYERS ANALYSIS

11.1 PCGS

- 11.1.1 PCGS Company Information
- 11.1.2 PCGS Pop Culture Collectibles Grading Product Offered
- 11.1.3 PCGS Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
- 11.1.4 PCGS Main Business Overview
- 11.1.5 PCGS Latest Developments

11.2 NGC

- 11.2.1 NGC Company Information
- 11.2.2 NGC Pop Culture Collectibles Grading Product Offered
- 11.2.3 NGC Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
- 11.2.4 NGC Main Business Overview
- 11.2.5 NGC Latest Developments

11.3 ANACS

- 11.3.1 ANACS Company Information
- 11.3.2 ANACS Pop Culture Collectibles Grading Product Offered
- 11.3.3 ANACS Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
- 11.3.4 ANACS Main Business Overview

- 11.3.5 ANACS Latest Developments
- 11.4 ICG
 - 11.4.1 ICG Company Information
 - 11.4.2 ICG Pop Culture Collectibles Grading Product Offered
 - 11.4.3 ICG Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.4.4 ICG Main Business Overview
 - 11.4.5 ICG Latest Developments
- 11.5 TAG Grading
 - 11.5.1 TAG Grading Company Information
 - 11.5.2 TAG Grading Pop Culture Collectibles Grading Product Offered
 - 11.5.3 TAG Grading Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.5.4 TAG Grading Main Business Overview
 - 11.5.5 TAG Grading Latest Developments
- 11.6 HGA (Hybrid Grading Approach)
 - 11.6.1 HGA (Hybrid Grading Approach) Company Information
 - 11.6.2 HGA (Hybrid Grading Approach) Pop Culture Collectibles Grading Product Offered
 - 11.6.3 HGA (Hybrid Grading Approach) Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.6.4 HGA (Hybrid Grading Approach) Main Business Overview
 - 11.6.5 HGA (Hybrid Grading Approach) Latest Developments
- 11.7 Ace Grading
 - 11.7.1 Ace Grading Company Information
 - 11.7.2 Ace Grading Pop Culture Collectibles Grading Product Offered
 - 11.7.3 Ace Grading Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.7.4 Ace Grading Main Business Overview
 - 11.7.5 Ace Grading Latest Developments
- 11.8 MNT Grading
 - 11.8.1 MNT Grading Company Information
 - 11.8.2 MNT Grading Pop Culture Collectibles Grading Product Offered
 - 11.8.3 MNT Grading Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.8.4 MNT Grading Main Business Overview
 - 11.8.5 MNT Grading Latest Developments
- 11.9 KSA Certification
 - 11.9.1 KSA Certification Company Information

- 11.9.2 KSA Certification Pop Culture Collectibles Grading Product Offered
- 11.9.3 KSA Certification Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
- 11.9.4 KSA Certification Main Business Overview
- 11.9.5 KSA Certification Latest Developments
- 11.10 Gemix (Gemix Grading)
 - 11.10.1 Gemix (Gemix Grading) Company Information
 - 11.10.2 Gemix (Gemix Grading) Pop Culture Collectibles Grading Product Offered
 - 11.10.3 Gemix (Gemix Grading) Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.10.4 Gemix (Gemix Grading) Main Business Overview
 - 11.10.5 Gemix (Gemix Grading) Latest Developments
- 11.11 AFA (Action Figure Authority)
 - 11.11.1 AFA (Action Figure Authority) Company Information
 - 11.11.2 AFA (Action Figure Authority) Pop Culture Collectibles Grading Product Offered
 - 11.11.3 AFA (Action Figure Authority) Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.11.4 AFA (Action Figure Authority) Main Business Overview
 - 11.11.5 AFA (Action Figure Authority) Latest Developments
- 11.12 Professional Sports Authenticator (PSA)
 - 11.12.1 Professional Sports Authenticator (PSA) Company Information
 - 11.12.2 Professional Sports Authenticator (PSA) Pop Culture Collectibles Grading Product Offered
 - 11.12.3 Professional Sports Authenticator (PSA) Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.12.4 Professional Sports Authenticator (PSA) Main Business Overview
 - 11.12.5 Professional Sports Authenticator (PSA) Latest Developments
- 11.13 VGA (Video Game Authority)
 - 11.13.1 VGA (Video Game Authority) Company Information
 - 11.13.2 VGA (Video Game Authority) Pop Culture Collectibles Grading Product Offered
 - 11.13.3 VGA (Video Game Authority) Pop Culture Collectibles Grading Revenue, Gross Margin and Market Share (2021-2026)
 - 11.13.4 VGA (Video Game Authority) Main Business Overview
 - 11.13.5 VGA (Video Game Authority) Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Pop Culture Collectibles Grading Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)

Table 2. Pop Culture Collectibles Grading Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of Trading Card Grading

Table 4. Major Players of Comic & Manga Grading

Table 5. Major Players of Character Merchandise Grading

Table 6. Major Players of Others

Table 7. Pop Culture Collectibles Grading Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 8. Global Pop Culture Collectibles Grading Market Size by Type (2021-2026) & (\$ millions)

Table 9. Global Pop Culture Collectibles Grading Market Size Market Share by Type (2021-2026)

Table 10. Major Players of Premium Grading Service

Table 11. Major Players of Mid-tier Grading Service

Table 12. Major Players of Budget Grading Service

Table 13. Pop Culture Collectibles Grading Market Size CAGR by Market Position (2021 VS 2025 VS 2032) & (\$ millions)

Table 14. Global Pop Culture Collectibles Grading Market Size by Market Position (2021-2026) & (\$ millions)

Table 15. Global Pop Culture Collectibles Grading Market Size Market Share by Market Position (2021-2026)

Table 16. Major Players of Traditional Expert Grading

Table 17. Major Players of AI-assisted Grading

Table 18. Major Players of Hybrid Grading

Table 19. Pop Culture Collectibles Grading Market Size CAGR by Technology (2021 VS 2025 VS 2032) & (\$ millions)

Table 20. Global Pop Culture Collectibles Grading Market Size by Technology (2021-2026) & (\$ millions)

Table 21. Global Pop Culture Collectibles Grading Market Size Market Share by Technology (2021-2026)

Table 22. Pop Culture Collectibles Grading Market Size CAGR by Application (2021 VS 2025 VS 2032) & (\$ millions)

Table 23. Global Pop Culture Collectibles Grading Market Size by Application

(2021-2026) & (\$ millions)

Table 24. Global Pop Culture Collectibles Grading Market Size Market Share by Application (2021-2026)

Table 25. Global Pop Culture Collectibles Grading Revenue by Player (2021-2026) & (\$ millions)

Table 26. Global Pop Culture Collectibles Grading Revenue Market Share by Player (2021-2026)

Table 27. Pop Culture Collectibles Grading Key Players Head office and Products Offered

Table 28. Pop Culture Collectibles Grading Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 29. New Products and Potential Entrants

Table 30. Mergers & Acquisitions, Expansion

Table 31. Global Pop Culture Collectibles Grading Market Size by Region (2021-2026) & (\$ millions)

Table 32. Global Pop Culture Collectibles Grading Market Size Market Share by Region (2021-2026)

Table 33. Global Pop Culture Collectibles Grading Revenue by Country/Region (2021-2026) & (\$ millions)

Table 34. Global Pop Culture Collectibles Grading Revenue Market Share by Country/Region (2021-2026)

Table 35. Americas Pop Culture Collectibles Grading Market Size by Country (2021-2026) & (\$ millions)

Table 36. Americas Pop Culture Collectibles Grading Market Size Market Share by Country (2021-2026)

Table 37. Americas Pop Culture Collectibles Grading Market Size by Type (2021-2026) & (\$ millions)

Table 38. Americas Pop Culture Collectibles Grading Market Size Market Share by Type (2021-2026)

Table 39. Americas Pop Culture Collectibles Grading Market Size by Application (2021-2026) & (\$ millions)

Table 40. Americas Pop Culture Collectibles Grading Market Size Market Share by Application (2021-2026)

Table 41. APAC Pop Culture Collectibles Grading Market Size by Region (2021-2026) & (\$ millions)

Table 42. APAC Pop Culture Collectibles Grading Market Size Market Share by Region (2021-2026)

Table 43. APAC Pop Culture Collectibles Grading Market Size by Type (2021-2026) & (\$ millions)

Table 44. APAC Pop Culture Collectibles Grading Market Size by Application (2021-2026) & (\$ millions)
Table 45. Europe Pop Culture Collectibles Grading Market Size by Country (2021-2026) & (\$ millions)
Table 46. Europe Pop Culture Collectibles Grading Market Size Market Share by Country (2021-2026)
Table 47. Europe Pop Culture Collectibles Grading Market Size by Type (2021-2026) & (\$ millions)
Table 48. Europe Pop Culture Collectibles Grading Market Size by Application (2021-2026) & (\$ millions)
Table 49. Middle East & Africa Pop Culture Collectibles Grading Market Size by Region (2021-2026) & (\$ millions)
Table 50. Middle East & Africa Pop Culture Collectibles Grading Market Size by Type (2021-2026) & (\$ millions)
Table 51. Middle East & Africa Pop Culture Collectibles Grading Market Size by Application (2021-2026) & (\$ millions)
Table 52. Key Market Drivers & Growth Opportunities of Pop Culture Collectibles Grading
Table 53. Key Market Challenges & Risks of Pop Culture Collectibles Grading
Table 54. Key Industry Trends of Pop Culture Collectibles Grading
Table 55. Global Pop Culture Collectibles Grading Market Size Forecast by Region (2027-2032) & (\$ millions)
Table 56. Global Pop Culture Collectibles Grading Market Size Market Share Forecast by Region (2027-2032)
Table 57. Global Pop Culture Collectibles Grading Market Size Forecast by Type (2027-2032) & (\$ millions)
Table 58. Global Pop Culture Collectibles Grading Market Size Forecast by Application (2027-2032) & (\$ millions)
Table 59. PCGS Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors
Table 60. PCGS Pop Culture Collectibles Grading Product Offered
Table 61. PCGS Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)
Table 62. PCGS Main Business
Table 63. PCGS Latest Developments
Table 64. NGC Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors
Table 65. NGC Pop Culture Collectibles Grading Product Offered
Table 66. NGC Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and

Market Share (2021-2026)

Table 67. NGC Main Business

Table 68. NGC Latest Developments

Table 69. ANACS Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 70. ANACS Pop Culture Collectibles Grading Product Offered

Table 71. ANACS Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 72. ANACS Main Business

Table 73. ANACS Latest Developments

Table 74. ICG Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 75. ICG Pop Culture Collectibles Grading Product Offered

Table 76. ICG Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 77. ICG Main Business

Table 78. ICG Latest Developments

Table 79. TAG Grading Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 80. TAG Grading Pop Culture Collectibles Grading Product Offered

Table 81. TAG Grading Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 82. TAG Grading Main Business

Table 83. TAG Grading Latest Developments

Table 84. HGA (Hybrid Grading Approach) Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 85. HGA (Hybrid Grading Approach) Pop Culture Collectibles Grading Product Offered

Table 86. HGA (Hybrid Grading Approach) Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 87. HGA (Hybrid Grading Approach) Main Business

Table 88. HGA (Hybrid Grading Approach) Latest Developments

Table 89. Ace Grading Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 90. Ace Grading Pop Culture Collectibles Grading Product Offered

Table 91. Ace Grading Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 92. Ace Grading Main Business

Table 93. Ace Grading Latest Developments

Table 94. MNT Grading Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 95. MNT Grading Pop Culture Collectibles Grading Product Offered

Table 96. MNT Grading Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 97. MNT Grading Main Business

Table 98. MNT Grading Latest Developments

Table 99. KSA Certification Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 100. KSA Certification Pop Culture Collectibles Grading Product Offered

Table 101. KSA Certification Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 102. KSA Certification Main Business

Table 103. KSA Certification Latest Developments

Table 104. Gemix (Gemix Grading) Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 105. Gemix (Gemix Grading) Pop Culture Collectibles Grading Product Offered

Table 106. Gemix (Gemix Grading) Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 107. Gemix (Gemix Grading) Main Business

Table 108. Gemix (Gemix Grading) Latest Developments

Table 109. AFA (Action Figure Authority) Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 110. AFA (Action Figure Authority) Pop Culture Collectibles Grading Product Offered

Table 111. AFA (Action Figure Authority) Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 112. AFA (Action Figure Authority) Main Business

Table 113. AFA (Action Figure Authority) Latest Developments

Table 114. Professional Sports Authenticator (PSA) Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 115. Professional Sports Authenticator (PSA) Pop Culture Collectibles Grading Product Offered

Table 116. Professional Sports Authenticator (PSA) Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 117. Professional Sports Authenticator (PSA) Main Business

Table 118. Professional Sports Authenticator (PSA) Latest Developments

Table 119. VGA (Video Game Authority) Details, Company Type, Pop Culture Collectibles Grading Area Served and Its Competitors

Table 120. VGA (Video Game Authority) Pop Culture Collectibles Grading Product Offered

Table 121. VGA (Video Game Authority) Pop Culture Collectibles Grading Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 122. VGA (Video Game Authority) Main Business

Table 123. VGA (Video Game Authority) Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. Pop Culture Collectibles Grading Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Pop Culture Collectibles Grading Market Size Growth Rate (2021-2032) (\$ millions)

Figure 6. Pop Culture Collectibles Grading Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)

Figure 7. Pop Culture Collectibles Grading Sales Market Share by Country/Region (2025)

Figure 8. Pop Culture Collectibles Grading Sales Market Share by Country/Region (2021, 2025 & 2032)

Figure 9. Global Pop Culture Collectibles Grading Market Size Market Share by Type in 2025

Figure 10. Global Pop Culture Collectibles Grading Market Size Market Share by Market Position in 2025

Figure 11. Global Pop Culture Collectibles Grading Market Size Market Share by Technology in 2025

Figure 12. Pop Culture Collectibles Grading in Professional Collectors

Figure 13. Global Pop Culture Collectibles Grading Market: Professional Collectors (2021-2026) & (\$ millions)

Figure 14. Pop Culture Collectibles Grading in Investors

Figure 15. Global Pop Culture Collectibles Grading Market: Investors (2021-2026) & (\$ millions)

Figure 16. Pop Culture Collectibles Grading in Casual Collectors

Figure 17. Global Pop Culture Collectibles Grading Market: Casual Collectors (2021-2026) & (\$ millions)

Figure 18. Pop Culture Collectibles Grading in Others

Figure 19. Global Pop Culture Collectibles Grading Market: Others (2021-2026) & (\$ millions)

Figure 20. Global Pop Culture Collectibles Grading Market Size Market Share by Application in 2025

Figure 21. Global Pop Culture Collectibles Grading Revenue Market Share by Player in 2025

Figure 22. Global Pop Culture Collectibles Grading Market Size Market Share by

Region (2021-2026)

Figure 23. Americas Pop Culture Collectibles Grading Market Size 2021-2026 (\$ millions)

Figure 24. APAC Pop Culture Collectibles Grading Market Size 2021-2026 (\$ millions)

Figure 25. Europe Pop Culture Collectibles Grading Market Size 2021-2026 (\$ millions)

Figure 26. Middle East & Africa Pop Culture Collectibles Grading Market Size 2021-2026 (\$ millions)

Figure 27. Americas Pop Culture Collectibles Grading Value Market Share by Country in 2025

Figure 28. United States Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 29. Canada Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 30. Mexico Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 31. Brazil Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 32. APAC Pop Culture Collectibles Grading Market Size Market Share by Region in 2025

Figure 33. APAC Pop Culture Collectibles Grading Market Size Market Share by Type (2021-2026)

Figure 34. APAC Pop Culture Collectibles Grading Market Size Market Share by Application (2021-2026)

Figure 35. China Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 36. Japan Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 37. South Korea Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 38. Southeast Asia Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 39. India Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 40. Australia Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 41. Europe Pop Culture Collectibles Grading Market Size Market Share by Country in 2025

Figure 42. Europe Pop Culture Collectibles Grading Market Size Market Share by Type (2021-2026)

Figure 43. Europe Pop Culture Collectibles Grading Market Size Market Share by Application (2021-2026)

Figure 44. Germany Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 45. France Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 46. UK Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 47. Italy Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 48. Russia Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 49. Middle East & Africa Pop Culture Collectibles Grading Market Size Market Share by Region (2021-2026)

Figure 50. Middle East & Africa Pop Culture Collectibles Grading Market Size Market Share by Type (2021-2026)

Figure 51. Middle East & Africa Pop Culture Collectibles Grading Market Size Market Share by Application (2021-2026)

Figure 52. Egypt Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 53. South Africa Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 54. Israel Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 55. Turkey Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 56. GCC Countries Pop Culture Collectibles Grading Market Size Growth 2021-2026 (\$ millions)

Figure 57. Americas Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 58. APAC Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 59. Europe Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 60. Middle East & Africa Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 61. United States Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 62. Canada Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 63. Mexico Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 64. Brazil Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 65. China Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 66. Japan Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 67. Korea Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 68. Southeast Asia Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 69. India Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 70. Australia Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 71. Germany Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 72. France Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 73. UK Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 74. Italy Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 75. Russia Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 76. Egypt Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 77. South Africa Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 78. Israel Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 79. Turkey Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

Figure 80. Global Pop Culture Collectibles Grading Market Size Market Share Forecast by Type (2027-2032)

Figure 81. Global Pop Culture Collectibles Grading Market Size Market Share Forecast by Application (2027-2032)

Figure 82. GCC Countries Pop Culture Collectibles Grading Market Size 2027-2032 (\$ millions)

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