

Comic Book Market Report: Trends, Forecast and Competitive Analysis

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Abstracts

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Comic Book Market Trends and Forecast

The future of the global comic book market looks promising with opportunities in the retail stores, book stores, specialty stores and online market. The global comic book market is expected to grow with a CAGR of 4% to 6% from 2022 to 2027. The major drivers for this market are growing popularity of comic-based films, television series, and videogames, growing government initiatives to promote comic and growing production of comics with fascinating stories and graphics.

Comic Book Market by Product Type, Application, and End User

Emerging Trends in the Comic Book Market

Emerging trends, which have a direct impact on the dynamics of the industry, include adoption of digital technology to fuel comic content consumption, increasing consumer demands for graphic-based novels, and collaborative work for enrichment of content.

A more than 150-page report is developed to help in your business decisions. Sample figures with some insights are shown below. To learn the scope, benefits, companies researched, and other details of the global comic book market report, please download the report brochure.

Comic Book Market by Segments

Comic Book Market by Segment

In this market, physical comic books are the largest market by product type, whereas book stores are largest segment by application. The study includes a forecast for the global comic book market by comic book market by product type, application, end-user, and region as follows:

Comic Book Market by Product Type [Value (\$B) shipment analysis for 2016-2027]:

Physical Comic Books

Digital Comic Books

Comic Book Market by Application [Value (\$B) shipment analysis for 2016-2027]:

Retail Stores

Book Stores

Specialty Stores

Online

Comic Book Market by End-User [Value (\$B) shipment analysis for 2016-2027]:

Male

Female

Comic Book Market by Region [Value (\$B) shipment analysis for 2016-2027]:

North America

Europe

Asia Pacific

The Rest of the World

List of Comic Book Companies

Companies in the market compete on the basis of product quality offered. Major players in this market focus on expanding their manufacturing facilities, R&D investments, infrastructural development, and leverage integration opportunities across the value chain. With these strategies comic book companies cater to increasing demand, ensure competitive effectiveness, develop innovative products & technologies, reduce production costs, and expand their customer base. Some of the comic book companies profiled in this report include.

Marvel Comics

DC Comics Inc.

Dark Horse Comics

Image Comics

Warner Bros

Toei Animation

Mirage Studios

Futabasha

Akita Shoten

Kyoto Animation

Fantagraphics

Dan Dare Corporation Ltd.

Comic Book Market Insights

Lucintel forecasts that physical comic books will remain the largest segment over the forecast period due to the phenomenal expansion of graphic novels in bookshops, and increasing popularity of pawnshops offer high prices for valuable comic.

Within the comic book market, book stores are expected to remain the largest segment due to the primary outlets for comics worldwide, and regular provision of discounted books in the stores.

APAC will remain the largest region due to the government funding to publish comic books and magazines in nations like Japan, India, and South Korea.

Features of the Comic Book Market

Market Size Estimates: comic Book market size estimation in terms of value (\$B)

Trend And Forecast Analysis: Market trends (2016-2021) and forecast (2022-2027) by various segments and regions.

Segmentation Analysis: comic Book market size by various segments, such as by product type, application, end-user and region in terms of value (\$B)

Regional Analysis: comic Book market breakdown by North America, Europe, Asia Pacific, and the Rest of the World.

Growth Opportunities: Analysis on growth opportunities in different by product type, application, end-user and regions for the comic book market.

Strategic Analysis: This includes M&A, new product development, and competitive landscape for the comic Book market.

Analysis of competitive intensity of the industry based on Porter's Five Forces model.

FAQ

Q1. What is the comic book market size?

Answer: The global comic Book market is expected to reach an estimated \$xx billion by 2027.

Q2. What is the growth forecast for comic book market?

Answer: The comic book market is expected to grow with a CAGR of 4% to 6% from

2022 to 2027.

Q3. What are the major drivers influencing the growth of the comic book market?

Answer: The major drivers for this market are growing popularity of comic-based films, television series, and videogames, growing government initiatives to promote comic and growing production of comics with fascinating stories and graphics.

Q4. What are the major segments for comic book market?

Answer: The future of the global comic book market looks promising with opportunities in the retail stores, book stores, specialty stores and online market.

Q5. What are the emerging trends in comic book market?

Answer: Emerging trends, which have a direct impact on the dynamics of the industry, include adoption of digital technology to fuel comic content consumption, increasing consumer demands for graphic-based novels and collaborative work for enrichment of content.

Q6. Who are the key comic book companies?

Answer: Some of the key comic Book companies are as follows:

Marvel Comics

DC Comics Inc.

Dark Horse Comics

Image Comics

Warner Bros

Toei Animation

Mirage Studios

Futabasha

Akita Shoten

Kyoto Animation

Fantagraphics

Dan Dare Corporation Ltd.

Q7. Which comic book segment will be the largest in future?

Answer: Lucintel forecasts that physical comic books will remain the largest segment over the forecast period due to the phenomenal expansion of graphic novels in bookshops, and increasing popularity of pawnshops offer high prices for valuable comic.

Q8. In comic book market, which region is expected to be the largest in next 5 years?

Answer: APAC will remain the largest region due to the government funding to publish comic books and magazines in nations like Japan, India and South Korea.

Q9. Do we receive customization in this report?

Answer: Yes, Lucintel provides 10% Customization Without any Additional Cost.

This report answers following 11 key questions

Q.1. What are some of the most promising, high-growth opportunities for the comic book market by product type (physical comic books and digital comic books), application (retail stores, book stores, specialty stores and online), end-user (male and female) and region (North America, Europe, Asia Pacific, and the Rest of the World)?

Q.2. Which segments will grow at a faster pace and why?

Q.3. Which region will grow at a faster pace and why?

Q.4. What are the key factors affecting market dynamics? What are the key challenges and business risks in this market?

Q.5. What are the business risks and competitive threats in this market?

Q.6. What are the emerging trends in this market and the reasons behind them?

Q.7. What are some of the changing demands of customers in the market?

Q.8. What are the new developments in the market? Which companies are leading these developments?

Q.9. Who are the major players in this market? What strategic initiatives are key players pursuing for business growth?

Q.10. What are some of the competing products in this market and how big of a threat do they pose for loss of market share by material or product substitution?

Q.11. What M&A activity has occurred in the last 5 years and what has its impact been on the industry?

For any questions related to comic book market or related to comic book market share, comic book analysis, comic book market size, write Lucintel analyst at email: helpdesk@lucintel.com. We will be glad to get back to you soon.

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- 7.9: Akita Shoten
- 7.10: Kyoto Animation

7.11: Fantagraphics

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