

Global Graphic Novel Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect

<https://marketpublishers.com/r/GDCDC4CF26E9EN.html>

Date: June 2023

Pages: 124

Price: US\$ 3,250.00 (Single User License)

ID: GDCDC4CF26E9EN

Abstracts

The report combines extensive quantitative analysis and exhaustive qualitative analysis, ranges from a macro overview of the total market size, industry chain, and market dynamics to micro details of segment markets by type, application and region, and, as a result, provides a holistic view of, as well as a deep insight into the Graphic Novel market covering all its essential aspects.

For the competitive landscape, the report also introduces players in the industry from the perspective of the market share, concentration ratio, etc., and describes the leading companies in detail, with which the readers can get a better idea of their competitors and acquire an in-depth understanding of the competitive situation. Further, mergers & acquisitions, emerging market trends, the impact of COVID-19, and regional conflicts will all be considered.

In a nutshell, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the market in any manner.

Key players in the global Graphic Novel market are covered in Chapter 9:

Dark Horse Comics

IDW Publishing

Shogakukan

Shueisha

Archaia Entertainment

Titan Publishing Group

The Walt Disney Company
Boom! Studios
Image Comics
Kodansha
Warner Bros

In Chapter 5 and Chapter 7.3, based on types, the Graphic Novel market from 2017 to 2027 is primarily split into:

Fiction
Non-fiction
Others

In Chapter 6 and Chapter 7.4, based on applications, the Graphic Novel market from 2017 to 2027 covers:

Book Stores
Online Shopping

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historical data and forecast (2017-2027) of the following regions are covered in Chapter 4 and Chapter 7:

United States
Europe
China
Japan
India
Southeast Asia
Latin America
Middle East and Africa

Client Focus

1. Does this report consider the impact of COVID-19 and the Russia-Ukraine war on the Graphic Novel market?

Yes. As the COVID-19 and the Russia-Ukraine war are profoundly affecting the global

supply chain relationship and raw material price system, we have definitely taken them into consideration throughout the research, and in Chapters 1.7, 2.7, 4.X.1, 7.5, 8.7, we elaborate at full length on the impact of the pandemic and the war on the Graphic Novel Industry.

2. How do you determine the list of the key players included in the report?

With the aim of clearly revealing the competitive situation of the industry, we concretely analyze not only the leading enterprises that have a voice on a global scale, but also the regional small and medium-sized companies that play key roles and have plenty of potential growth.

Please find the key player list in Summary.

3. What are your main data sources?

Both Primary and Secondary data sources are being used while compiling the report.

Primary sources include extensive interviews of key opinion leaders and industry experts (such as experienced front-line staff, directors, CEOs, and marketing executives), downstream distributors, as well as end-users.

Secondary sources include the research of the annual and financial reports of the top companies, public files, new journals, etc. We also cooperate with some third-party databases.

Please find a more complete list of data sources in Chapters 11.2.1 & 11.2.2.

4. Can I modify the scope of the report and customize it to suit my requirements?

Yes. Customized requirements of multi-dimensional, deep-level and high-quality can help our customers precisely grasp market opportunities, effortlessly confront market challenges, properly formulate market strategies and act promptly, thus to win them sufficient time and space for market competition.

Outline

Chapter 1 mainly defines the market scope and introduces the macro overview of the industry, with an executive summary of different market segments ((by type, application,

region, etc.), including the definition, market size, and trend of each market segment.

Chapter 2 provides a qualitative analysis of the current status and future trends of the market. Industry Entry Barriers, market drivers, market challenges, emerging markets, consumer preference analysis, together with the impact of the COVID-19 outbreak will all be thoroughly explained.

Chapter 3 analyzes the current competitive situation of the market by providing data regarding the players, including their sales volume and revenue with corresponding market shares, price and gross margin. In addition, information about market concentration ratio, mergers, acquisitions, and expansion plans will also be covered.

Chapter 4 focuses on the regional market, presenting detailed data (i.e., sales volume, revenue, price, gross margin) of the most representative regions and countries in the world.

Chapter 5 provides the analysis of various market segments according to product types, covering sales volume, revenue along with market share and growth rate, plus the price analysis of each type.

Chapter 6 shows the breakdown data of different applications, including the consumption and revenue with market share and growth rate, with the aim of helping the readers to take a close-up look at the downstream market.

Chapter 7 provides a combination of quantitative and qualitative analyses of the market size and development trends in the next five years. The forecast information of the whole, as well as the breakdown market, offers the readers a chance to look into the future of the industry.

Chapter 8 is the analysis of the whole market industrial chain, covering key raw materials suppliers and price analysis, manufacturing cost structure analysis, alternative product analysis, also providing information on major distributors, downstream buyers, and the impact of COVID-19 pandemic.

Chapter 9 shares a list of the key players in the market, together with their basic information, product profiles, market performance (i.e., sales volume, price, revenue, gross margin), recent development, SWOT analysis, etc.

Chapter 10 is the conclusion of the report which helps the readers to sum up the main

findings and points.

Chapter 11 introduces the market research methods and data sources.

Years considered for this report:

Historical Years: 2017-2021

Base Year: 2021

Estimated Year: 2022

Forecast Period: 2022-2027

Contents

1 GRAPHIC NOVEL MARKET OVERVIEW

- 1.1 Product Overview and Scope of Graphic Novel Market
- 1.2 Graphic Novel Market Segment by Type
 - 1.2.1 Global Graphic Novel Market Sales Volume and CAGR (%) Comparison by Type (2017-2027)
- 1.3 Global Graphic Novel Market Segment by Application
 - 1.3.1 Graphic Novel Market Consumption (Sales Volume) Comparison by Application (2017-2027)
- 1.4 Global Graphic Novel Market, Region Wise (2017-2027)
 - 1.4.1 Global Graphic Novel Market Size (Revenue) and CAGR (%) Comparison by Region (2017-2027)
 - 1.4.2 United States Graphic Novel Market Status and Prospect (2017-2027)
 - 1.4.3 Europe Graphic Novel Market Status and Prospect (2017-2027)
 - 1.4.4 China Graphic Novel Market Status and Prospect (2017-2027)
 - 1.4.5 Japan Graphic Novel Market Status and Prospect (2017-2027)
 - 1.4.6 India Graphic Novel Market Status and Prospect (2017-2027)
 - 1.4.7 Southeast Asia Graphic Novel Market Status and Prospect (2017-2027)
 - 1.4.8 Latin America Graphic Novel Market Status and Prospect (2017-2027)
 - 1.4.9 Middle East and Africa Graphic Novel Market Status and Prospect (2017-2027)
- 1.5 Global Market Size of Graphic Novel (2017-2027)
 - 1.5.1 Global Graphic Novel Market Revenue Status and Outlook (2017-2027)
 - 1.5.2 Global Graphic Novel Market Sales Volume Status and Outlook (2017-2027)
- 1.6 Global Macroeconomic Analysis
- 1.7 The impact of the Russia-Ukraine war on the Graphic Novel Market

2 INDUSTRY OUTLOOK

- 2.1 Graphic Novel Industry Technology Status and Trends
- 2.2 Industry Entry Barriers
 - 2.2.1 Analysis of Financial Barriers
 - 2.2.2 Analysis of Technical Barriers
 - 2.2.3 Analysis of Talent Barriers
 - 2.2.4 Analysis of Brand Barrier
- 2.3 Graphic Novel Market Drivers Analysis
- 2.4 Graphic Novel Market Challenges Analysis
- 2.5 Emerging Market Trends

2.6 Consumer Preference Analysis

2.7 Graphic Novel Industry Development Trends under COVID-19 Outbreak

2.7.1 Global COVID-19 Status Overview

2.7.2 Influence of COVID-19 Outbreak on Graphic Novel Industry Development

3 GLOBAL GRAPHIC NOVEL MARKET LANDSCAPE BY PLAYER

3.1 Global Graphic Novel Sales Volume and Share by Player (2017-2022)

3.2 Global Graphic Novel Revenue and Market Share by Player (2017-2022)

3.3 Global Graphic Novel Average Price by Player (2017-2022)

3.4 Global Graphic Novel Gross Margin by Player (2017-2022)

3.5 Graphic Novel Market Competitive Situation and Trends

3.5.1 Graphic Novel Market Concentration Rate

3.5.2 Graphic Novel Market Share of Top 3 and Top 6 Players

3.5.3 Mergers & Acquisitions, Expansion

4 GLOBAL GRAPHIC NOVEL SALES VOLUME AND REVENUE REGION WISE (2017-2022)

4.1 Global Graphic Novel Sales Volume and Market Share, Region Wise (2017-2022)

4.2 Global Graphic Novel Revenue and Market Share, Region Wise (2017-2022)

4.3 Global Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.4 United States Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.4.1 United States Graphic Novel Market Under COVID-19

4.5 Europe Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.5.1 Europe Graphic Novel Market Under COVID-19

4.6 China Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.6.1 China Graphic Novel Market Under COVID-19

4.7 Japan Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.7.1 Japan Graphic Novel Market Under COVID-19

4.8 India Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.8.1 India Graphic Novel Market Under COVID-19

4.9 Southeast Asia Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.9.1 Southeast Asia Graphic Novel Market Under COVID-19

4.10 Latin America Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)

- 4.10.1 Latin America Graphic Novel Market Under COVID-19
- 4.11 Middle East and Africa Graphic Novel Sales Volume, Revenue, Price and Gross Margin (2017-2022)
 - 4.11.1 Middle East and Africa Graphic Novel Market Under COVID-19

5 GLOBAL GRAPHIC NOVEL SALES VOLUME, REVENUE, PRICE TREND BY TYPE

- 5.1 Global Graphic Novel Sales Volume and Market Share by Type (2017-2022)
- 5.2 Global Graphic Novel Revenue and Market Share by Type (2017-2022)
- 5.3 Global Graphic Novel Price by Type (2017-2022)
- 5.4 Global Graphic Novel Sales Volume, Revenue and Growth Rate by Type (2017-2022)
 - 5.4.1 Global Graphic Novel Sales Volume, Revenue and Growth Rate of Fiction (2017-2022)
 - 5.4.2 Global Graphic Novel Sales Volume, Revenue and Growth Rate of Non-fiction (2017-2022)
 - 5.4.3 Global Graphic Novel Sales Volume, Revenue and Growth Rate of Others (2017-2022)

6 GLOBAL GRAPHIC NOVEL MARKET ANALYSIS BY APPLICATION

- 6.1 Global Graphic Novel Consumption and Market Share by Application (2017-2022)
- 6.2 Global Graphic Novel Consumption Revenue and Market Share by Application (2017-2022)
- 6.3 Global Graphic Novel Consumption and Growth Rate by Application (2017-2022)
 - 6.3.1 Global Graphic Novel Consumption and Growth Rate of Book Stores (2017-2022)
 - 6.3.2 Global Graphic Novel Consumption and Growth Rate of Online Shopping (2017-2022)

7 GLOBAL GRAPHIC NOVEL MARKET FORECAST (2022-2027)

- 7.1 Global Graphic Novel Sales Volume, Revenue Forecast (2022-2027)
 - 7.1.1 Global Graphic Novel Sales Volume and Growth Rate Forecast (2022-2027)
 - 7.1.2 Global Graphic Novel Revenue and Growth Rate Forecast (2022-2027)
 - 7.1.3 Global Graphic Novel Price and Trend Forecast (2022-2027)
- 7.2 Global Graphic Novel Sales Volume and Revenue Forecast, Region Wise (2022-2027)

- 7.2.1 United States Graphic Novel Sales Volume and Revenue Forecast (2022-2027)
- 7.2.2 Europe Graphic Novel Sales Volume and Revenue Forecast (2022-2027)
- 7.2.3 China Graphic Novel Sales Volume and Revenue Forecast (2022-2027)
- 7.2.4 Japan Graphic Novel Sales Volume and Revenue Forecast (2022-2027)
- 7.2.5 India Graphic Novel Sales Volume and Revenue Forecast (2022-2027)
- 7.2.6 Southeast Asia Graphic Novel Sales Volume and Revenue Forecast (2022-2027)
- 7.2.7 Latin America Graphic Novel Sales Volume and Revenue Forecast (2022-2027)
- 7.2.8 Middle East and Africa Graphic Novel Sales Volume and Revenue Forecast (2022-2027)
- 7.3 Global Graphic Novel Sales Volume, Revenue and Price Forecast by Type (2022-2027)
 - 7.3.1 Global Graphic Novel Revenue and Growth Rate of Fiction (2022-2027)
 - 7.3.2 Global Graphic Novel Revenue and Growth Rate of Non-fiction (2022-2027)
 - 7.3.3 Global Graphic Novel Revenue and Growth Rate of Others (2022-2027)
- 7.4 Global Graphic Novel Consumption Forecast by Application (2022-2027)
 - 7.4.1 Global Graphic Novel Consumption Value and Growth Rate of Book Stores(2022-2027)
 - 7.4.2 Global Graphic Novel Consumption Value and Growth Rate of Online Shopping(2022-2027)
- 7.5 Graphic Novel Market Forecast Under COVID-19

8 GRAPHIC NOVEL MARKET UPSTREAM AND DOWNSTREAM ANALYSIS

- 8.1 Graphic Novel Industrial Chain Analysis
- 8.2 Key Raw Materials Suppliers and Price Analysis
- 8.3 Manufacturing Cost Structure Analysis
 - 8.3.1 Labor Cost Analysis
 - 8.3.2 Energy Costs Analysis
 - 8.3.3 R&D Costs Analysis
- 8.4 Alternative Product Analysis
- 8.5 Major Distributors of Graphic Novel Analysis
- 8.6 Major Downstream Buyers of Graphic Novel Analysis
- 8.7 Impact of COVID-19 and the Russia-Ukraine war on the Upstream and Downstream in the Graphic Novel Industry

9 PLAYERS PROFILES

- 9.1 Dark Horse Comics
 - 9.1.1 Dark Horse Comics Basic Information, Manufacturing Base, Sales Region and

Competitors

9.1.2 Graphic Novel Product Profiles, Application and Specification

9.1.3 Dark Horse Comics Market Performance (2017-2022)

9.1.4 Recent Development

9.1.5 SWOT Analysis

9.2 IDW Publishing

9.2.1 IDW Publishing Basic Information, Manufacturing Base, Sales Region and

Competitors

9.2.2 Graphic Novel Product Profiles, Application and Specification

9.2.3 IDW Publishing Market Performance (2017-2022)

9.2.4 Recent Development

9.2.5 SWOT Analysis

9.3 Shogakukan

9.3.1 Shogakukan Basic Information, Manufacturing Base, Sales Region and

Competitors

9.3.2 Graphic Novel Product Profiles, Application and Specification

9.3.3 Shogakukan Market Performance (2017-2022)

9.3.4 Recent Development

9.3.5 SWOT Analysis

9.4 Shueisha

9.4.1 Shueisha Basic Information, Manufacturing Base, Sales Region and Competitors

9.4.2 Graphic Novel Product Profiles, Application and Specification

9.4.3 Shueisha Market Performance (2017-2022)

9.4.4 Recent Development

9.4.5 SWOT Analysis

9.5 Archaia Entertainment

9.5.1 Archaia Entertainment Basic Information, Manufacturing Base, Sales Region and

Competitors

9.5.2 Graphic Novel Product Profiles, Application and Specification

9.5.3 Archaia Entertainment Market Performance (2017-2022)

9.5.4 Recent Development

9.5.5 SWOT Analysis

9.6 Titan Publishing Group

9.6.1 Titan Publishing Group Basic Information, Manufacturing Base, Sales Region and Competitors

9.6.2 Graphic Novel Product Profiles, Application and Specification

9.6.3 Titan Publishing Group Market Performance (2017-2022)

9.6.4 Recent Development

9.6.5 SWOT Analysis

9.7 The Walt Disney Company

9.7.1 The Walt Disney Company Basic Information, Manufacturing Base, Sales Region and Competitors

9.7.2 Graphic Novel Product Profiles, Application and Specification

9.7.3 The Walt Disney Company Market Performance (2017-2022)

9.7.4 Recent Development

9.7.5 SWOT Analysis

9.8 Boom! Studios

9.8.1 Boom! Studios Basic Information, Manufacturing Base, Sales Region and Competitors

9.8.2 Graphic Novel Product Profiles, Application and Specification

9.8.3 Boom! Studios Market Performance (2017-2022)

9.8.4 Recent Development

9.8.5 SWOT Analysis

9.9 Image Comics

9.9.1 Image Comics Basic Information, Manufacturing Base, Sales Region and Competitors

9.9.2 Graphic Novel Product Profiles, Application and Specification

9.9.3 Image Comics Market Performance (2017-2022)

9.9.4 Recent Development

9.9.5 SWOT Analysis

9.10 Kodansha

9.10.1 Kodansha Basic Information, Manufacturing Base, Sales Region and Competitors

9.10.2 Graphic Novel Product Profiles, Application and Specification

9.10.3 Kodansha Market Performance (2017-2022)

9.10.4 Recent Development

9.10.5 SWOT Analysis

9.11 Warner Bros

9.11.1 Warner Bros Basic Information, Manufacturing Base, Sales Region and Competitors

9.11.2 Graphic Novel Product Profiles, Application and Specification

9.11.3 Warner Bros Market Performance (2017-2022)

9.11.4 Recent Development

9.11.5 SWOT Analysis

10 RESEARCH FINDINGS AND CONCLUSION

11 APPENDIX

11.1 Methodology

11.2 Research Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Figure Graphic Novel Product Picture

Table Global Graphic Novel Market Sales Volume and CAGR (%) Comparison by Type

Table Graphic Novel Market Consumption (Sales Volume) Comparison by Application (2017-2027)

Figure Global Graphic Novel Market Size (Revenue, Million USD) and CAGR (%) (2017-2027)

Figure United States Graphic Novel Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Europe Graphic Novel Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure China Graphic Novel Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Japan Graphic Novel Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure India Graphic Novel Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Southeast Asia Graphic Novel Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Latin America Graphic Novel Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Middle East and Africa Graphic Novel Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Global Graphic Novel Market Sales Volume Status and Outlook (2017-2027)

Table Global Macroeconomic Analysis

Figure Global COVID-19 Status Overview

Table Influence of COVID-19 Outbreak on Graphic Novel Industry Development

Table Global Graphic Novel Sales Volume by Player (2017-2022)

Table Global Graphic Novel Sales Volume Share by Player (2017-2022)

Figure Global Graphic Novel Sales Volume Share by Player in 2021

Table Graphic Novel Revenue (Million USD) by Player (2017-2022)

Table Graphic Novel Revenue Market Share by Player (2017-2022)

Table Graphic Novel Price by Player (2017-2022)

Table Graphic Novel Gross Margin by Player (2017-2022)

Table Mergers & Acquisitions, Expansion Plans

Table Global Graphic Novel Sales Volume, Region Wise (2017-2022)

Table Global Graphic Novel Sales Volume Market Share, Region Wise (2017-2022)
Figure Global Graphic Novel Sales Volume Market Share, Region Wise (2017-2022)
Figure Global Graphic Novel Sales Volume Market Share, Region Wise in 2021
Table Global Graphic Novel Revenue (Million USD), Region Wise (2017-2022)
Table Global Graphic Novel Revenue Market Share, Region Wise (2017-2022)
Figure Global Graphic Novel Revenue Market Share, Region Wise (2017-2022)
Figure Global Graphic Novel Revenue Market Share, Region Wise in 2021
Table Global Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table United States Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Europe Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table China Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Japan Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table India Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Southeast Asia Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Latin America Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Middle East and Africa Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)
Table Global Graphic Novel Sales Volume by Type (2017-2022)
Table Global Graphic Novel Sales Volume Market Share by Type (2017-2022)
Figure Global Graphic Novel Sales Volume Market Share by Type in 2021
Table Global Graphic Novel Revenue (Million USD) by Type (2017-2022)
Table Global Graphic Novel Revenue Market Share by Type (2017-2022)
Figure Global Graphic Novel Revenue Market Share by Type in 2021
Table Graphic Novel Price by Type (2017-2022)
Figure Global Graphic Novel Sales Volume and Growth Rate of Fiction (2017-2022)
Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Fiction (2017-2022)
Figure Global Graphic Novel Sales Volume and Growth Rate of Non-fiction (2017-2022)
Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Non-fiction (2017-2022)
Figure Global Graphic Novel Sales Volume and Growth Rate of Others (2017-2022)

Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Others (2017-2022)

Table Global Graphic Novel Consumption by Application (2017-2022)

Table Global Graphic Novel Consumption Market Share by Application (2017-2022)

Table Global Graphic Novel Consumption Revenue (Million USD) by Application (2017-2022)

Table Global Graphic Novel Consumption Revenue Market Share by Application (2017-2022)

Table Global Graphic Novel Consumption and Growth Rate of Book Stores (2017-2022)

Table Global Graphic Novel Consumption and Growth Rate of Online Shopping (2017-2022)

Figure Global Graphic Novel Sales Volume and Growth Rate Forecast (2022-2027)

Figure Global Graphic Novel Revenue (Million USD) and Growth Rate Forecast (2022-2027)

Figure Global Graphic Novel Price and Trend Forecast (2022-2027)

Figure USA Graphic Novel Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure USA Graphic Novel Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Europe Graphic Novel Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Europe Graphic Novel Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure China Graphic Novel Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure China Graphic Novel Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Japan Graphic Novel Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Japan Graphic Novel Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure India Graphic Novel Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure India Graphic Novel Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Southeast Asia Graphic Novel Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Southeast Asia Graphic Novel Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Latin America Graphic Novel Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Latin America Graphic Novel Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Middle East and Africa Graphic Novel Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Middle East and Africa Graphic Novel Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Table Global Graphic Novel Market Sales Volume Forecast, by Type

Table Global Graphic Novel Sales Volume Market Share Forecast, by Type

Table Global Graphic Novel Market Revenue (Million USD) Forecast, by Type

Table Global Graphic Novel Revenue Market Share Forecast, by Type

Table Global Graphic Novel Price Forecast, by Type

Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Fiction (2022-2027)

Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Fiction (2022-2027)

Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Non-fiction (2022-2027)

Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Non-fiction (2022-2027)

Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Others (2022-2027)

Figure Global Graphic Novel Revenue (Million USD) and Growth Rate of Others (2022-2027)

Table Global Graphic Novel Market Consumption Forecast, by Application

Table Global Graphic Novel Consumption Market Share Forecast, by Application

Table Global Graphic Novel Market Revenue (Million USD) Forecast, by Application

Table Global Graphic Novel Revenue Market Share Forecast, by Application

Figure Global Graphic Novel Consumption Value (Million USD) and Growth Rate of Book Stores (2022-2027)

Figure Global Graphic Novel Consumption Value (Million USD) and Growth Rate of Online Shopping (2022-2027)

Figure Graphic Novel Industrial Chain Analysis

Table Key Raw Materials Suppliers and Price Analysis

Figure Manufacturing Cost Structure Analysis

Table Alternative Product Analysis

Table Downstream Distributors

Table Downstream Buyers

Table Dark Horse Comics Profile

Table Dark Horse Comics Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Dark Horse Comics Graphic Novel Sales Volume and Growth Rate

Figure Dark Horse Comics Revenue (Million USD) Market Share 2017-2022

Table IDW Publishing Profile

Table IDW Publishing Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure IDW Publishing Graphic Novel Sales Volume and Growth Rate

Figure IDW Publishing Revenue (Million USD) Market Share 2017-2022

Table Shogakukan Profile

Table Shogakukan Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Shogakukan Graphic Novel Sales Volume and Growth Rate

Figure Shogakukan Revenue (Million USD) Market Share 2017-2022

Table Shueisha Profile

Table Shueisha Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Shueisha Graphic Novel Sales Volume and Growth Rate

Figure Shueisha Revenue (Million USD) Market Share 2017-2022

Table Archaia Entertainment Profile

Table Archaia Entertainment Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Archaia Entertainment Graphic Novel Sales Volume and Growth Rate

Figure Archaia Entertainment Revenue (Million USD) Market Share 2017-2022

Table Titan Publishing Group Profile

Table Titan Publishing Group Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Titan Publishing Group Graphic Novel Sales Volume and Growth Rate

Figure Titan Publishing Group Revenue (Million USD) Market Share 2017-2022

Table The Walt Disney Company Profile

Table The Walt Disney Company Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure The Walt Disney Company Graphic Novel Sales Volume and Growth Rate

Figure The Walt Disney Company Revenue (Million USD) Market Share 2017-2022

Table Boom! Studios Profile

Table Boom! Studios Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Boom! Studios Graphic Novel Sales Volume and Growth Rate

Figure Boom! Studios Revenue (Million USD) Market Share 2017-2022

Table Image Comics Profile

Table Image Comics Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Image Comics Graphic Novel Sales Volume and Growth Rate

Figure Image Comics Revenue (Million USD) Market Share 2017-2022

Table Kodansha Profile

Table Kodansha Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Kodansha Graphic Novel Sales Volume and Growth Rate

Figure Kodansha Revenue (Million USD) Market Share 2017-2022

Table Warner Bros Profile

Table Warner Bros Graphic Novel Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Warner Bros Graphic Novel Sales Volume and Growth Rate

Figure Warner Bros Revenue (Million USD) Market Share 2017-2022

I would like to order

Product name: Global Graphic Novel Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect

Product link: <https://marketpublishers.com/r/GDCDC4CF26E9EN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GDCDC4CF26E9EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

