

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

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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 Webcomic and Graphic Novels 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 Webcomic and Graphic Novels market are covered in Chapter 9:

Naver

Webcomics

Manman Manhwa

Tappytoon

Tapas Media

Ridibooks

Tencent

MangaToon

SPOTTOON (Rolling Story)

KidariStudio

Toomics Global

Comico (NHN)

Lezhin Entertainment (KidariStudio)

Kuaikan

Izneo Webtoon

Amazia

Bilibili Comics

Mr Blue

Kakao

Shuueisha

Marvel Unlimited

ToryComics

Webtoon Factory

Stela

Graphite

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

Subscription Based

Advertisement Based

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

Mobile App

PC Website

Others

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 Webcomic and Graphic Novels 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 Webcomic and Graphic Novels 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 WEBCOMIC AND GRAPHIC NOVELS MARKET OVERVIEW

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

2 INDUSTRY OUTLOOK

- 2.1 Webcomic and Graphic Novels 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 Webcomic and Graphic Novels Market Drivers Analysis
- 2.4 Webcomic and Graphic Novels Market Challenges Analysis
- 2.5 Emerging Market Trends
- 2.6 Consumer Preference Analysis
- 2.7 Webcomic and Graphic Novels Industry Development Trends under COVID-19 Outbreak
 - 2.7.1 Global COVID-19 Status Overview
 - 2.7.2 Influence of COVID-19 Outbreak on Webcomic and Graphic Novels Industry Development

3 GLOBAL WEBCOMIC AND GRAPHIC NOVELS MARKET LANDSCAPE BY PLAYER

- 3.1 Global Webcomic and Graphic Novels Sales Volume and Share by Player (2017-2022)
- 3.2 Global Webcomic and Graphic Novels Revenue and Market Share by Player (2017-2022)
- 3.3 Global Webcomic and Graphic Novels Average Price by Player (2017-2022)
- 3.4 Global Webcomic and Graphic Novels Gross Margin by Player (2017-2022)
- 3.5 Webcomic and Graphic Novels Market Competitive Situation and Trends
 - 3.5.1 Webcomic and Graphic Novels Market Concentration Rate
 - 3.5.2 Webcomic and Graphic Novels Market Share of Top 3 and Top 6 Players
 - 3.5.3 Mergers & Acquisitions, Expansion

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

- 4.1 Global Webcomic and Graphic Novels Sales Volume and Market Share, Region Wise (2017-2022)
- 4.2 Global Webcomic and Graphic Novels Revenue and Market Share, Region Wise (2017-2022)
- 4.3 Global Webcomic and Graphic Novels Sales Volume, Revenue, Price and Gross Margin (2017-2022)
- 4.4 United States Webcomic and Graphic Novels Sales Volume, Revenue, Price and Gross Margin (2017-2022)
 - 4.4.1 United States Webcomic and Graphic Novels Market Under COVID-19

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

4.5.1 Europe Webcomic and Graphic Novels Market Under COVID-19

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

4.6.1 China Webcomic and Graphic Novels Market Under COVID-19

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

4.7.1 Japan Webcomic and Graphic Novels Market Under COVID-19

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

4.8.1 India Webcomic and Graphic Novels Market Under COVID-19

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

4.9.1 Southeast Asia Webcomic and Graphic Novels Market Under COVID-19

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

4.10.1 Latin America Webcomic and Graphic Novels Market Under COVID-19

4.11 Middle East and Africa Webcomic and Graphic Novels Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.11.1 Middle East and Africa Webcomic and Graphic Novels Market Under COVID-19

5 GLOBAL WEBCOMIC AND GRAPHIC NOVELS SALES VOLUME, REVENUE, PRICE TREND BY TYPE

5.1 Global Webcomic and Graphic Novels Sales Volume and Market Share by Type (2017-2022)

5.2 Global Webcomic and Graphic Novels Revenue and Market Share by Type (2017-2022)

5.3 Global Webcomic and Graphic Novels Price by Type (2017-2022)

5.4 Global Webcomic and Graphic Novels Sales Volume, Revenue and Growth Rate by Type (2017-2022)

5.4.1 Global Webcomic and Graphic Novels Sales Volume, Revenue and Growth Rate of Subscription Based (2017-2022)

5.4.2 Global Webcomic and Graphic Novels Sales Volume, Revenue and Growth Rate of Advertisement Based (2017-2022)

6 GLOBAL WEBCOMIC AND GRAPHIC NOVELS MARKET ANALYSIS BY APPLICATION

6.1 Global Webcomic and Graphic Novels Consumption and Market Share by Application (2017-2022)

6.2 Global Webcomic and Graphic Novels Consumption Revenue and Market Share by Application (2017-2022)

6.3 Global Webcomic and Graphic Novels Consumption and Growth Rate by Application (2017-2022)

6.3.1 Global Webcomic and Graphic Novels Consumption and Growth Rate of Mobile App (2017-2022)

6.3.2 Global Webcomic and Graphic Novels Consumption and Growth Rate of PC Website (2017-2022)

6.3.3 Global Webcomic and Graphic Novels Consumption and Growth Rate of Others (2017-2022)

7 GLOBAL WEBCOMIC AND GRAPHIC NOVELS MARKET FORECAST (2022-2027)

7.1 Global Webcomic and Graphic Novels Sales Volume, Revenue Forecast (2022-2027)

7.1.1 Global Webcomic and Graphic Novels Sales Volume and Growth Rate Forecast (2022-2027)

7.1.2 Global Webcomic and Graphic Novels Revenue and Growth Rate Forecast (2022-2027)

7.1.3 Global Webcomic and Graphic Novels Price and Trend Forecast (2022-2027)

7.2 Global Webcomic and Graphic Novels Sales Volume and Revenue Forecast, Region Wise (2022-2027)

7.2.1 United States Webcomic and Graphic Novels Sales Volume and Revenue Forecast (2022-2027)

7.2.2 Europe Webcomic and Graphic Novels Sales Volume and Revenue Forecast (2022-2027)

7.2.3 China Webcomic and Graphic Novels Sales Volume and Revenue Forecast (2022-2027)

7.2.4 Japan Webcomic and Graphic Novels Sales Volume and Revenue Forecast (2022-2027)

7.2.5 India Webcomic and Graphic Novels Sales Volume and Revenue Forecast (2022-2027)

7.2.6 Southeast Asia Webcomic and Graphic Novels Sales Volume and Revenue Forecast (2022-2027)

7.2.7 Latin America Webcomic and Graphic Novels Sales Volume and Revenue Forecast (2022-2027)

7.2.8 Middle East and Africa Webcomic and Graphic Novels Sales Volume and Revenue Forecast (2022-2027)

7.3 Global Webcomic and Graphic Novels Sales Volume, Revenue and Price Forecast by Type (2022-2027)

7.3.1 Global Webcomic and Graphic Novels Revenue and Growth Rate of Subscription Based (2022-2027)

7.3.2 Global Webcomic and Graphic Novels Revenue and Growth Rate of Advertisement Based (2022-2027)

7.4 Global Webcomic and Graphic Novels Consumption Forecast by Application (2022-2027)

7.4.1 Global Webcomic and Graphic Novels Consumption Value and Growth Rate of Mobile App(2022-2027)

7.4.2 Global Webcomic and Graphic Novels Consumption Value and Growth Rate of PC Website(2022-2027)

7.4.3 Global Webcomic and Graphic Novels Consumption Value and Growth Rate of Others(2022-2027)

7.5 Webcomic and Graphic Novels Market Forecast Under COVID-19

8 WEBCOMIC AND GRAPHIC NOVELS MARKET UPSTREAM AND DOWNSTREAM ANALYSIS

8.1 Webcomic and Graphic Novels 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 Webcomic and Graphic Novels Analysis

8.6 Major Downstream Buyers of Webcomic and Graphic Novels Analysis

8.7 Impact of COVID-19 and the Russia-Ukraine war on the Upstream and Downstream in the Webcomic and Graphic Novels Industry

9 PLAYERS PROFILES

9.1 Naver

9.1.1 Naver Basic Information, Manufacturing Base, Sales Region and Competitors

9.1.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.1.3 Naver Market Performance (2017-2022)

- 9.1.4 Recent Development
- 9.1.5 SWOT Analysis
- 9.2 Webcomics
 - 9.2.1 Webcomics Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.2.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.2.3 Webcomics Market Performance (2017-2022)
 - 9.2.4 Recent Development
 - 9.2.5 SWOT Analysis
- 9.3 Manman Manhwa
 - 9.3.1 Manman Manhwa Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.3.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.3.3 Manman Manhwa Market Performance (2017-2022)
 - 9.3.4 Recent Development
 - 9.3.5 SWOT Analysis
- 9.4 Tappytoon
 - 9.4.1 Tappytoon Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.4.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.4.3 Tappytoon Market Performance (2017-2022)
 - 9.4.4 Recent Development
 - 9.4.5 SWOT Analysis
- 9.5 Tapas Media
 - 9.5.1 Tapas Media Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.5.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.5.3 Tapas Media Market Performance (2017-2022)
 - 9.5.4 Recent Development
 - 9.5.5 SWOT Analysis
- 9.6 Ridibooks
 - 9.6.1 Ridibooks Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.6.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.6.3 Ridibooks Market Performance (2017-2022)
 - 9.6.4 Recent Development
 - 9.6.5 SWOT Analysis
- 9.7 Tencent
 - 9.7.1 Tencent Basic Information, Manufacturing Base, Sales Region and Competitors

- 9.7.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
- 9.7.3 Tencent Market Performance (2017-2022)
- 9.7.4 Recent Development
- 9.7.5 SWOT Analysis
- 9.8 MangaToon
 - 9.8.1 MangaToon Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.8.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.8.3 MangaToon Market Performance (2017-2022)
 - 9.8.4 Recent Development
 - 9.8.5 SWOT Analysis
- 9.9 SPOTTOON (Rolling Story)
 - 9.9.1 SPOTTOON (Rolling Story) Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.9.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.9.3 SPOTTOON (Rolling Story) Market Performance (2017-2022)
 - 9.9.4 Recent Development
 - 9.9.5 SWOT Analysis
- 9.10 KidariStudio
 - 9.10.1 KidariStudio Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.10.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.10.3 KidariStudio Market Performance (2017-2022)
 - 9.10.4 Recent Development
 - 9.10.5 SWOT Analysis
- 9.11 Toomics Global
 - 9.11.1 Toomics Global Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.11.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.11.3 Toomics Global Market Performance (2017-2022)
 - 9.11.4 Recent Development
 - 9.11.5 SWOT Analysis
- 9.12 Comico (NHN)
 - 9.12.1 Comico (NHN) Basic Information, Manufacturing Base, Sales Region and Competitors
 - 9.12.2 Webcomic and Graphic Novels Product Profiles, Application and Specification
 - 9.12.3 Comico (NHN) Market Performance (2017-2022)
 - 9.12.4 Recent Development
 - 9.12.5 SWOT Analysis

9.13 Lezhin Entertainment (KidariStudio)

9.13.1 Lezhin Entertainment (KidariStudio) Basic Information, Manufacturing Base, Sales Region and Competitors

9.13.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.13.3 Lezhin Entertainment (KidariStudio) Market Performance (2017-2022)

9.13.4 Recent Development

9.13.5 SWOT Analysis

9.14 Kuaikan

9.14.1 Kuaikan Basic Information, Manufacturing Base, Sales Region and Competitors

9.14.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.14.3 Kuaikan Market Performance (2017-2022)

9.14.4 Recent Development

9.14.5 SWOT Analysis

9.15 Izneo Webtoon

9.15.1 Izneo Webtoon Basic Information, Manufacturing Base, Sales Region and Competitors

9.15.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.15.3 Izneo Webtoon Market Performance (2017-2022)

9.15.4 Recent Development

9.15.5 SWOT Analysis

9.16 Amazia

9.16.1 Amazia Basic Information, Manufacturing Base, Sales Region and Competitors

9.16.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.16.3 Amazia Market Performance (2017-2022)

9.16.4 Recent Development

9.16.5 SWOT Analysis

9.17 Bilibili Comics

9.17.1 Bilibili Comics Basic Information, Manufacturing Base, Sales Region and Competitors

9.17.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.17.3 Bilibili Comics Market Performance (2017-2022)

9.17.4 Recent Development

9.17.5 SWOT Analysis

9.18 Mr Blue

9.18.1 Mr Blue Basic Information, Manufacturing Base, Sales Region and Competitors

9.18.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.18.3 Mr Blue Market Performance (2017-2022)

9.18.4 Recent Development

9.18.5 SWOT Analysis

9.19 Kakao

9.19.1 Kakao Basic Information, Manufacturing Base, Sales Region and Competitors

9.19.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.19.3 Kakao Market Performance (2017-2022)

9.19.4 Recent Development

9.19.5 SWOT Analysis

9.20 Shueisha

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

9.20.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.20.3 Shueisha Market Performance (2017-2022)

9.20.4 Recent Development

9.20.5 SWOT Analysis

9.21 Marvel Unlimited

9.21.1 Marvel Unlimited Basic Information, Manufacturing Base, Sales Region and Competitors

9.21.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.21.3 Marvel Unlimited Market Performance (2017-2022)

9.21.4 Recent Development

9.21.5 SWOT Analysis

9.22 ToryComics

9.22.1 ToryComics Basic Information, Manufacturing Base, Sales Region and Competitors

9.22.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.22.3 ToryComics Market Performance (2017-2022)

9.22.4 Recent Development

9.22.5 SWOT Analysis

9.23 Webtoon Factory

9.23.1 Webtoon Factory Basic Information, Manufacturing Base, Sales Region and Competitors

9.23.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.23.3 Webtoon Factory Market Performance (2017-2022)

9.23.4 Recent Development

9.23.5 SWOT Analysis

9.24 Stela

9.24.1 Stela Basic Information, Manufacturing Base, Sales Region and Competitors

9.24.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.24.3 Stela Market Performance (2017-2022)

9.24.4 Recent Development

9.24.5 SWOT Analysis

9.25 Graphite

9.25.1 Graphite Basic Information, Manufacturing Base, Sales Region and Competitors

9.25.2 Webcomic and Graphic Novels Product Profiles, Application and Specification

9.25.3 Graphite Market Performance (2017-2022)

9.25.4 Recent Development

9.25.5 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 Webcomic and Graphic Novels Product Picture

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

Table Webcomic and Graphic Novels Market Consumption (Sales Volume) Comparison by Application (2017-2027)

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

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

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

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

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

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

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

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

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

Figure Global Webcomic and Graphic Novels 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 Webcomic and Graphic Novels Industry Development

Table Global Webcomic and Graphic Novels Sales Volume by Player (2017-2022)

Table Global Webcomic and Graphic Novels Sales Volume Share by Player (2017-2022)

Figure Global Webcomic and Graphic Novels Sales Volume Share by Player in 2021

Table Webcomic and Graphic Novels Revenue (Million USD) by Player (2017-2022)

Table Webcomic and Graphic Novels Revenue Market Share by Player (2017-2022)

Table Webcomic and Graphic Novels Price by Player (2017-2022)

Table Webcomic and Graphic Novels Gross Margin by Player (2017-2022)

Table Mergers & Acquisitions, Expansion Plans

Table Global Webcomic and Graphic Novels Sales Volume, Region Wise (2017-2022)

Table Global Webcomic and Graphic Novels Sales Volume Market Share, Region Wise (2017-2022)

Figure Global Webcomic and Graphic Novels Sales Volume Market Share, Region Wise (2017-2022)

Figure Global Webcomic and Graphic Novels Sales Volume Market Share, Region Wise

in 2021

Table Global Webcomic and Graphic Novels Revenue (Million USD), Region Wise (2017-2022)

Table Global Webcomic and Graphic Novels Revenue Market Share, Region Wise (2017-2022)

Figure Global Webcomic and Graphic Novels Revenue Market Share, Region Wise (2017-2022)

Figure Global Webcomic and Graphic Novels Revenue Market Share, Region Wise in 2021

Table Global Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table United States Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Europe Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table China Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Japan Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table India Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Southeast Asia Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Latin America Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Middle East and Africa Webcomic and Graphic Novels Sales Volume, Revenue

(Million USD), Price and Gross Margin (2017-2022)

Table Global Webcomic and Graphic Novels Sales Volume by Type (2017-2022)

Table Global Webcomic and Graphic Novels Sales Volume Market Share by Type (2017-2022)

Figure Global Webcomic and Graphic Novels Sales Volume Market Share by Type in 2021

Table Global Webcomic and Graphic Novels Revenue (Million USD) by Type (2017-2022)

Table Global Webcomic and Graphic Novels Revenue Market Share by Type (2017-2022)

Figure Global Webcomic and Graphic Novels Revenue Market Share by Type in 2021

Table Webcomic and Graphic Novels Price by Type (2017-2022)

Figure Global Webcomic and Graphic Novels Sales Volume and Growth Rate of Subscription Based (2017-2022)

Figure Global Webcomic and Graphic Novels Revenue (Million USD) and Growth Rate of Subscription Based (2017-2022)

Figure Global Webcomic and Graphic Novels Sales Volume and Growth Rate of Advertisement Based (2017-2022)

Figure Global Webcomic and Graphic Novels Revenue (Million USD) and Growth Rate of Advertisement Based (2017-2022)

Table Global Webcomic and Graphic Novels Consumption by Application (2017-2022)

Table Global Webcomic and Graphic Novels Consumption Market Share by Application (2017-2022)

Table Global Webcomic and Graphic Novels Consumption Revenue (Million USD) by Application (2017-2022)

Table Global Webcomic and Graphic Novels Consumption Revenue Market Share by Application (2017-2022)

Table Global Webcomic and Graphic Novels Consumption and Growth Rate of Mobile App (2017-2022)

Table Global Webcomic and Graphic Novels Consumption and Growth Rate of PC Website (2017-2022)

Table Global Webcomic and Graphic Novels Consumption and Growth Rate of Others (2017-2022)

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

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

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

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

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

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

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

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

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

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

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

Figure India Webcomic and Graphic Novels Market Sales Volume and Growth Rate

Forecast Analysis (2022-2027)

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

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

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

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

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

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

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

Table Global Webcomic and Graphic Novels Market Sales Volume Forecast, by Type

Table Global Webcomic and Graphic Novels Sales Volume Market Share Forecast, by Type

Table Global Webcomic and Graphic Novels Market Revenue (Million USD) Forecast, by Type

Table Global Webcomic and Graphic Novels Revenue Market Share Forecast, by Type

Table Global Webcomic and Graphic Novels Price Forecast, by Type

Figure Global Webcomic and Graphic Novels Revenue (Million USD) and Growth Rate of Subscription Based (2022-2027)

Figure Global Webcomic and Graphic Novels Revenue (Million USD) and Growth Rate of Subscription Based (2022-2027)

Figure Global Webcomic and Graphic Novels Revenue (Million USD) and Growth Rate of Advertisement Based (2022-2027)

Figure Global Webcomic and Graphic Novels Revenue (Million USD) and Growth Rate of Advertisement Based (2022-2027)

Table Global Webcomic and Graphic Novels Market Consumption Forecast, by Application

Table Global Webcomic and Graphic Novels Consumption Market Share Forecast, by Application

Table Global Webcomic and Graphic Novels Market Revenue (Million USD) Forecast, by Application

Table Global Webcomic and Graphic Novels Revenue Market Share Forecast, by Application

Figure Global Webcomic and Graphic Novels Consumption Value (Million USD) and Growth Rate of Mobile App (2022-2027)

Figure Global Webcomic and Graphic Novels Consumption Value (Million USD) and Growth Rate of PC Website (2022-2027)

Figure Global Webcomic and Graphic Novels Consumption Value (Million USD) and Growth Rate of Others (2022-2027)

Figure Webcomic and Graphic Novels 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 Naver Profile

Table Naver Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Naver Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Webcomics Profile

Table Webcomics Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Webcomics Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Manman Manhwa Profile

Table Manman Manhwa Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Manman Manhwa Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure Manman Manhwa Revenue (Million USD) Market Share 2017-2022

Table Tappytoon Profile

Table Tappytoon Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Tappytoon Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Tapas Media Profile

Table Tapas Media Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Tapas Media Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure Tapas Media Revenue (Million USD) Market Share 2017-2022

Table Ridibooks Profile

Table Ridibooks Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Ridibooks Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Tencent Profile

Table Tencent Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Tencent Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table MangaToon Profile

Table MangaToon Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure MangaToon Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table SPOTTOON (Rolling Story) Profile

Table SPOTTOON (Rolling Story) Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure SPOTTOON (Rolling Story) Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure SPOTTOON (Rolling Story) Revenue (Million USD) Market Share 2017-2022

Table KidariStudio Profile

Table KidariStudio Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure KidariStudio Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Toomics Global Profile

Table Toomics Global Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Toomics Global Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure Toomics Global Revenue (Million USD) Market Share 2017-2022

Table Comico (NHN) Profile

Table Comico (NHN) Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Comico (NHN) Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure Comico (NHN) Revenue (Million USD) Market Share 2017-2022

Table Lezhin Entertainment (KidariStudio) Profile

Table Lezhin Entertainment (KidariStudio) Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Lezhin Entertainment (KidariStudio) Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Kuaikan Profile

Table Kuaikan Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Kuaikan Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Izneo Webtoon Profile

Table Izneo Webtoon Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Izneo Webtoon Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure Izneo Webtoon Revenue (Million USD) Market Share 2017-2022

Table Amazia Profile

Table Amazia Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Amazia Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Bilibili Comics Profile

Table Bilibili Comics Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Bilibili Comics Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Mr Blue Profile

Table Mr Blue Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Mr Blue Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure Mr Blue Revenue (Million USD) Market Share 2017-2022

Table Kakao Profile

Table Kakao Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Kakao Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Shueisha Profile

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

Figure Shueisha Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Marvel Unlimited Profile

Table Marvel Unlimited Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Marvel Unlimited Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure Marvel Unlimited Revenue (Million USD) Market Share 2017-2022

Table ToryComics Profile

Table ToryComics Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure ToryComics Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Webtoon Factory Profile

Table Webtoon Factory Webcomic and Graphic Novels Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Webtoon Factory Webcomic and Graphic Novels Sales Volume and Growth Rate

Figure Webtoon Factory Revenue (Million USD) Market Share 2017-2022

Table Stela Profile

Table Stela Webcomic and Graphic Novels Sales Volume, Revenue (Million USD),

Price and Gross Margin (2017-2022)

Figure Stela Webcomic and Graphic Novels Sales Volume and Growth Rate

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

Table Graphite Profile

Table Graphite Webcomic and Graphic Novels Sales Volume, Revenue (Million USD),

Price and Gross Margin (2017-2022)

Figure Graphite Webcomic and Graphic Novels Sales Volume and Growth Rate

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

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