

# Japan Movies and Entertainment Market Summary, Competitive Analysis and Forecast, 2017-2026

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## Abstracts

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### SUMMARY

Movies & Entertainment in Japan industry profile provides top-line qualitative and quantitative summary information including: market size (value and volume 2017-21, and forecast to 2026). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

### KEY HIGHLIGHTS

The movies & entertainment market consists of both producers and distributors of entertainment formats, such as movies and music.

The Japanese movies & entertainment market had total revenues of \$3.7bn in 2021, representing a compound annual rate of change (CARC) of -6.9% between 2016 and 2021.

The music & video segment was the market's most lucrative in 2021, with total revenues of \$2.8bn, equivalent to 76.7% of the market's overall value.

The value of the Japanese movies & entertainment market grew by 3% in 2021.

### SCOPE

Save time carrying out entry-level research by identifying the size, growth, and leading players in the movies & entertainment market in Japan

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the movies & entertainment market in Japan

Leading company profiles reveal details of key movies & entertainment market players' global operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the Japan movies & entertainment market with five year forecasts by both value and volume

## **REASONS TO BUY**

What was the size of the Japan movies & entertainment market by value in 2021?

What will be the size of the Japan movies & entertainment market in 2026?

What factors are affecting the strength of competition in the Japan movies & entertainment market?

How has the market performed over the last five years?

How large is Japan's movies & entertainment market in relation to its regional counterparts?

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