

Movies and Entertainment in Japan - Market Summary, Competitive Analysis and Forecast to 2025

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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 2016-20, and forecast to 2025). 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 \$3,682.0m in 2020, representing a compound annual rate of change (CARC) of -9.2% between 2016 and 2020.

The music & video segment accounted for the largest proportion of the market in 2020, with total revenues of \$2,671.9m, equivalent to 72.6% of the market's overall value.

The COVID-19 pandemic had a hugely detrimental impact on the movies & entertainment market throughout 2020. Movie theaters in many countries were forced to close and the leading movie production companies suspended the

release of their box office data. This is reflected in the huge decline seen in this market in 2020.

SCOPE

Save time carrying out entry-level research by identifying the size, growth, major segments, 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

REASONS TO BUY

What was the size of the Japan movies & entertainment market by value in 2020?

What will be the size of the Japan movies & entertainment market in 2025?

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

How has the market performed over the last five years?

What are the main segments that make up Japan's movies & entertainment market?

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