

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?

Contents

1 EXECUTIVE SUMMARY

- 1.1. Market value
- 1.2. Market value forecast
- 1.3. Category segmentation
- 1.4. Geography segmentation
- 1.5. Market rivalry
- 1.6. Competitive Landscape

2 MARKET OVERVIEW

- 2.1. Market definition
- 2.2. Market analysis

3 MARKET DATA

- 3.1. Market value

4 MARKET SEGMENTATION

- 4.1. Category segmentation
- 4.2. Geography segmentation

5 MARKET OUTLOOK

- 5.1. Market value forecast

6 FIVE FORCES ANALYSIS

- 6.1. Summary
- 6.2. Buyer power
- 6.3. Supplier power
- 6.4. New entrants
- 6.5. Threat of substitutes
- 6.6. Degree of rivalry

7 COMPETITIVE LANDSCAPE

- 7.1. Who are the leading players?
- 7.2. Who are the main challengers to the incumbents?
- 7.3. What strategies do the leading players follow?
- 7.4. How has COVID-19 impacted the leading players in this market?

8 COMPANY PROFILES

- 8.1. The Walt Disney Company
- 8.2. Sony Corporation
- 8.3. Netflix Inc.
- 8.4. Comcast Corporation
- 8.5. ViacomCBS Incorporated
- 8.6. Nippon Television Holdings, Inc.
- 8.7. Toho Co., Ltd.
- 8.8. AT&T Inc
- 8.9. Avex Inc

9 MACROECONOMIC INDICATORS

- 9.1. Country data

10 APPENDIX

- 10.1. Methodology
- 10.2. Industry associations
- 10.3. Related MarketLine research
- 10.4. About MarketLine

List Of Tables

LIST OF TABLES

- Table 1: Japan movies & entertainment market value: \$ million, 2016-20
- Table 2: Japan movies & entertainment market category segmentation: \$ million, 2020
- Table 3: Japan movies & entertainment market geography segmentation: \$ million, 2020
- Table 4: Japan movies & entertainment market value forecast: \$ million, 2020-25
- Table 5: The Walt Disney Company: key facts
- Table 6: The Walt Disney Company: Annual Financial Ratios
- Table 7: The Walt Disney Company: Key Employees
- Table 8: The Walt Disney Company: Key Employees Continued
- Table 9: Sony Corporation: key facts
- Table 10: Sony Corporation: Annual Financial Ratios
- Table 11: Sony Corporation: Key Employees
- Table 12: Sony Corporation: Key Employees Continued
- Table 13: Netflix Inc.: key facts
- Table 14: Netflix Inc.: Annual Financial Ratios
- Table 15: Netflix Inc.: Key Employees
- Table 16: Netflix Inc.: Key Employees Continued
- Table 17: Comcast Corporation: key facts
- Table 18: Comcast Corporation: Annual Financial Ratios
- Table 19: Comcast Corporation: Key Employees
- Table 20: Comcast Corporation: Key Employees Continued
- Table 21: Comcast Corporation: Key Employees Continued
- Table 22: ViacomCBS Incorporated: key facts
- Table 23: ViacomCBS Incorporated: Annual Financial Ratios
- Table 24: ViacomCBS Incorporated: Key Employees
- Table 25: ViacomCBS Incorporated: Key Employees Continued
- Table 26: ViacomCBS Incorporated: Key Employees Continued
- Table 27: Nippon Television Holdings, Inc.: key facts
- Table 28: Nippon Television Holdings, Inc.: Annual Financial Ratios
- Table 29: Nippon Television Holdings, Inc.: Key Employees
- Table 30: Toho Co., Ltd.: key facts
- Table 31: Toho Co., Ltd.: Annual Financial Ratios
- Table 32: Toho Co., Ltd.: Key Employees
- Table 33: AT&T Inc: key facts
- Table 34: AT&T Inc: Annual Financial Ratios

Table 35: AT&T Inc: Key Employees

Table 36: AT&T Inc: Key Employees Continued

Table 37: Avex Inc: key facts

Table 38: Avex Inc: Annual Financial Ratios

Table 39: Avex Inc: Key Employees

Table 40: Japan size of population (million), 2016-20

Table 41: Japan gdp (constant 2005 prices, \$ billion), 2016-20

Table 42: Japan gdp (current prices, \$ billion), 2016-20

Table 43: Japan inflation, 2016-20

Table 44: Japan consumer price index (absolute), 2016-20

Table 45: Japan exchange rate, 2016-20

List Of Figures

LIST OF FIGURES

Figure 1: Japan movies & entertainment market value: \$ million, 2016-20

Figure 2: Japan movies & entertainment market category segmentation: % share, by value, 2020

Figure 3: Japan movies & entertainment market geography segmentation: % share, by value, 2020

Figure 4: Japan movies & entertainment market value forecast: \$ million, 2020-25

Figure 5: Forces driving competition in the movies & entertainment market in Japan, 2020

Figure 6: Drivers of buyer power in the movies & entertainment market in Japan, 2020

Figure 7: Drivers of supplier power in the movies & entertainment market in Japan, 2020

Figure 8: Factors influencing the likelihood of new entrants in the movies & entertainment market in Japan, 2020

Figure 9: Factors influencing the threat of substitutes in the movies & entertainment market in Japan, 2020

Figure 10: Drivers of degree of rivalry in the movies & entertainment market in Japan, 2020

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