

Movies & Entertainment in Japan

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Abstracts

Movies & Entertainment in Japan

Summary

Movies & Entertainment in Japan industry profile provides top-line qualitative and quantitative summary information including: market share, market size (value and volume 2018-23, and forecast to 2028). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

Key Highlights

Movies & entertainment market is segmented into box office and music & video.

The Japanese movies & entertainment market recorded revenues of \$2,611.6 million in 2023, representing a negative compound annual growth rate (CAGR) of 9.1% between 2018 and 2023.

The music & video segment accounted for the market's largest proportion in 2023, with total revenues of \$1,745.2 million, equivalent to 66.8% of the market's overall value.

The Japanese market accounted for 33.1% of the Asia-Pacific market.

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 by both value and volume

Reasons to Buy

What was the size of the Japan movies & entertainment market by value in 2023?

What will be the size of the Japan movies & entertainment market in 2028?

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

How has the market performed over the last five years?

Who are the top competitors in Japan's movies & entertainment market?

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