

Brand Licensing Market, Global Outlook and Forecast 2022-2028

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Abstracts

Licensing means renting or leasing of an intangible asset. It is a process of creating and managing contracts between the owner of a brand and a company or individual who wants to use the brand in association with a product, for an agreed period of time, within an agreed territory. Licensing is used by brand owners to extend a trademark or character onto products of a completely different nature. In a brand licensing transaction, an artist, designer, trademark owner or celebrity (the 'licensor') grants a license to a manufacturer or retailer (the 'licensee') to manufacture and sell articles of merchandise which use the property that is the subject of the license, in exchange for a royalty from sales of those articles of merchandise. Typical licensed properties include artwork, characters, trademarks, celebrity names and likenesses, and book and movie titles. Licensed merchandise may include clothing, greeting cards, toys, games, housewares, jewellery, dinnerware, cosmetics and collectibles.

This report contains market size and forecasts of Brand Licensing in Global, including the following market information:

Global Brand Licensing Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Brand Licensing market was valued at 283920 million in 2021 and is projected to reach US\$ 376530 million by 2028, at a CAGR of 4.1% during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.



Apparels Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Brand Licensing include The Walt Disney Company, Meredith Corporation, PVH Corp., Iconix Brand Group, Authentic Brands Group, Universal Brand Development, Nickelodeon (ViacomCBS), Major League Baseball and Learfield IMG College, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Brand Licensing companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

obstacles, and potential risks.

Total Market by Segment:

Global Brand Licensing Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Brand Licensing Market Segment Percentages, by Type, 2021 (%)

Apparels

Toys

Accessories

Home Decoration

Software/Video Games

Food and Beverage

Others

Global Brand Licensing Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Brand Licensing Market Segment Percentages, by Application, 2021 (%)



	Entertainment		
	Corporate Trademarks/Brand		
	Fashion		
	Sports		
	Others		
Million	s)	ensing Market, By Region and Country, 2017-2022, 2023-2028 (\$	
Global (%)	l Brand Lic	ensing Market Segment Percentages, By Region and Country, 2021	
	North Am	nerica	
	U	S	
	С	anada	
	M	lexico	
Europe			
	G	ermany	
	F	rance	
	U	.K.	
	lta	aly	
	R	ussia	
	N	ordic Countries	



	Benelux	
	Rest of Europe	
Asia		
	China	
	Japan	
	South Korea	
	Southeast Asia	
	India	
	Rest of Asia	
South America		
	Brazil	
	Argentina	
	Rest of South America	
Middle East & Africa		
	Turkey	
	Israel	
	Saudi Arabia	
	UAE	
	Rest of Middle East & Africa	



Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Brand Licensing revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Brand Licensing revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

The Walt Disney Company

Meredith Corporation

PVH Corp.

Iconix Brand Group

Authentic Brands Group

Universal Brand Development

Nickelodeon (ViacomCBS)

Major League Baseball

Learfield IMG College

Sanrio

Sequential Brands Group

Hasbro

General Motors

National Basketball Association



Electrolux
National Football League
WarnerMedia
The Pok?mon Company International
Procter & Gamble
Ferrari
Ralph Lauren
Mattel
Ford Motor Company
BBC Worldwide
The Hershey Company
Stanley Black & Decker
PGA Tour
National Hockey League
Sunkist Growers
WWE



Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Brand Licensing Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Brand Licensing Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL BRAND LICENSING OVERALL MARKET SIZE

- 2.1 Global Brand Licensing Market Size: 2021 VS 2028
- 2.2 Global Brand Licensing Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Brand Licensing Players in Global Market
- 3.2 Top Global Brand Licensing Companies Ranked by Revenue
- 3.3 Global Brand Licensing Revenue by Companies
- 3.4 Top 3 and Top 5 Brand Licensing Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Brand Licensing Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Brand Licensing Players in Global Market
 - 3.6.1 List of Global Tier 1 Brand Licensing Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Brand Licensing Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview



- 4.1.1 by Type Global Brand Licensing Market Size Markets, 2021 & 2028
- 4.1.2 Apparels
- 4.1.3 Toys
- 4.1.4 Accessories
- 4.1.5 Home Decoration
- 4.1.6 Software/Video Games
- 4.1.7 Food and Beverage
- 4.1.8 Others
- 4.2 By Type Global Brand Licensing Revenue & Forecasts
- 4.2.1 By Type Global Brand Licensing Revenue, 2017-2022
- 4.2.2 By Type Global Brand Licensing Revenue, 2023-2028
- 4.2.3 By Type Global Brand Licensing Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

- 5.1 Overview
 - 5.1.1 By Application Global Brand Licensing Market Size, 2021 & 2028
 - 5.1.2 Entertainment
 - 5.1.3 Corporate Trademarks/Brand
 - 5.1.4 Fashion
 - 5.1.5 Sports
 - 5.1.6 Others
- 5.2 By Application Global Brand Licensing Revenue & Forecasts
 - 5.2.1 By Application Global Brand Licensing Revenue, 2017-2022
 - 5.2.2 By Application Global Brand Licensing Revenue, 2023-2028
 - 5.2.3 By Application Global Brand Licensing Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

- 6.1 By Region Global Brand Licensing Market Size, 2021 & 2028
- 6.2 By Region Global Brand Licensing Revenue & Forecasts
- 6.2.1 By Region Global Brand Licensing Revenue, 2017-2022
- 6.2.2 By Region Global Brand Licensing Revenue, 2023-2028
- 6.2.3 By Region Global Brand Licensing Revenue Market Share, 2017-2028
- 6.3 North America
- 6.3.1 By Country North America Brand Licensing Revenue, 2017-2028
- 6.3.2 US Brand Licensing Market Size, 2017-2028
- 6.3.3 Canada Brand Licensing Market Size, 2017-2028
- 6.3.4 Mexico Brand Licensing Market Size, 2017-2028



6.4 Europe

- 6.4.1 By Country Europe Brand Licensing Revenue, 2017-2028
- 6.4.2 Germany Brand Licensing Market Size, 2017-2028
- 6.4.3 France Brand Licensing Market Size, 2017-2028
- 6.4.4 U.K. Brand Licensing Market Size, 2017-2028
- 6.4.5 Italy Brand Licensing Market Size, 2017-2028
- 6.4.6 Russia Brand Licensing Market Size, 2017-2028
- 6.4.7 Nordic Countries Brand Licensing Market Size, 2017-2028
- 6.4.8 Benelux Brand Licensing Market Size, 2017-2028

6.5 Asia

- 6.5.1 By Region Asia Brand Licensing Revenue, 2017-2028
- 6.5.2 China Brand Licensing Market Size, 2017-2028
- 6.5.3 Japan Brand Licensing Market Size, 2017-2028
- 6.5.4 South Korea Brand Licensing Market Size, 2017-2028
- 6.5.5 Southeast Asia Brand Licensing Market Size, 2017-2028
- 6.5.6 India Brand Licensing Market Size, 2017-2028

6.6 South America

- 6.6.1 By Country South America Brand Licensing Revenue, 2017-2028
- 6.6.2 Brazil Brand Licensing Market Size, 2017-2028
- 6.6.3 Argentina Brand Licensing Market Size, 2017-2028

6.7 Middle East & Africa

- 6.7.1 By Country Middle East & Africa Brand Licensing Revenue, 2017-2028
- 6.7.2 Turkey Brand Licensing Market Size, 2017-2028
- 6.7.3 Israel Brand Licensing Market Size, 2017-2028
- 6.7.4 Saudi Arabia Brand Licensing Market Size, 2017-2028
- 6.7.5 UAE Brand Licensing Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 The Walt Disney Company

- 7.1.1 The Walt Disney Company Corporate Summary
- 7.1.2 The Walt Disney Company Business Overview
- 7.1.3 The Walt Disney Company Brand Licensing Major Product Offerings
- 7.1.4 The Walt Disney Company Brand Licensing Revenue in Global Market (2017-2022)
 - 7.1.5 The Walt Disney Company Key News
- 7.2 Meredith Corporation
 - 7.2.1 Meredith Corporation Corporate Summary
 - 7.2.2 Meredith Corporation Business Overview



- 7.2.3 Meredith Corporation Brand Licensing Major Product Offerings
- 7.2.4 Meredith Corporation Brand Licensing Revenue in Global Market (2017-2022)
- 7.2.5 Meredith Corporation Key News
- 7.3 PVH Corp.
 - 7.3.1 PVH Corp. Corporate Summary
 - 7.3.2 PVH Corp. Business Overview
 - 7.3.3 PVH Corp. Brand Licensing Major Product Offerings
 - 7.3.4 PVH Corp. Brand Licensing Revenue in Global Market (2017-2022)
- 7.3.5 PVH Corp. Key News
- 7.4 Iconix Brand Group
 - 7.4.1 Iconix Brand Group Corporate Summary
 - 7.4.2 Iconix Brand Group Business Overview
 - 7.4.3 Iconix Brand Group Brand Licensing Major Product Offerings
- 7.4.4 Iconix Brand Group Brand Licensing Revenue in Global Market (2017-2022)
- 7.4.5 Iconix Brand Group Key News
- 7.5 Authentic Brands Group
 - 7.5.1 Authentic Brands Group Corporate Summary
 - 7.5.2 Authentic Brands Group Business Overview
 - 7.5.3 Authentic Brands Group Brand Licensing Major Product Offerings
 - 7.5.4 Authentic Brands Group Brand Licensing Revenue in Global Market (2017-2022)
 - 7.5.5 Authentic Brands Group Key News
- 7.6 Universal Brand Development
 - 7.6.1 Universal Brand Development Corporate Summary
- 7.6.2 Universal Brand Development Business Overview
- 7.6.3 Universal Brand Development Brand Licensing Major Product Offerings
- 7.6.4 Universal Brand Development Brand Licensing Revenue in Global Market (2017-2022)
- 7.6.5 Universal Brand Development Key News
- 7.7 Nickelodeon (ViacomCBS)
 - 7.7.1 Nickelodeon (ViacomCBS) Corporate Summary
 - 7.7.2 Nickelodeon (ViacomCBS) Business Overview
 - 7.7.3 Nickelodeon (ViacomCBS) Brand Licensing Major Product Offerings
- 7.7.4 Nickelodeon (ViacomCBS) Brand Licensing Revenue in Global Market (2017-2022)
 - 7.7.5 Nickelodeon (ViacomCBS) Key News
- 7.8 Major League Baseball
 - 7.8.1 Major League Baseball Corporate Summary
 - 7.8.2 Major League Baseball Business Overview
 - 7.8.3 Major League Baseball Brand Licensing Major Product Offerings



- 7.8.4 Major League Baseball Brand Licensing Revenue in Global Market (2017-2022)
- 7.8.5 Major League Baseball Key News
- 7.9 Learfield IMG College
 - 7.9.1 Learfield IMG College Corporate Summary
 - 7.9.2 Learfield IMG College Business Overview
 - 7.9.3 Learfield IMG College Brand Licensing Major Product Offerings
 - 7.9.4 Learfield IMG College Brand Licensing Revenue in Global Market (2017-2022)
 - 7.9.5 Learfield IMG College Key News
- 7.10 Sanrio
 - 7.10.1 Sanrio Corporate Summary
 - 7.10.2 Sanrio Business Overview
 - 7.10.3 Sanrio Brand Licensing Major Product Offerings
- 7.10.4 Sanrio Brand Licensing Revenue in Global Market (2017-2022)
- 7.10.5 Sanrio Key News
- 7.11 Sequential Brands Group
 - 7.11.1 Sequential Brands Group Corporate Summary
 - 7.11.2 Sequential Brands Group Business Overview
 - 7.11.3 Sequential Brands Group Brand Licensing Major Product Offerings
- 7.11.4 Sequential Brands Group Brand Licensing Revenue in Global Market (2017-2022)
- 7.11.5 Sequential Brands Group Key News
- 7.12 Hasbro
 - 7.12.1 Hasbro Corporate Summary
 - 7.12.2 Hasbro Business Overview
 - 7.12.3 Hasbro Brand Licensing Major Product Offerings
 - 7.12.4 Hasbro Brand Licensing Revenue in Global Market (2017-2022)
 - 7.12.5 Hasbro Key News
- 7.13 General Motors
 - 7.13.1 General Motors Corporate Summary
 - 7.13.2 General Motors Business Overview
 - 7.13.3 General Motors Brand Licensing Major Product Offerings
 - 7.13.4 General Motors Brand Licensing Revenue in Global Market (2017-2022)
 - 7.13.5 General Motors Key News
- 7.14 National Basketball Association
- 7.14.1 National Basketball Association Corporate Summary
- 7.14.2 National Basketball Association Business Overview
- 7.14.3 National Basketball Association Brand Licensing Major Product Offerings
- 7.14.4 National Basketball Association Brand Licensing Revenue in Global Market (2017-2022)



7.14.5 National Basketball Association Key News

7.15 Electrolux

- 7.15.1 Electrolux Corporate Summary
- 7.15.2 Electrolux Business Overview
- 7.15.3 Electrolux Brand Licensing Major Product Offerings
- 7.15.4 Electrolux Brand Licensing Revenue in Global Market (2017-2022)
- 7.15.5 Electrolux Key News

7.16 National Football League

- 7.16.1 National Football League Corporate Summary
- 7.16.2 National Football League Business Overview
- 7.16.3 National Football League Brand Licensing Major Product Offerings
- 7.16.4 National Football League Brand Licensing Revenue in Global Market (2017-2022)
 - 7.16.5 National Football League Key News

7.17 WarnerMedia

- 7.17.1 WarnerMedia Corporate Summary
- 7.17.2 WarnerMedia Business Overview
- 7.17.3 WarnerMedia Brand Licensing Major Product Offerings
- 7.17.4 WarnerMedia Brand Licensing Revenue in Global Market (2017-2022)
- 7.17.5 WarnerMedia Key News
- 7.18 The Pok?mon Company International
 - 7.18.1 The Pok?mon Company International Corporate Summary
 - 7.18.2 The Pok?mon Company International Business Overview
 - 7.18.3 The Pok?mon Company International Brand Licensing Major Product Offerings
- 7.18.4 The Pok?mon Company International Brand Licensing Revenue in Global Market (2017-2022)
 - 7.18.5 The Pok?mon Company International Key News

7.19 Procter & Gamble

- 7.19.1 Procter & Gamble Corporate Summary
- 7.19.2 Procter & Gamble Business Overview
- 7.19.3 Procter & Gamble Brand Licensing Major Product Offerings
- 7.19.4 Procter & Gamble Brand Licensing Revenue in Global Market (2017-2022)
- 7.19.5 Procter & Gamble Key News

7.20 Ferrari

- 7.20.1 Ferrari Corporate Summary
- 7.20.2 Ferrari Business Overview
- 7.20.3 Ferrari Brand Licensing Major Product Offerings
- 7.20.4 Ferrari Brand Licensing Revenue in Global Market (2017-2022)
- 7.20.5 Ferrari Key News



7.21 Ralph Lauren

- 7.21.1 Ralph Lauren Corporate Summary
- 7.21.2 Ralph Lauren Business Overview
- 7.21.3 Ralph Lauren Brand Licensing Major Product Offerings
- 7.21.4 Ralph Lauren Brand Licensing Revenue in Global Market (2017-2022)
- 7.21.5 Ralph Lauren Key News

7.22 Mattel

- 7.22.1 Mattel Corporate Summary
- 7.22.2 Mattel Business Overview
- 7.22.3 Mattel Brand Licensing Major Product Offerings
- 7.22.4 Mattel Brand Licensing Revenue in Global Market (2017-2022)
- 7.22.5 Mattel Key News
- 7.23 Ford Motor Company
 - 7.23.1 Ford Motor Company Corporate Summary
 - 7.23.2 Ford Motor Company Business Overview
 - 7.23.3 Ford Motor Company Brand Licensing Major Product Offerings
 - 7.23.4 Ford Motor Company Brand Licensing Revenue in Global Market (2017-2022)
 - 7.23.5 Ford Motor Company Key News

7.24 BBC Worldwide

- 7.24.1 BBC Worldwide Corporate Summary
- 7.24.2 BBC Worldwide Business Overview
- 7.24.3 BBC Worldwide Brand Licensing Major Product Offerings
- 7.24.4 BBC Worldwide Brand Licensing Revenue in Global Market (2017-2022)
- 7.24.5 BBC Worldwide Key News
- 7.25 The Hershey Company
 - 7.25.1 The Hershey Company Corporate Summary
 - 7.25.2 The Hershey Company Business Overview
 - 7.25.3 The Hershey Company Brand Licensing Major Product Offerings
- 7.25.4 The Hershey Company Brand Licensing Revenue in Global Market (2017-2022)
- 7.25.5 The Hershey Company Key News
- 7.26 Stanley Black & Decker
 - 7.26.1 Stanley Black & Decker Corporate Summary
 - 7.26.2 Stanley Black & Decker Business Overview
 - 7.26.3 Stanley Black & Decker Brand Licensing Major Product Offerings
- 7.26.4 Stanley Black & Decker Brand Licensing Revenue in Global Market
- (2017-2022)
 - 7.26.5 Stanley Black & Decker Key News
- 7.27 PGA Tour
- 7.27.1 PGA Tour Corporate Summary



- 7.27.2 PGA Tour Business Overview
- 7.27.3 PGA Tour Brand Licensing Major Product Offerings
- 7.27.4 PGA Tour Brand Licensing Revenue in Global Market (2017-2022)
- 7.27.5 PGA Tour Key News
- 7.28 National Hockey League
 - 7.28.1 National Hockey League Corporate Summary
 - 7.28.2 National Hockey League Business Overview
 - 7.28.3 National Hockey League Brand Licensing Major Product Offerings
- 7.28.4 National Hockey League Brand Licensing Revenue in Global Market (2017-2022)
 - 7.28.5 National Hockey League Key News
- 7.29 Sunkist Growers
 - 7.29.1 Sunkist Growers Corporate Summary
 - 7.29.2 Sunkist Growers Business Overview
 - 7.29.3 Sunkist Growers Brand Licensing Major Product Offerings
 - 7.29.4 Sunkist Growers Brand Licensing Revenue in Global Market (2017-2022)
 - 7.29.5 Sunkist Growers Key News
- 7.30 WWE
 - 7.30.1 WWE Corporate Summary
 - 7.30.2 WWE Business Overview
 - 7.30.3 WWE Brand Licensing Major Product Offerings
 - 7.30.4 WWE Brand Licensing Revenue in Global Market (2017-2022)
 - 7.30.5 WWE Key News

8 CONCLUSION

9 APPENDIX

- 9.1 Note
- 9.2 Examples of Clients
- 9.3 Disclaimer



List Of Tables

LIST OF TABLES

- Table 1. Brand Licensing Market Opportunities & Trends in Global Market
- Table 2. Brand Licensing Market Drivers in Global Market
- Table 3. Brand Licensing Market Restraints in Global Market
- Table 4. Key Players of Brand Licensing in Global Market
- Table 5. Top Brand Licensing Players in Global Market, Ranking by Revenue (2021)
- Table 6. Global Brand Licensing Revenue by Companies, (US\$, Mn), 2017-2022
- Table 7. Global Brand Licensing Revenue Share by Companies, 2017-2022
- Table 8. Global Companies Brand Licensing Product Type
- Table 9. List of Global Tier 1 Brand Licensing Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 10. List of Global Tier 2 and Tier 3 Brand Licensing Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 11. By Type Global Brand Licensing Revenue, (US\$, Mn), 2021 & 2028
- Table 12. By Type Brand Licensing Revenue in Global (US\$, Mn), 2017-2022
- Table 13. By Type Brand Licensing Revenue in Global (US\$, Mn), 2023-2028
- Table 14. By Application Global Brand Licensing Revenue, (US\$, Mn), 2021 & 2028
- Table 15. By Application Brand Licensing Revenue in Global (US\$, Mn), 2017-2022
- Table 16. By Application Brand Licensing Revenue in Global (US\$, Mn), 2023-2028
- Table 17. By Region Global Brand Licensing Revenue, (US\$, Mn), 2021 & 2028
- Table 18. By Region Global Brand Licensing Revenue (US\$, Mn), 2017-2022
- Table 19. By Region Global Brand Licensing Revenue (US\$, Mn), 2023-2028
- Table 20. By Country North America Brand Licensing Revenue, (US\$, Mn), 2017-2022
- Table 21. By Country North America Brand Licensing Revenue, (US\$, Mn), 2023-2028
- Table 22. By Country Europe Brand Licensing Revenue, (US\$, Mn), 2017-2022
- Table 23. By Country Europe Brand Licensing Revenue, (US\$, Mn), 2023-2028
- Table 24. By Region Asia Brand Licensing Revenue, (US\$, Mn), 2017-2022
- Table 25. By Region Asia Brand Licensing Revenue, (US\$, Mn), 2023-2028
- Table 26. By Country South America Brand Licensing Revenue, (US\$, Mn), 2017-2022
- Table 27. By Country South America Brand Licensing Revenue, (US\$, Mn), 2023-2028
- Table 28. By Country Middle East & Africa Brand Licensing Revenue, (US\$, Mn), 2017-2022
- Table 29. By Country Middle East & Africa Brand Licensing Revenue, (US\$, Mn), 2023-2028



- Table 30. The Walt Disney Company Corporate Summary
- Table 31. The Walt Disney Company Brand Licensing Product Offerings
- Table 32. The Walt Disney Company Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 33. Meredith Corporation Corporate Summary
- Table 34. Meredith Corporation Brand Licensing Product Offerings
- Table 35. Meredith Corporation Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 36. PVH Corp. Corporate Summary
- Table 37. PVH Corp. Brand Licensing Product Offerings
- Table 38. PVH Corp. Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 39. Iconix Brand Group Corporate Summary
- Table 40. Iconix Brand Group Brand Licensing Product Offerings
- Table 41. Iconix Brand Group Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 42. Authentic Brands Group Corporate Summary
- Table 43. Authentic Brands Group Brand Licensing Product Offerings
- Table 44. Authentic Brands Group Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 45. Universal Brand Development Corporate Summary
- Table 46. Universal Brand Development Brand Licensing Product Offerings
- Table 47. Universal Brand Development Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 48. Nickelodeon (ViacomCBS) Corporate Summary
- Table 49. Nickelodeon (ViacomCBS) Brand Licensing Product Offerings
- Table 50. Nickelodeon (ViacomCBS) Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 51. Major League Baseball Corporate Summary
- Table 52. Major League Baseball Brand Licensing Product Offerings
- Table 53. Major League Baseball Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 54. Learfield IMG College Corporate Summary
- Table 55. Learfield IMG College Brand Licensing Product Offerings
- Table 56. Learfield IMG College Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 57. Sanrio Corporate Summary
- Table 58. Sanrio Brand Licensing Product Offerings
- Table 59. Sanrio Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 60. Sequential Brands Group Corporate Summary
- Table 61. Sequential Brands Group Brand Licensing Product Offerings
- Table 62. Sequential Brands Group Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 63. Hasbro Corporate Summary
- Table 64. Hasbro Brand Licensing Product Offerings
- Table 65. Hasbro Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 66. General Motors Corporate Summary
- Table 67. General Motors Brand Licensing Product Offerings



- Table 68. General Motors Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 69. National Basketball Association Corporate Summary
- Table 70. National Basketball Association Brand Licensing Product Offerings
- Table 71. National Basketball Association Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 72. Electrolux Corporate Summary
- Table 73. Electrolux Brand Licensing Product Offerings
- Table 74. Electrolux Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 75. National Football League Corporate Summary
- Table 76. National Football League Brand Licensing Product Offerings
- Table 77. National Football League Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 78. WarnerMedia Corporate Summary
- Table 79. WarnerMedia Brand Licensing Product Offerings
- Table 80. WarnerMedia Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 81. The Pok?mon Company International Corporate Summary
- Table 82. The Pok?mon Company International Brand Licensing Product Offerings
- Table 83. The Pok?mon Company International Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 84. Procter & Gamble Corporate Summary
- Table 85. Procter & Gamble Brand Licensing Product Offerings
- Table 86. Procter & Gamble Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 87. Ferrari Corporate Summary
- Table 88. Ferrari Brand Licensing Product Offerings
- Table 89. Ferrari Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 90. Ralph Lauren Corporate Summary
- Table 91. Ralph Lauren Brand Licensing Product Offerings
- Table 92. Ralph Lauren Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 93. Mattel Corporate Summary
- Table 94. Mattel Brand Licensing Product Offerings
- Table 95. Mattel Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 96. Ford Motor Company Corporate Summary
- Table 97. Ford Motor Company Brand Licensing Product Offerings
- Table 98. Ford Motor Company Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 99. BBC Worldwide Corporate Summary
- Table 100. BBC Worldwide Brand Licensing Product Offerings
- Table 101. BBC Worldwide Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 102. The Hershey Company Corporate Summary
- Table 103. The Hershey Company Brand Licensing Product Offerings
- Table 104. The Hershey Company Brand Licensing Revenue (US\$, Mn), (2017-2022)



- Table 105. Stanley Black & Decker Corporate Summary
- Table 106. Stanley Black & Decker Brand Licensing Product Offerings
- Table 107. Stanley Black & Decker Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 108. PGA Tour Corporate Summary
- Table 109. PGA Tour Brand Licensing Product Offerings
- Table 110. PGA Tour Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 111. National Hockey League Corporate Summary
- Table 112. National Hockey League Brand Licensing Product Offerings
- Table 113. National Hockey League Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 114. Sunkist Growers Corporate Summary
- Table 115. Sunkist Growers Brand Licensing Product Offerings
- Table 116. Sunkist Growers Brand Licensing Revenue (US\$, Mn), (2017-2022)
- Table 117. WWE Corporate Summary
- Table 118. WWE Brand Licensing Product Offerings
- Table 119. WWE Brand Licensing Revenue (US\$, Mn), (2017-2022)



List Of Figures

LIST OF FIGURES

- Figure 1. Brand Licensing Segment by Type in 2021
- Figure 2. Brand Licensing Segment by Application in 2021
- Figure 3. Global Brand Licensing Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Brand Licensing Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Brand Licensing Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Brand Licensing Revenue in 2021
- Figure 8. By Type Global Brand Licensing Revenue Market Share, 2017-2028
- Figure 9. By Application Global Brand Licensing Revenue Market Share, 2017-2028
- Figure 10. By Region Global Brand Licensing Revenue Market Share, 2017-2028
- Figure 11. By Country North America Brand Licensing Revenue Market Share, 2017-2028
- Figure 12. US Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country Europe Brand Licensing Revenue Market Share, 2017-2028
- Figure 16. Germany Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region Asia Brand Licensing Revenue Market Share, 2017-2028
- Figure 24. China Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 28. India Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country South America Brand Licensing Revenue Market Share, 2017-2028
- Figure 30. Brazil Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 31. Argentina Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 32. By Country Middle East & Africa Brand Licensing Revenue Market Share, 2017-2028



- Figure 33. Turkey Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 34. Israel Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 35. Saudi Arabia Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 36. UAE Brand Licensing Revenue, (US\$, Mn), 2017-2028
- Figure 37. The Walt Disney Company Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 38. Meredith Corporation Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 39. PVH Corp. Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 40. Iconix Brand Group Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 41. Authentic Brands Group Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 42. Universal Brand Development Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 43. Nickelodeon (ViacomCBS) Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 44. Major League Baseball Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 45. Learfield IMG College Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 46. Sanrio Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 47. Sequential Brands Group Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 48. Hasbro Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 49. General Motors Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 50. National Basketball Association Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 51. Electrolux Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 52. National Football League Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 53. WarnerMedia Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)
- Figure 54. The Pok?mon Company International Brand Licensing Revenue Year Over



Year Growth (US\$, Mn) & (2017-2022)

Figure 55. Procter & Gamble Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 56. Ferrari Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 57. Ralph Lauren Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 58. Mattel Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 59. Ford Motor Company Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 60. BBC Worldwide Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 61. The Hershey Company Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 62. Stanley Black & Decker Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 63. PGA Tour Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 64. National Hockey League Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 65. Sunkist Growers Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 66. WWE Brand Licensing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)



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