

# Online Comic Market, Global Outlook and Forecast 2022-2028

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## Abstracts

Webcomics (also known as online comics or Internet comics) are comics published on a website or mobile app. While many are published exclusively on the web, others are also published in magazines, newspapers, or comic books.

Webcomics can be compared to self-published print comics in that anyone with an Internet connection can publish their own webcomic. Readership levels vary widely; many are read only by the creator's immediate friends and family, while some of the largest claim audiences well over one million readers. Webcomics range from traditional comic strips and graphic novels to avant garde comics, and cover many genres, styles, and subjects. They sometimes take on the role of a comic blog. The term web cartoonist is sometimes used to refer to someone who creates webcomics.

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

Global Online Comic Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Online Comic market was valued at 3779.8 million in 2021 and is projected to reach US\$ 23280 million by 2028, at a CAGR of 29.7% 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.

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

The global key manufacturers of Online Comic include Naver, Kakao, Lezhin Entertainment (KidariStudio), Tappytoon, ToryComics, Toomics Global, Ridibooks (RIDICorp), KidariStudio and Webtoon Factory, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Online Comic 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.

Total Market by Segment:

Global Online Comic Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Online Comic Market Segment Percentages, by Type, 2021 (%)

Subscription Based

Advertisement Based

Global Online Comic Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Online Comic Market Segment Percentages, by Application, 2021 (%)

Mobile Phone

PC/Notebook

Tablet Computer

Others

Global Online Comic Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

## Global Online Comic Market Segment Percentages, By Region and Country, 2021 (%)

### North America

US

Canada

Mexico

### Europe

Germany

France

U.K.

Italy

Russia

Nordic 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 Online Comic revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Online Comic revenues share in global market, 2021 (%)

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

Naver

Kakao

Lezhin Entertainment (KidariStudio)

Tappytoon

ToryComics

Toomics Global

Ridibooks (RIDI Corp)

KidariStudio

Webtoon Factory

Izneo Webtoon

Stela

Graphite

Webcomics (SideWalk Group)

SPOTTOON (Rolling Story)

Mr Blue

Marvel Unlimited

Tencent

Amazia

Shuueisha

Comico (NHN)

U17

MangaToon

Kuaikan

Dongman Entertainment

Manman Manhwa

Bilibili Comics

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