

Webcomic and Graphic Novels Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Webcomic and Graphic Novels in Global, including the following market information:

Global Webcomic and Graphic Novels Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Webcomic and Graphic Novels market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % 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 Webcomic and Graphic Novels include Naver, Kakao, Lezhin Entertainment (KidariStudio), Tappytoon, ToryComics, Toomics Global, Ridibooks, 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 Webcomic and Graphic Novels 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 Webcomic and Graphic Novels Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Webcomic and Graphic Novels Market Segment Percentages, by Type, 2021 (%)

Subscription Based

Advertisement Based

Global Webcomic and Graphic Novels Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Webcomic and Graphic Novels Market Segment Percentages, by Application, 2021 (%)

Mobile App

PC Website

Others

Global Webcomic and Graphic Novels Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Webcomic and Graphic Novels 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 Webcomic and Graphic Novels revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Webcomic and Graphic Novels 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

KidariStudio

Webtoon Factory

Izneo Webtoon

Stela

Graphite

Webcomics

SPOTTOON (Rolling Story)

Mr Blue

Marvel Unlimited

Tencent

Amazia

Shuueisha

Comico (NHN)

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Bilibili Comics

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