

# Global IP in Media and Entertainment Market Research Report 2023

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## Abstracts

According to QYResearch's new survey, global IP in Media and Entertainment market is projected to reach US\$ million in 2029, increasing from US\$ million in 2022, with the CAGR of % during the period of 2023 to 2029. Influencing issues, such as economy environments, COVID-19 and Russia-Ukraine War, have led to great market fluctuations in the past few years and are considered comprehensively in the whole IP in Media and Entertainment market research.

Key companies engaged in the IP in Media and Entertainment industry include Netflix TV, Ciwen, Huace Media, Huayi Brothers Media Corporation, Beijing JingxiCulture & Tourism Co., Ltd., ENLIGHT MEDIA, Shanghai New Culture Media, New Classic Media and Sony, etc. Among those companies, the top 3 players guaranteed % supply worldwide in 2022.

When refers to consumption region, % value of IP in Media and Entertainment were sold to North America, Europe and Asia Pacific in 2022. Moreover, China, plays a key role in the whole IP in Media and Entertainment market and estimated to attract more attentions from industry insiders and investors.

## Report Scope

This report, based on historical analysis (2018-2022) and forecast calculation (2023-2029), aims to help readers to get a comprehensive understanding of global IP in Media and Entertainment market with multiple angles, which provides sufficient supports to readers' strategy and decision making.

## By Company

Netflix TV

Ciwen

Huace Media

Huayi Brothers Media Corporation

Beijing JingxiCulture &Tourism Co., Ltd.

ENLIGHT MEDIA

Shanghai New Culture Media

New Classic Media

Sony

Disney

Charter Communications

AT&T Entertainment Group

## Segment by Type

Fiction

Comics

Games

Others

## Segment by Application

Film

TV Drama

Others

## By Region

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

The IP in Media and Entertainment report covers below items:

Chapter 1: Product Basic Information (Definition, Type and Application)

Chapter 2: Global market size, regional market size. Market Opportunities and Challenges

Chapter 3: Companies' Competition Patterns

Chapter 4: Product Type Analysis

Chapter 5: Product Application Analysis

Chapter 6 to 10: Country Level Value Analysis

Chapter 11: Companies' Outline

Chapter 12: Market Conclusions

Chapter 13: Research Methodology and Data Source

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