

INDUSTRIES & MARKETS

Creative content industry in South Korea

Table of Contents

01 Industry Overview

Sales revenue of content industry South Korea 2014-2020	
Content industry sales revenue in South Korea 2020, by segment	
Import value content industry South Korea 2014-2020	
Export value content industry South Korea 2014-2020	
Content industry export value South Korea 2020, by segment	
Amount of businesses content industry South Korea 2020, by segment	

02 Broadcasting and film

Broadcasting industry sales revenue South Korea 2014-2021	
Movie industry sales revenue in South Korea 2008-2022	
Internet VOD movie film sales in South Korea 2013-2022	
Sales revenue of animation industry South Korea 2020, by industry	
Frequency of watching animation South Korea 2022	

03 Music

Music industry sales revenue South Korea 2014-2021	
Value of music industry exports from South Korea 2005-2021	
Music content usage frequency South Korea 2022	
Music streaming services usage frequency South Korea 2022	
Most frequently used music streaming or download services South Korea 2022	

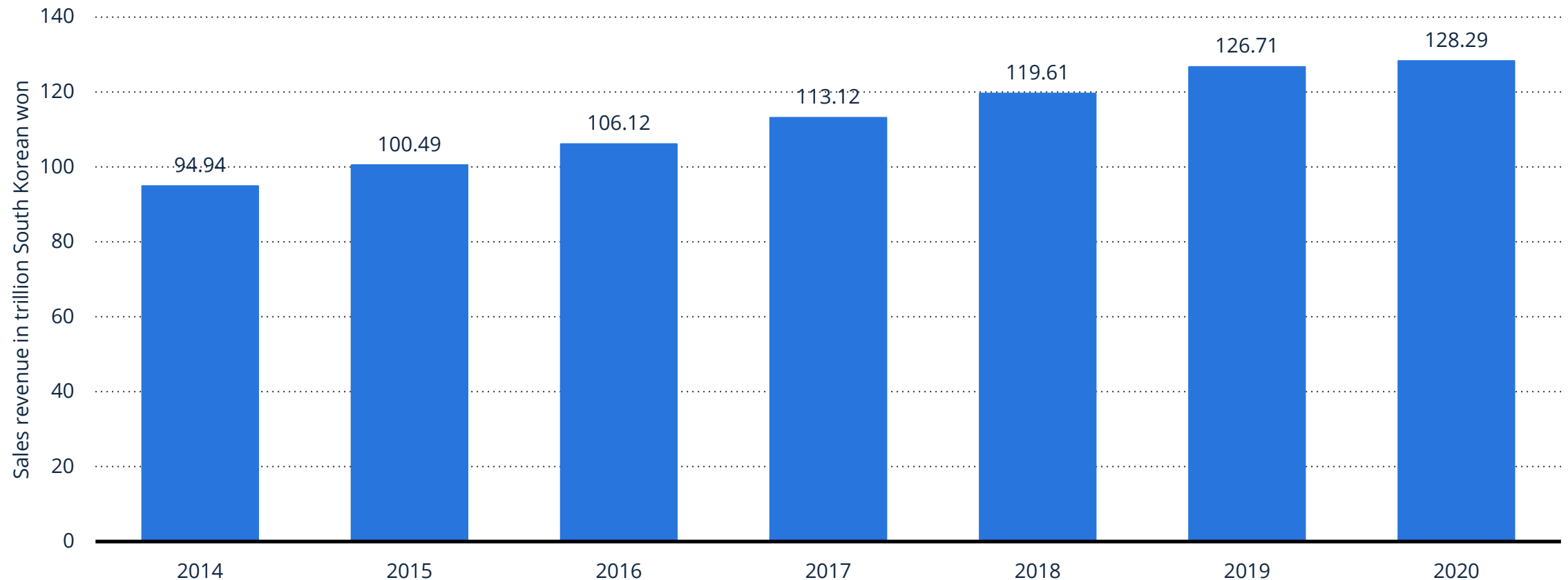
	Number of music streaming app users South Korea 2020-2023, by music app	21
03		
04	04 Comics	
05	Comic industry sales revenue South Korea 2014-2020	23
06	Sales revenue comic industry South Korea 2020, by segment	24
07	Number of companies in comic industry South Korea 2020, by area	25
08	Service used for consuming comics in digital format South Korea 2022	26
	Method of paying for digital comics South Korea 2022	27
	Popular digital comic genres South Korea 2022	28
10		
11	05 Other media	
12	Publishing industry sales revenue South Korea 2014-2020	30
13	Amount of businesses in publishing industry South Korea 2014-2020	31
14	Share of adults reading e-books in South Korea 2011-2021	32
	Gaming industry size South Korea 2006-2024	33
	Video game purchases in South Korea 2023	34
16	Radio use rate in South Korea 2011-2021	35
17		
18		
19		
20		

CHAPTER 01

Industry Overview

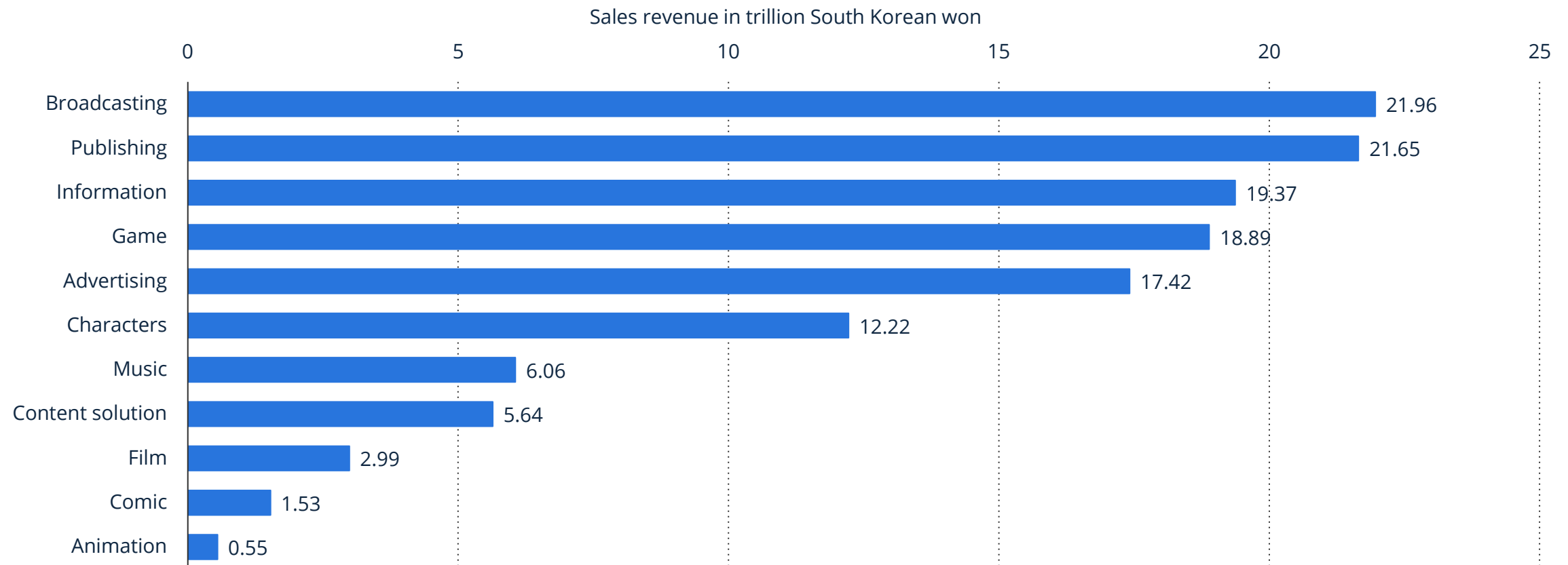
Sales revenue of the content industry in South Korea from 2014 to 2020 (in trillion South Korean won)

Sales revenue of content industry South Korea 2014-2020



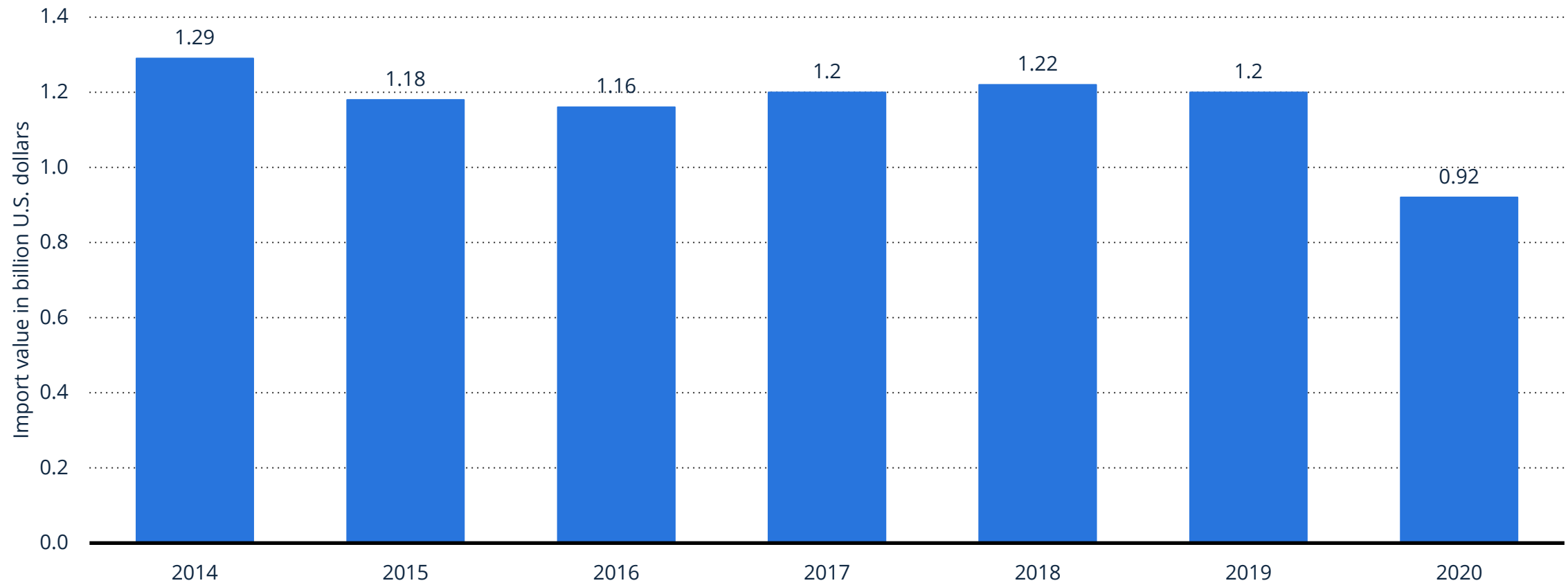
Sales revenue of the content industry in South Korea in 2020, by segment (in trillion South Korean won)

Content industry sales revenue in South Korea 2020, by segment



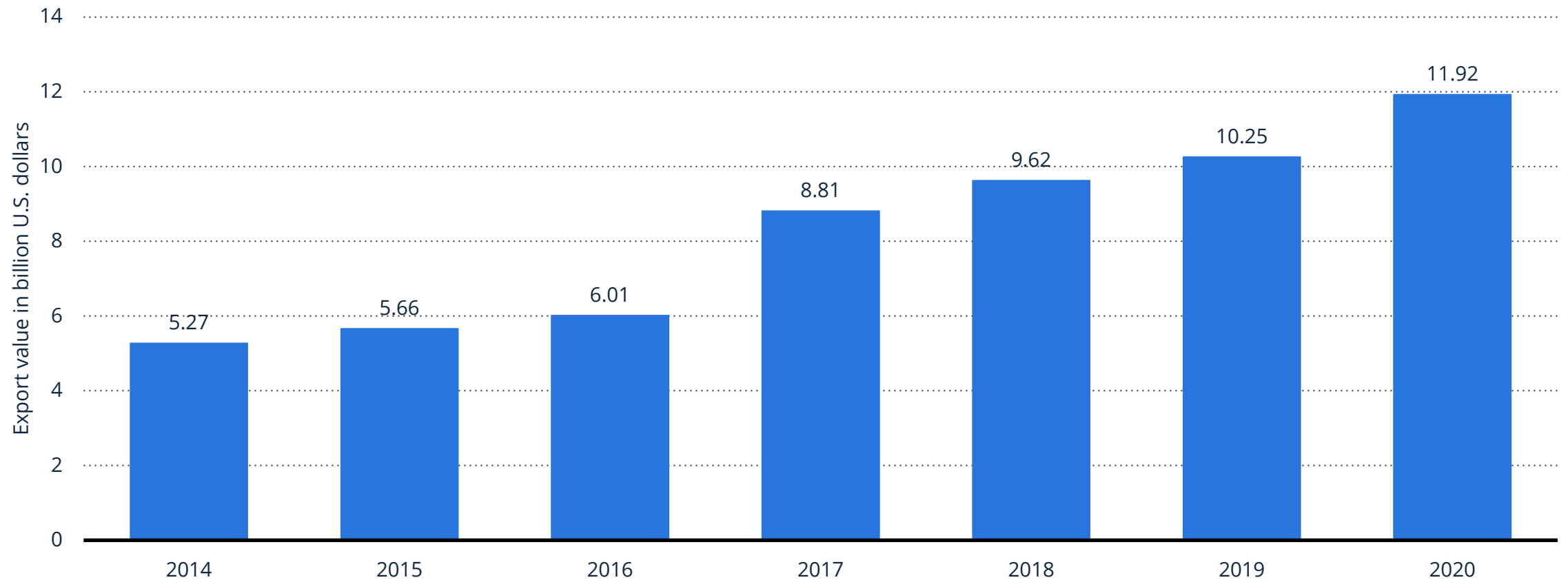
Total import value of the content industry in South Korea from 2014 to 2020 (in billion U.S. dollars)

Import value content industry South Korea 2014-2020



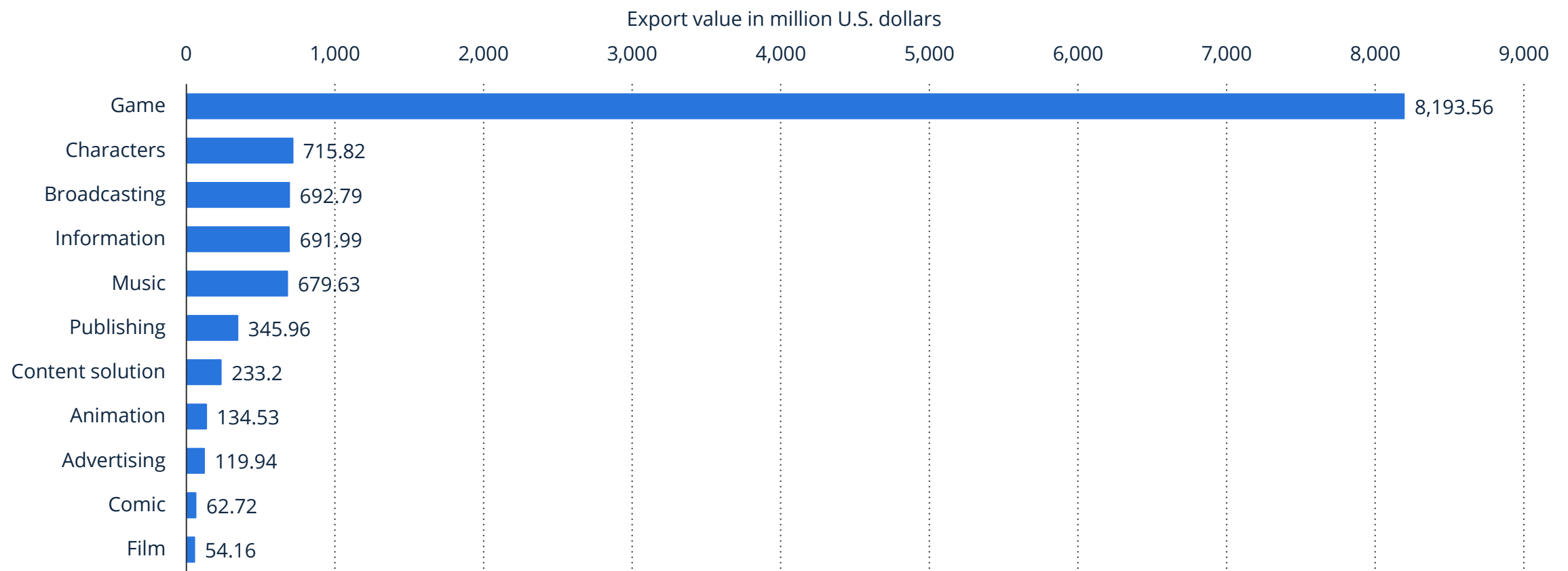
Total export value of the content industry in South Korea from 2014 to 2020 (in billion U.S. dollars)

Export value content industry South Korea 2014-2020



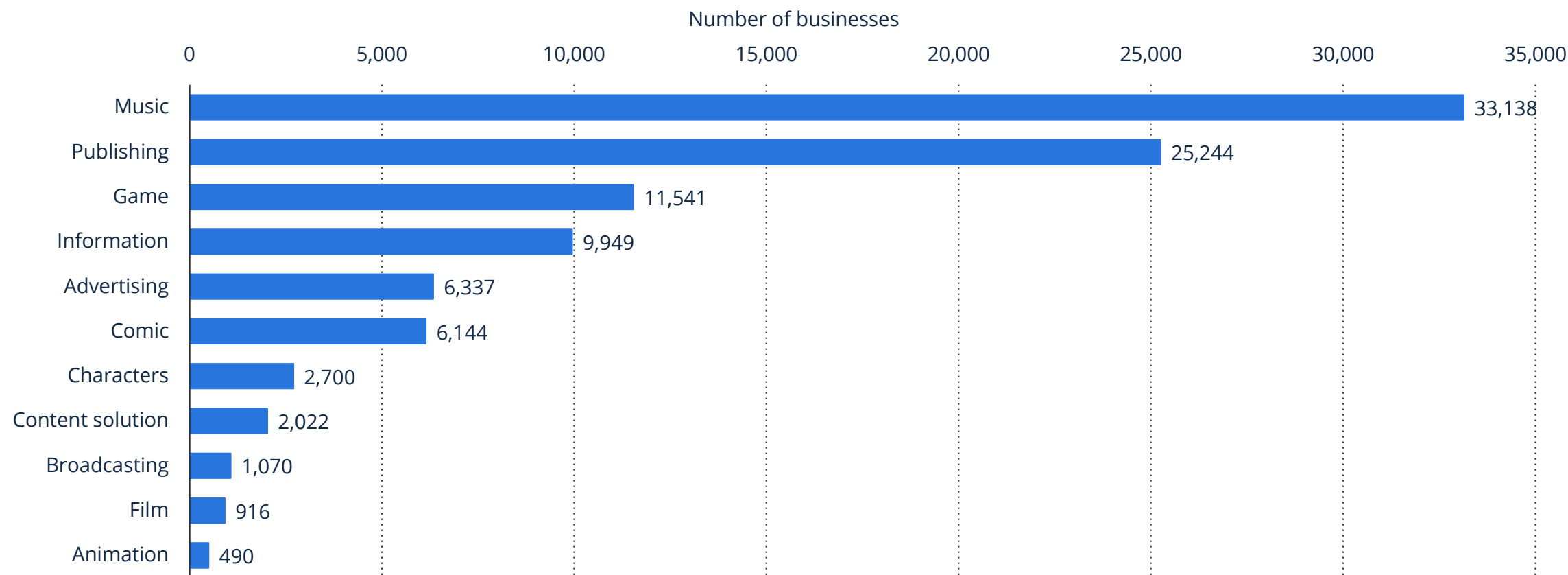
Export value of the content industry in South Korea in 2020, by segment (in million U.S. dollars)

Content industry export value South Korea 2020, by segment



Number of businesses in the content industry in South Korea in 2020, by segment

Amount of businesses content industry South Korea 2020, by segment

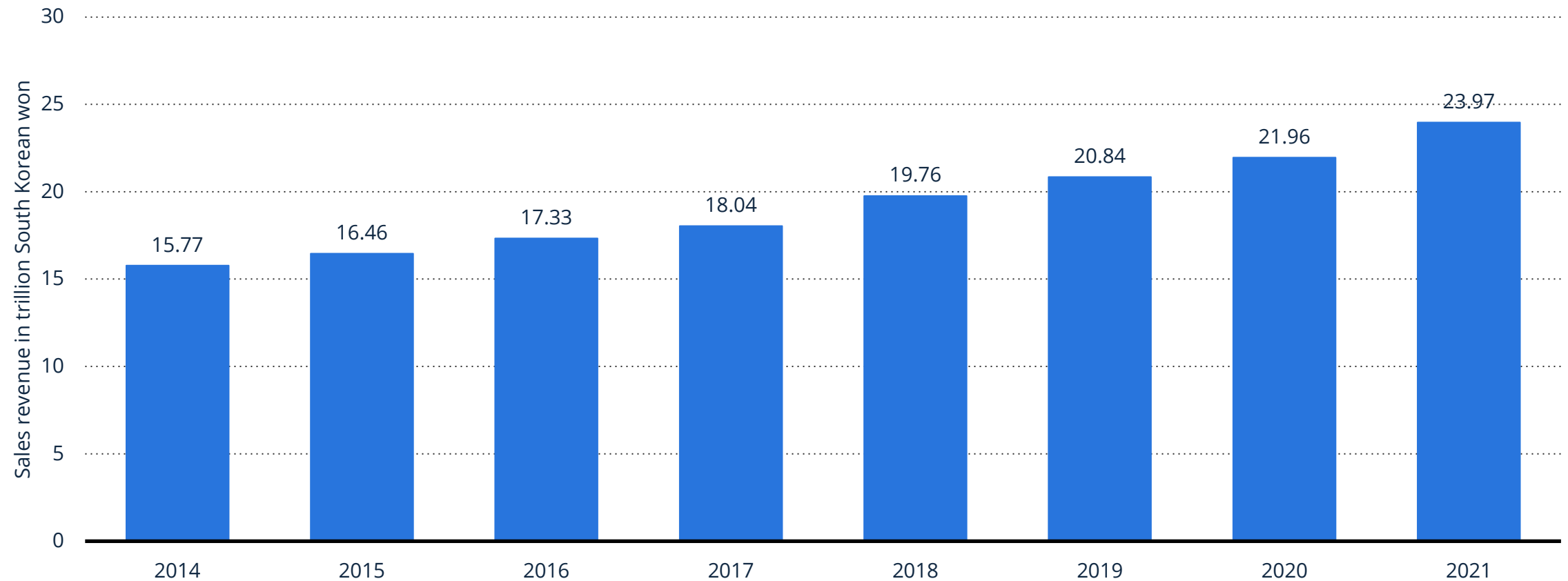


CHAPTER 02

Broadcasting and film

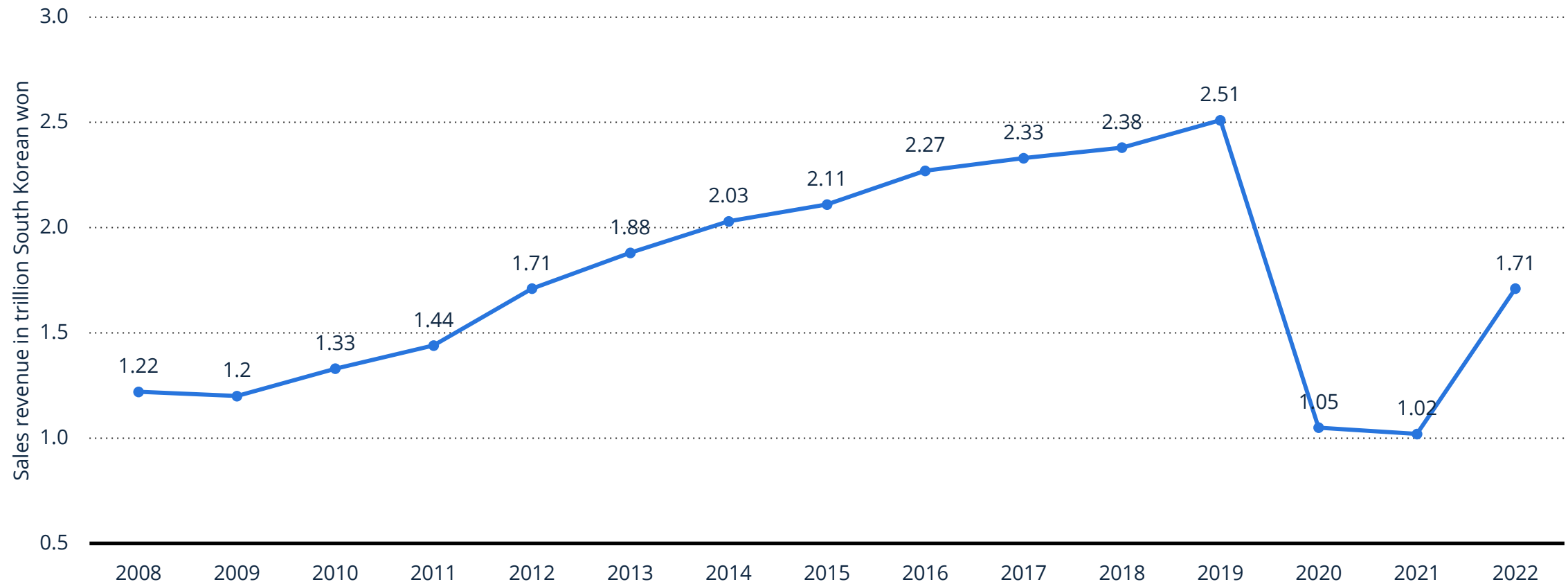
Sales revenue of the broadcasting industry in South Korea from 2014 to 2021 (in trillion South Korean won)

Broadcasting industry sales revenue South Korea 2014-2021



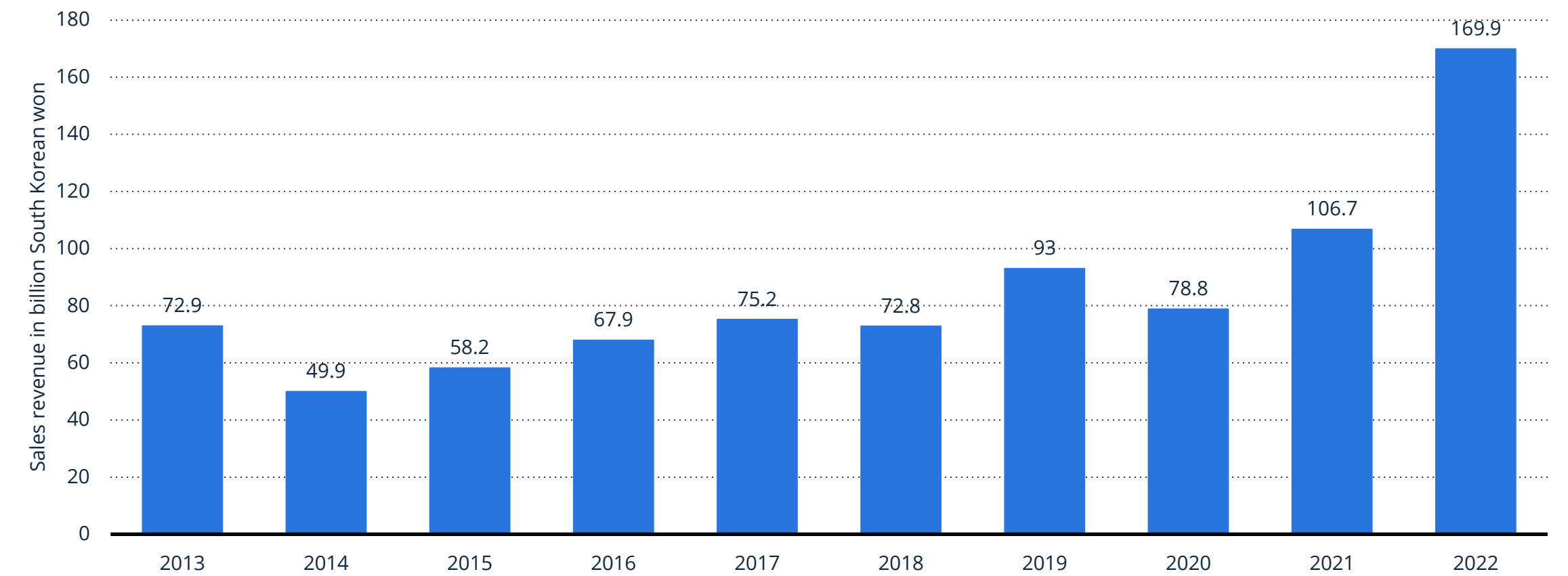
Sales revenue of the film industry in South Korea from 2008 to 2022 (in trillion South Korean won)

Movie industry sales revenue in South Korea 2008-2022



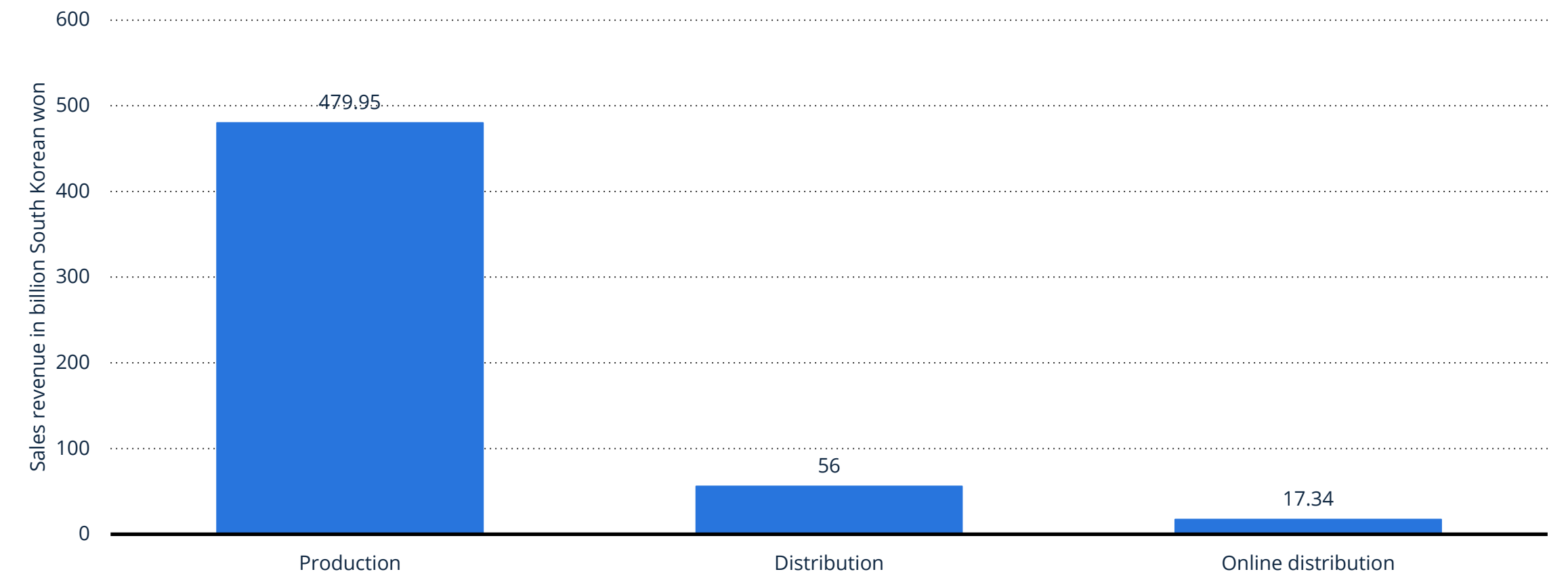
Sales revenue of the Internet video on demand (VOD) movie market in South Korea from 2013 to 2022 (in billion South Korean won)

Internet VOD movie film sales in South Korea 2013-2022



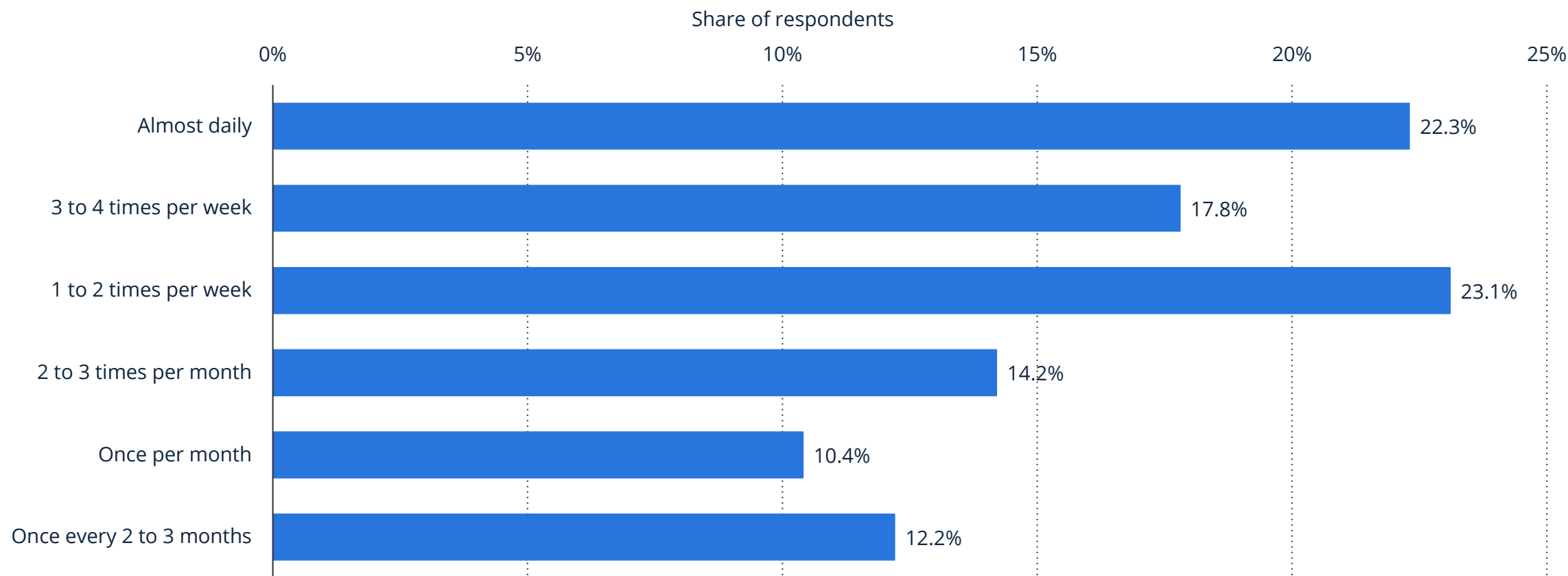
Sales revenue of the animation industry in South Korea in 2020, by industry (in billion South Korean won)

Sales revenue of animation industry South Korea 2020, by industry



Frequency of consuming animation in South Korea as of August 2022

Frequency of watching animation South Korea 2022

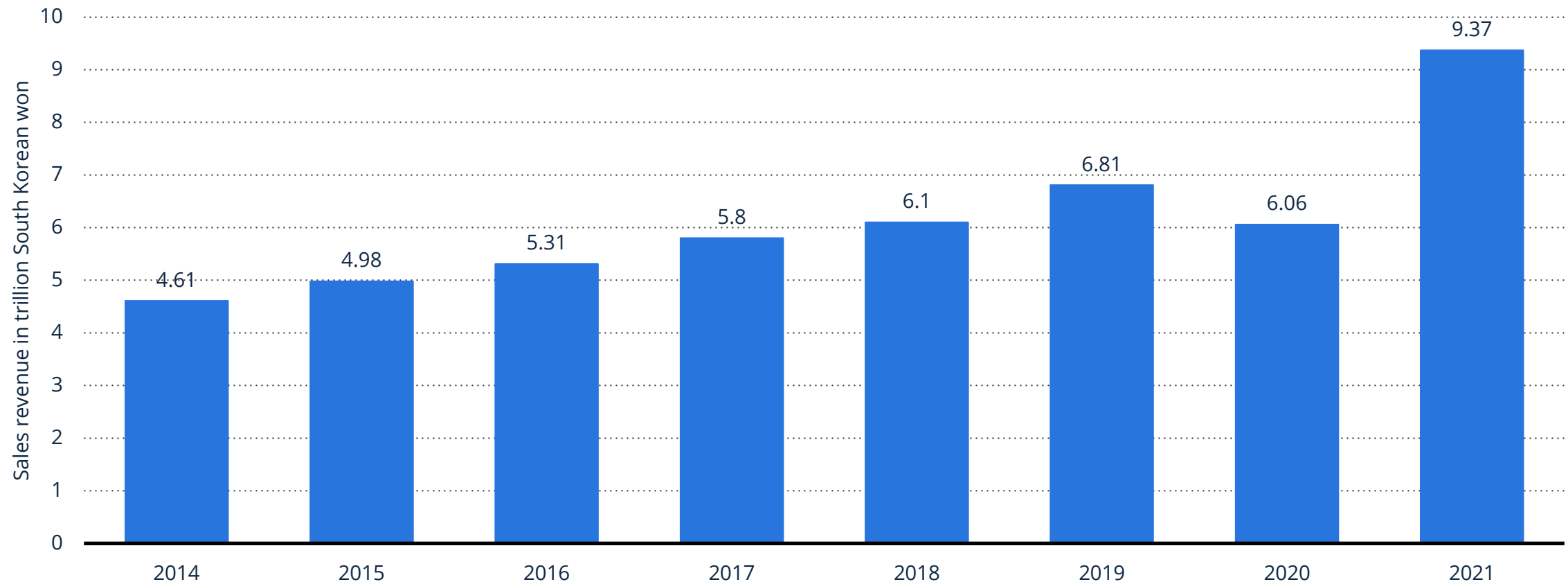


CHAPTER 03

Music

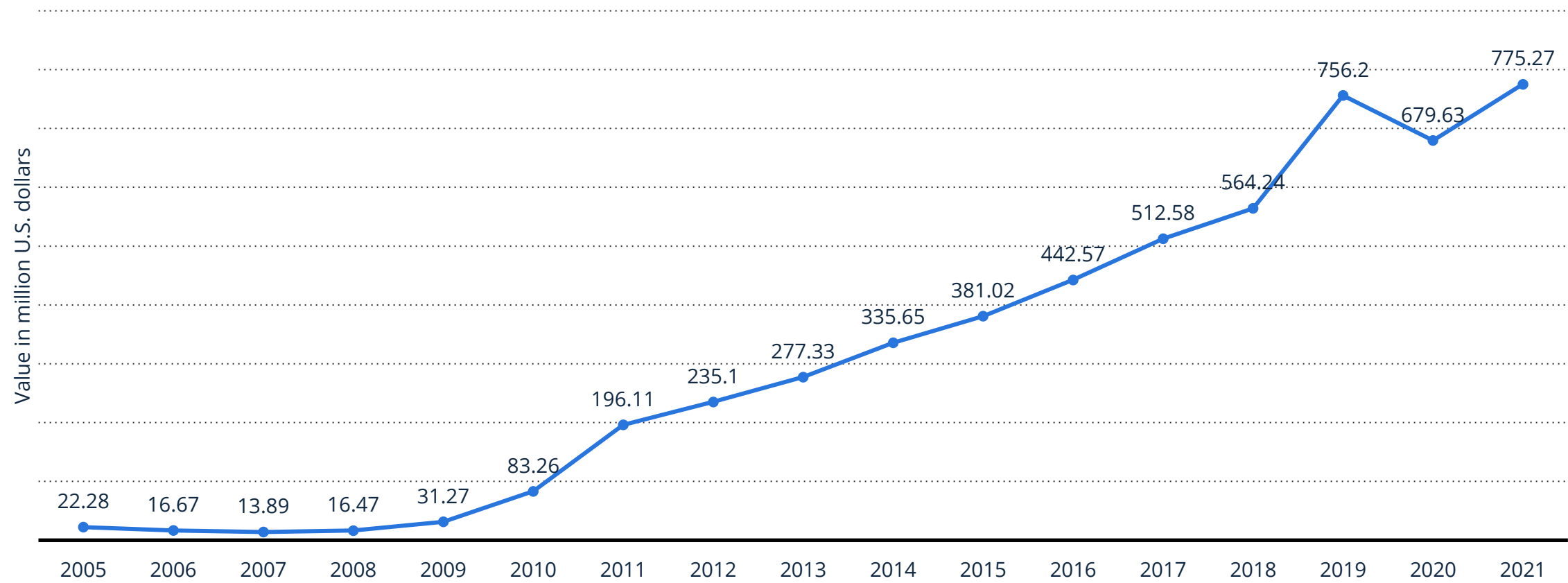
Sales revenue of the music industry in South Korea from 2014 to 2021 (in trillion South Korean won)

Music industry sales revenue South Korea 2014-2021



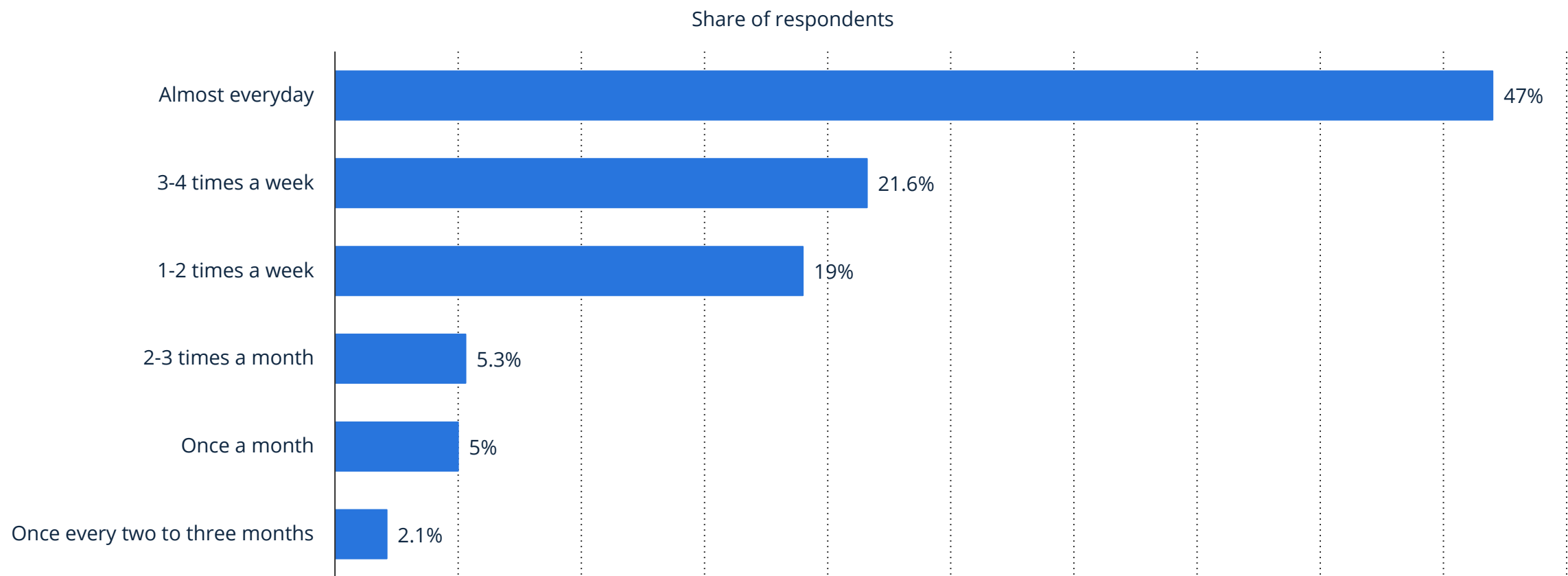
Value of music industry exports from South Korea from 2005 to 2021 (in million U.S. dollars)

Value of music industry exports from South Korea 2005-2021



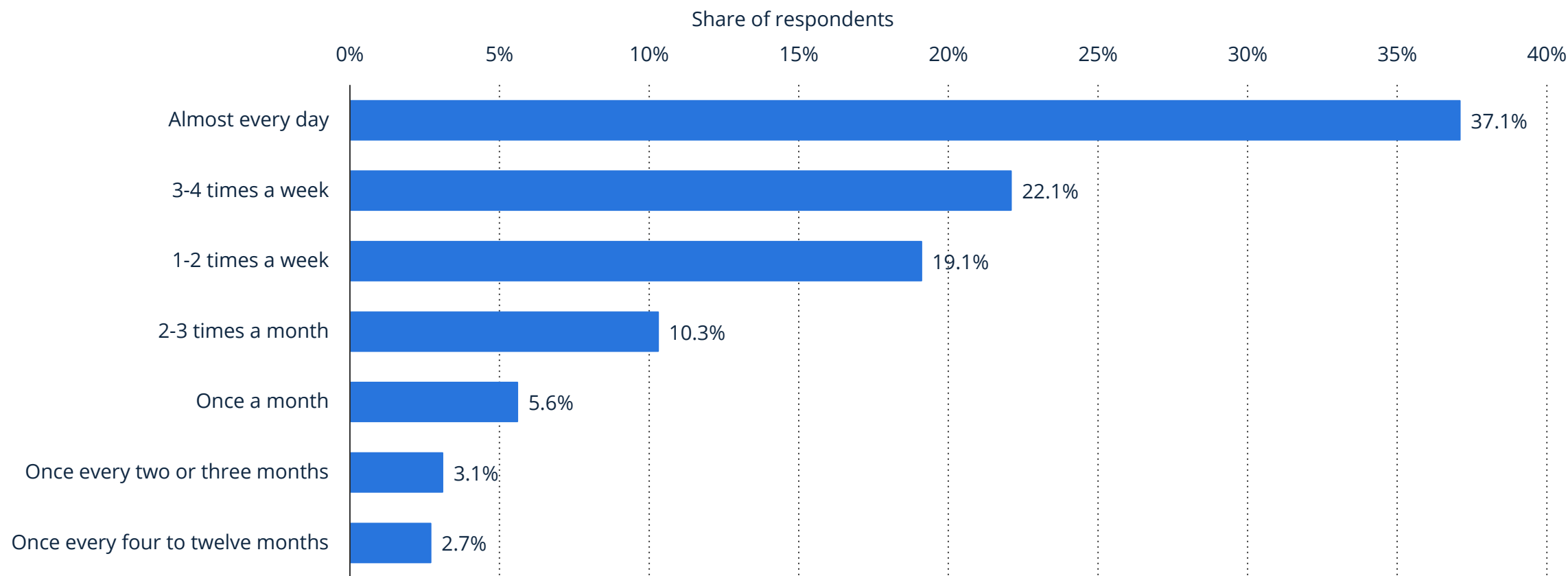
Frequency of using music content in South Korea as of August 2022

Music content usage frequency South Korea 2022



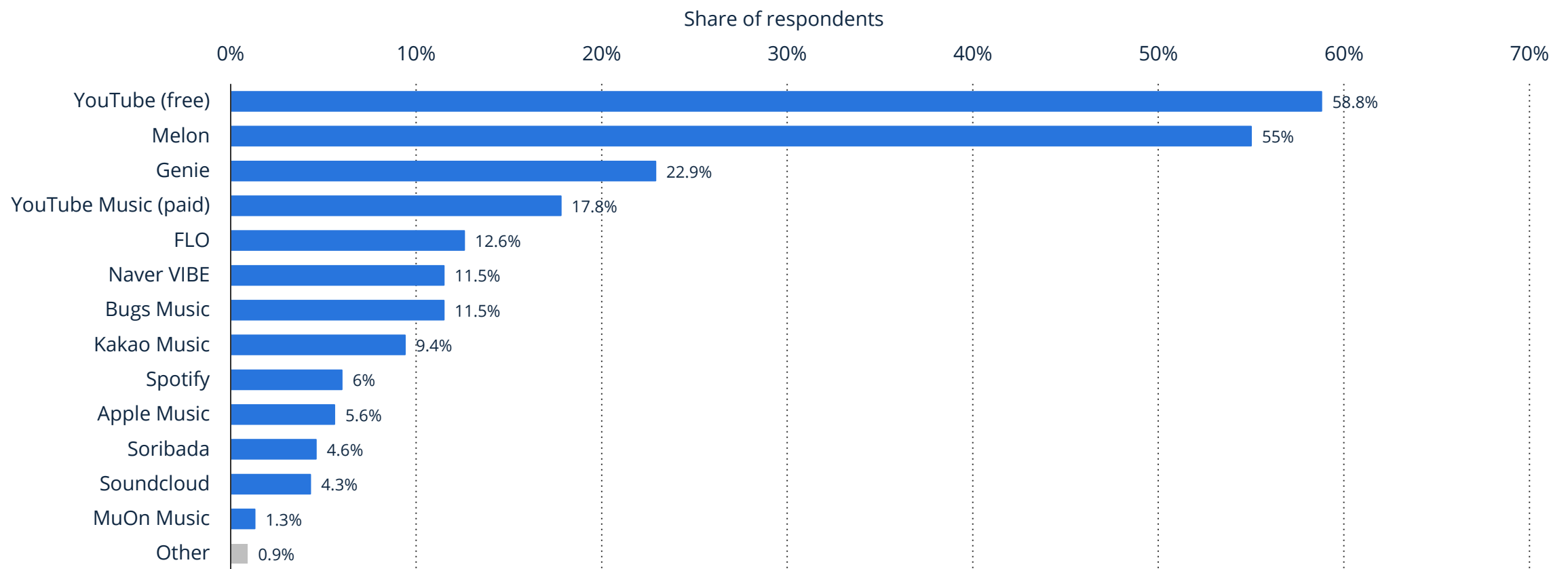
Frequency of using music streaming services in South Korea as of August 2022

Music streaming services usage frequency South Korea 2022



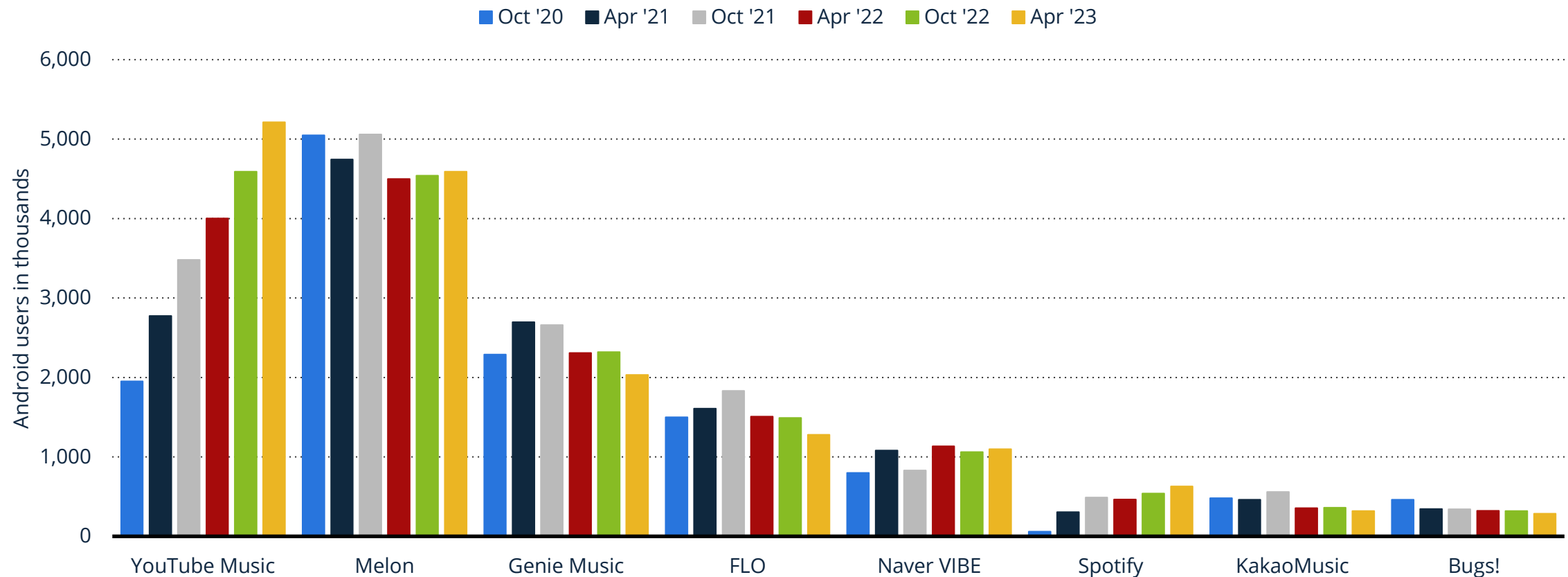
Most frequently used music streaming or download services in South Korea as of August 2022

Most frequently used music streaming or download services South Korea 2022



Number of music streaming app users in South Korea from October 2020 to April 2023, by music app (in 1,000s)

Number of music streaming app users South Korea 2020-2023, by music app

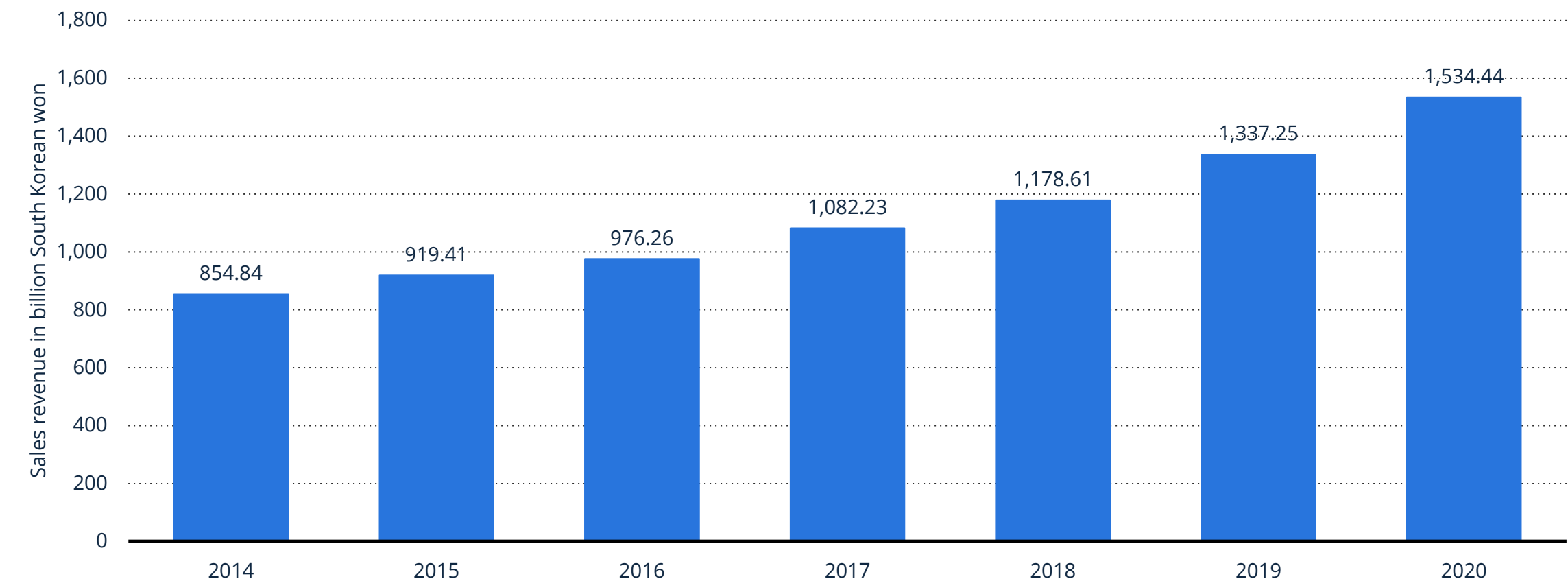


CHAPTER 04

Comics

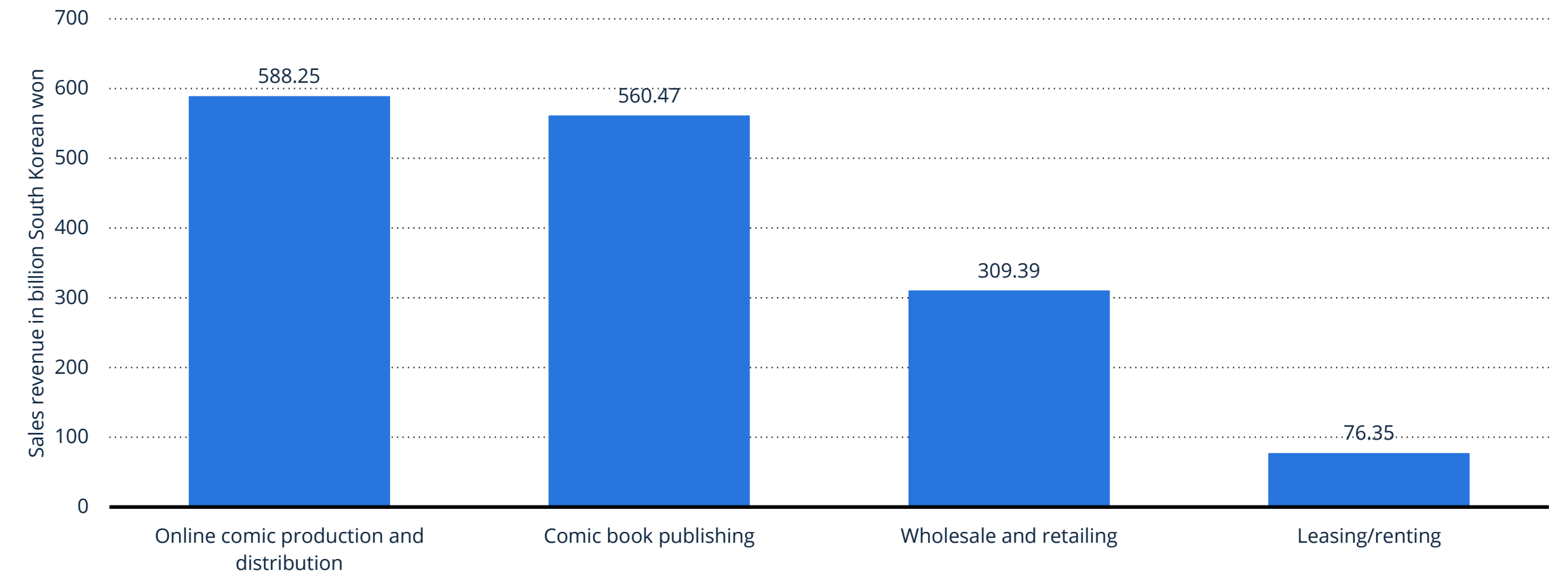
Sales revenue of the comic industry in South Korea from 2014 to 2020 (in billion South Korean won)

Comic industry sales revenue South Korea 2014-2020



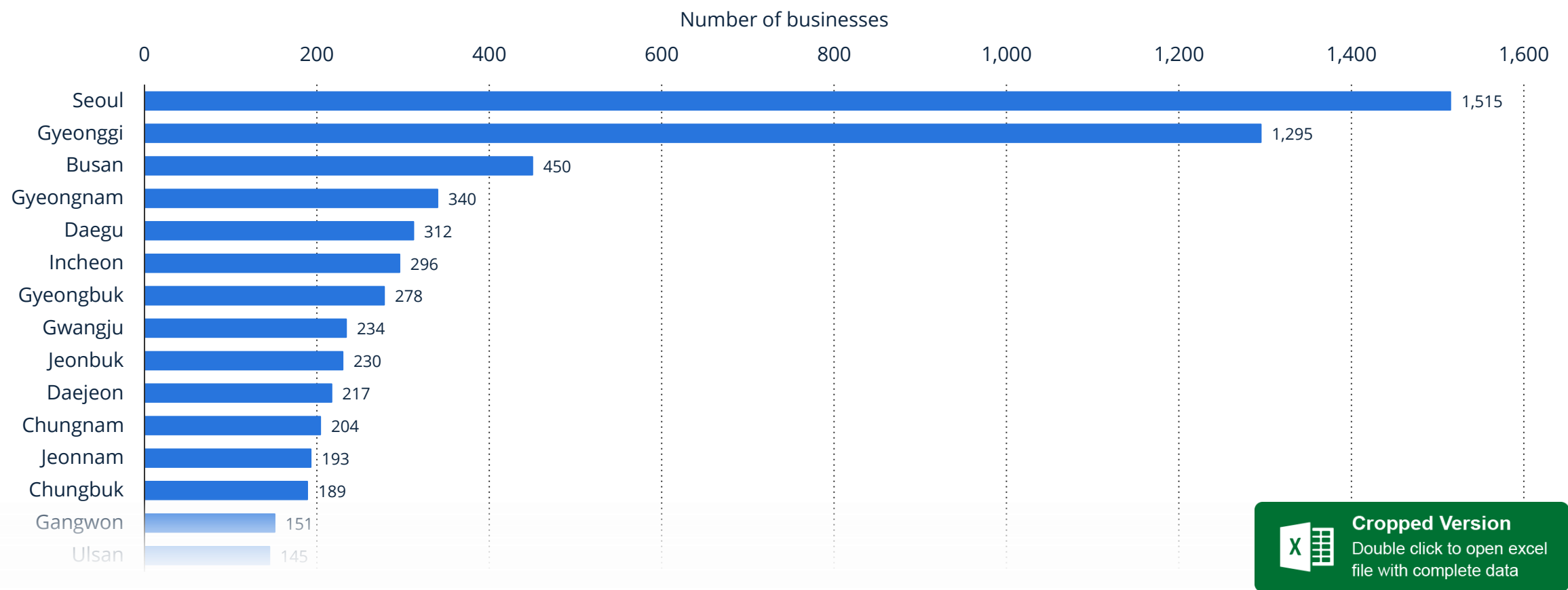
Sales revenue of the comic industry in South Korea in 2020, by segment (in billion South Korean won)

Sales revenue comic industry South Korea 2020, by segment



Number of businesses in the comic industry in South Korea in 2020, by area

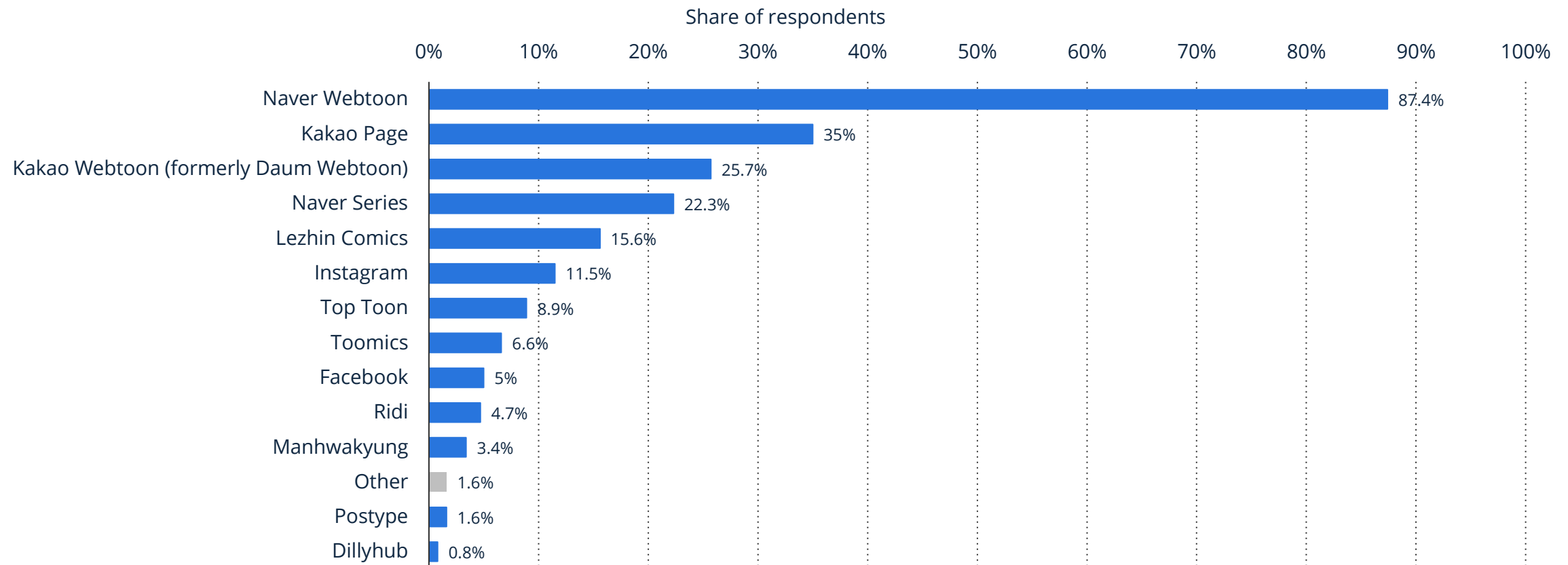
Number of companies in comic industry South Korea 2020, by area



 **Cropped Version**
Double click to open excel
file with complete data

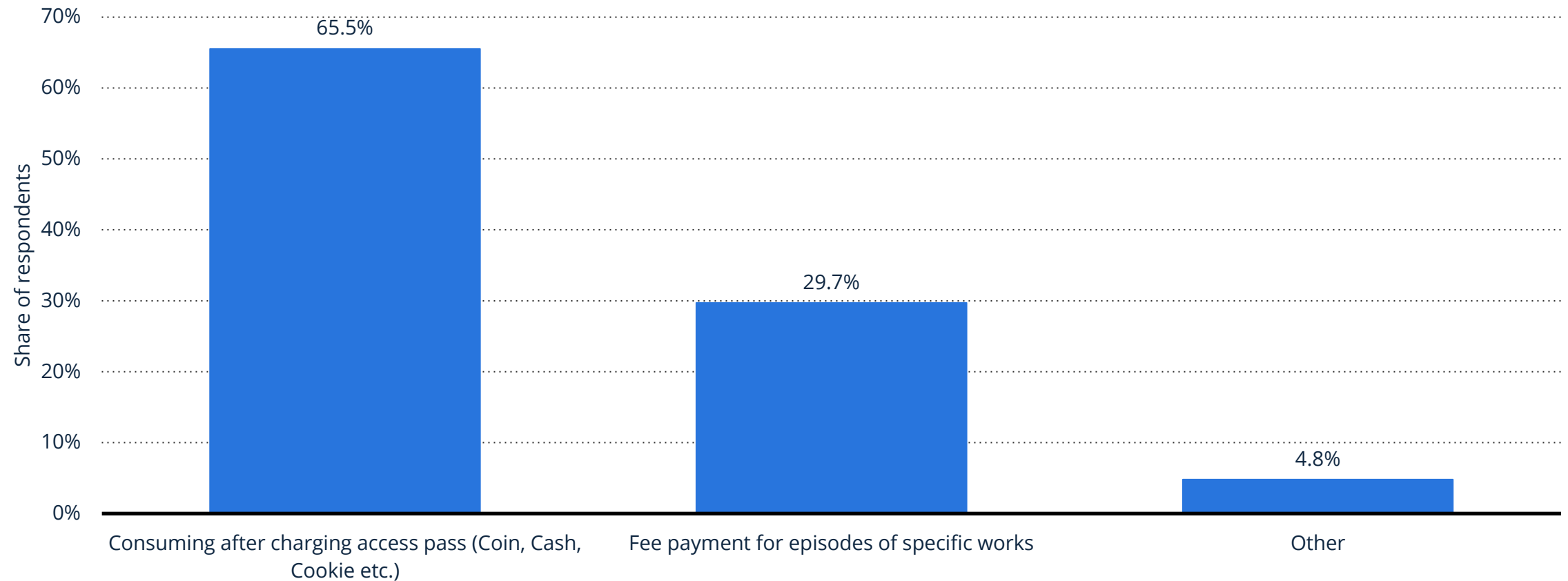
Main service used for consuming comics in digital format in South Korea as of August 2022

Service used for consuming comics in digital format South Korea 2022



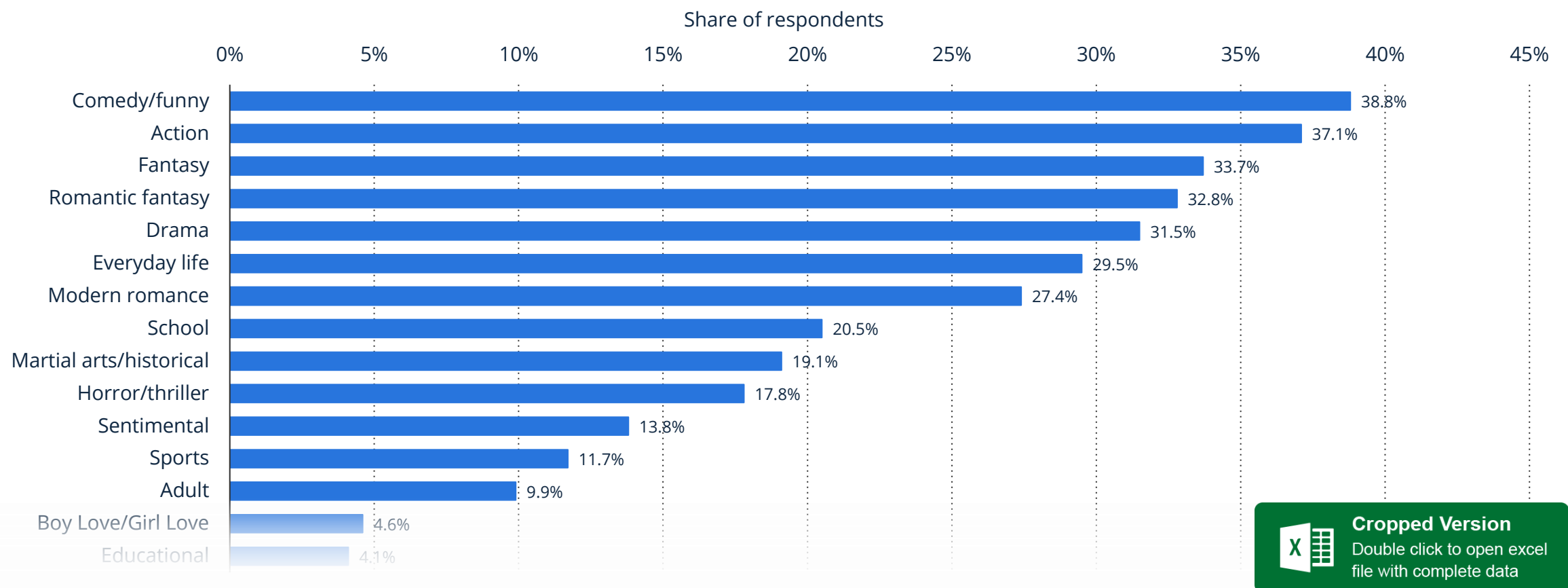
Most common way to pay for digital comics or webtoons in South Korea as of August 2022

Method of paying for digital comics South Korea 2022



Preferred digital comic genres in South Korea as of August 2022

Popular digital comic genres South Korea 2022

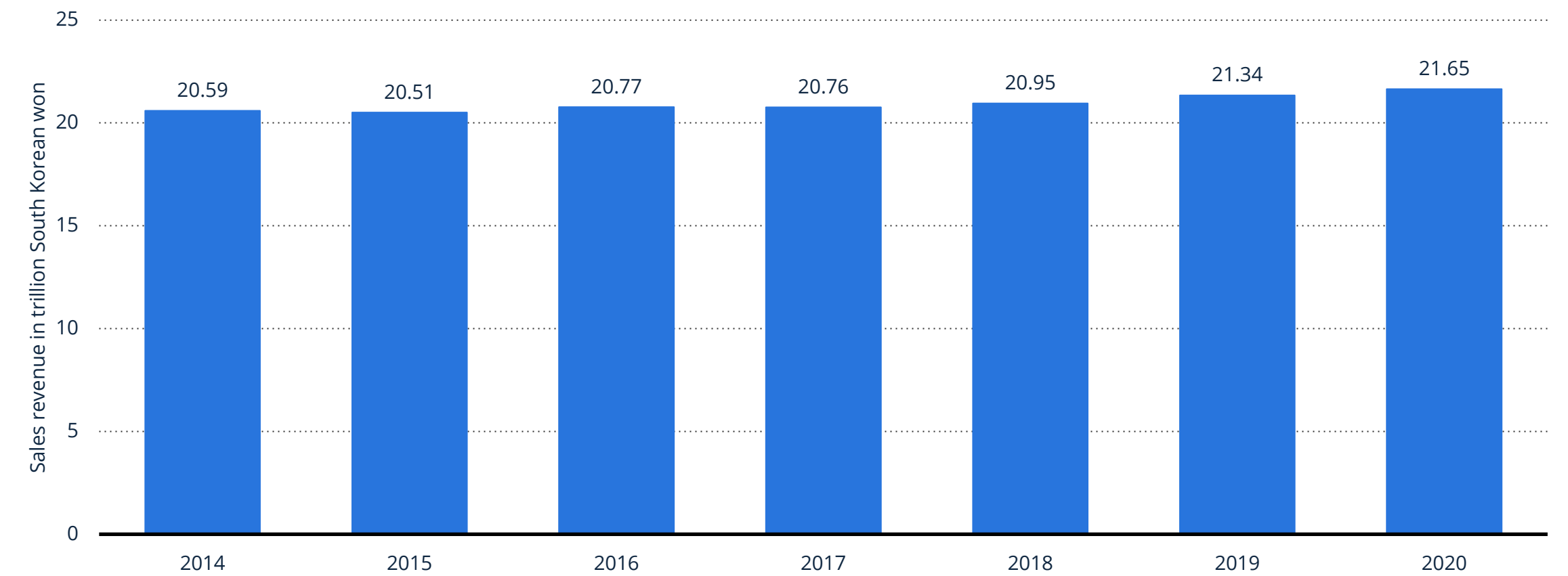


CHAPTER 05

Other media

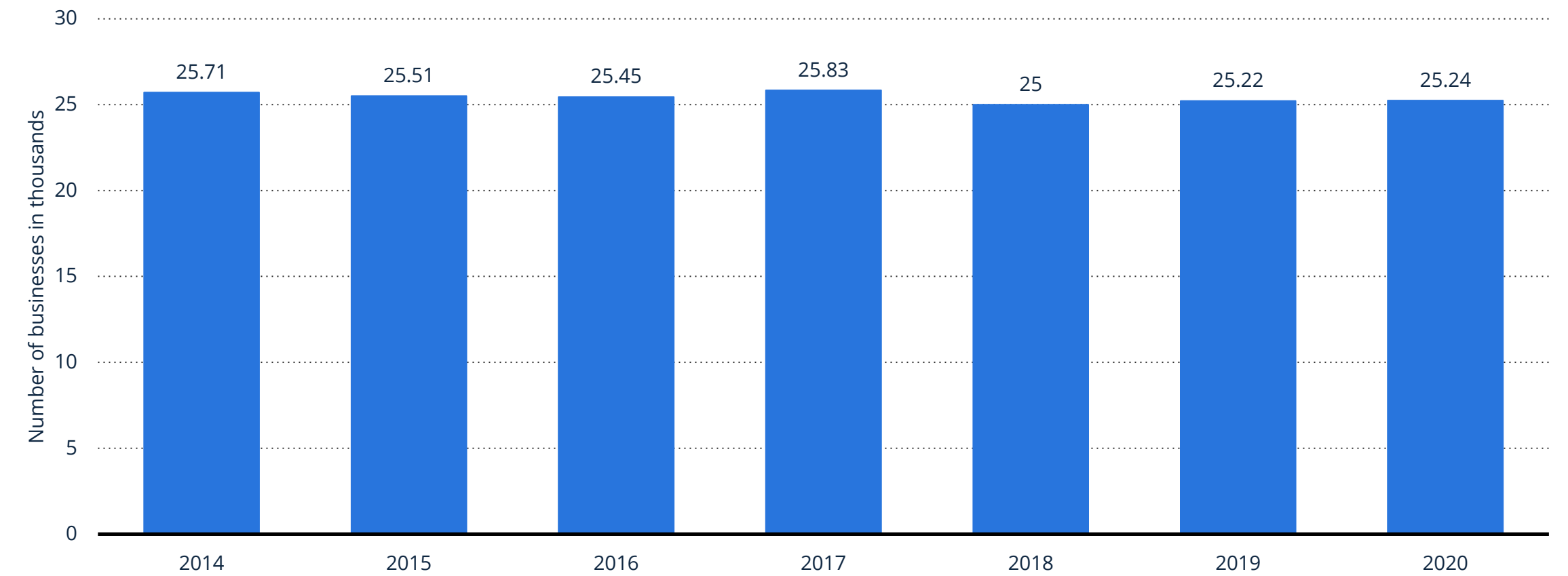
Sales revenue of the publishing industry in South Korea from 2014 to 2020 (in trillion South Korean won)

Publishing industry sales revenue South Korea 2014-2020



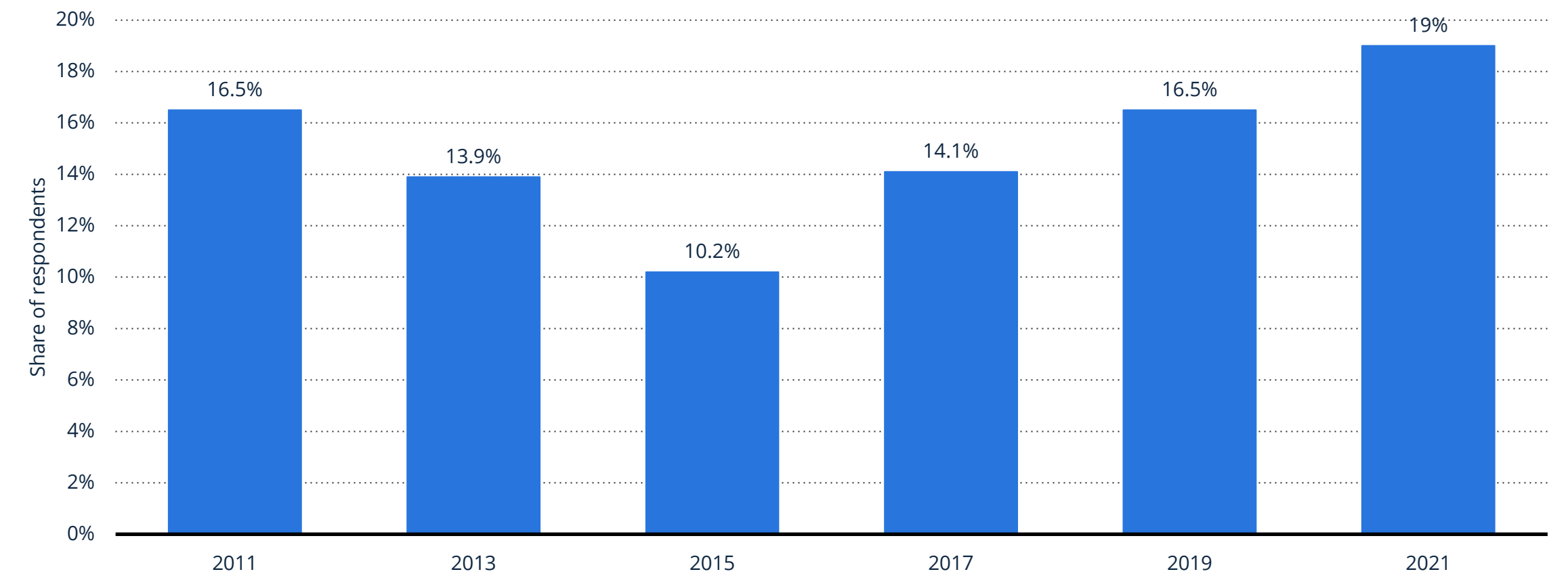
Number of businesses in the publishing industry in South Korea from 2014 to 2020 (in 1,000s)

Amount of businesses in publishing industry South Korea 2014-2020



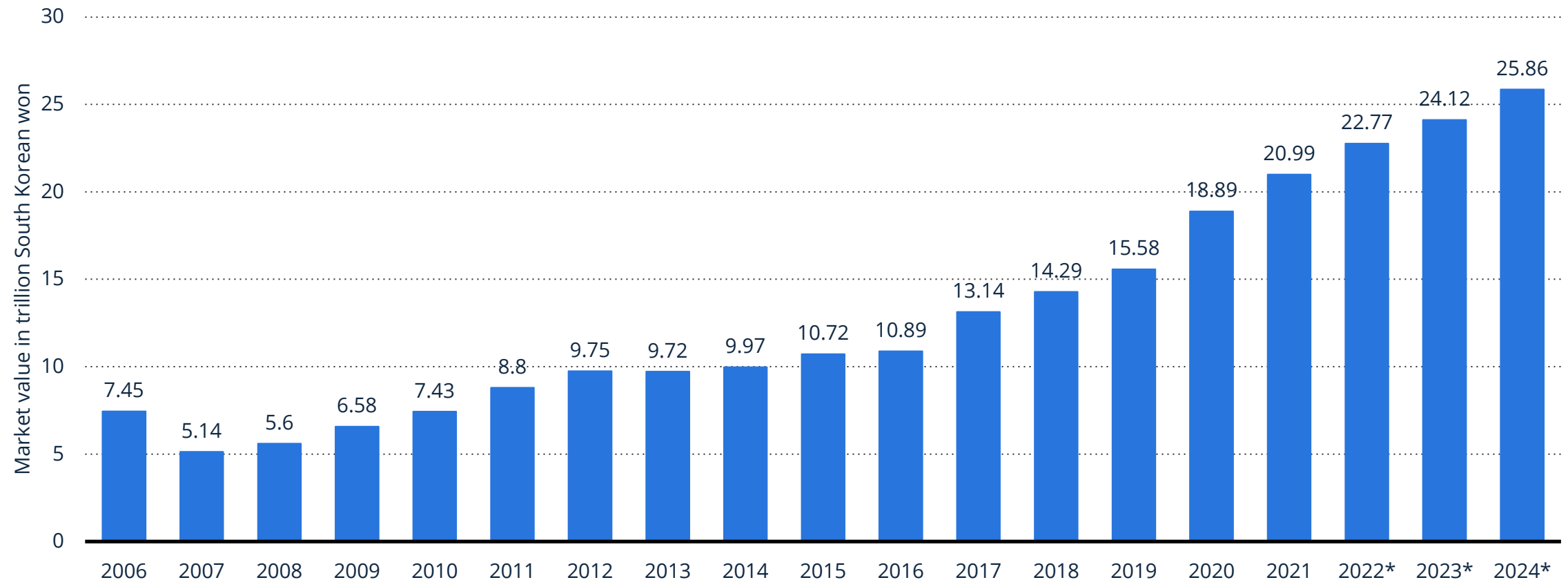
Share of adults who read e-books in the previous year in South Korea as of November 2021

Share of adults reading e-books in South Korea 2011-2021



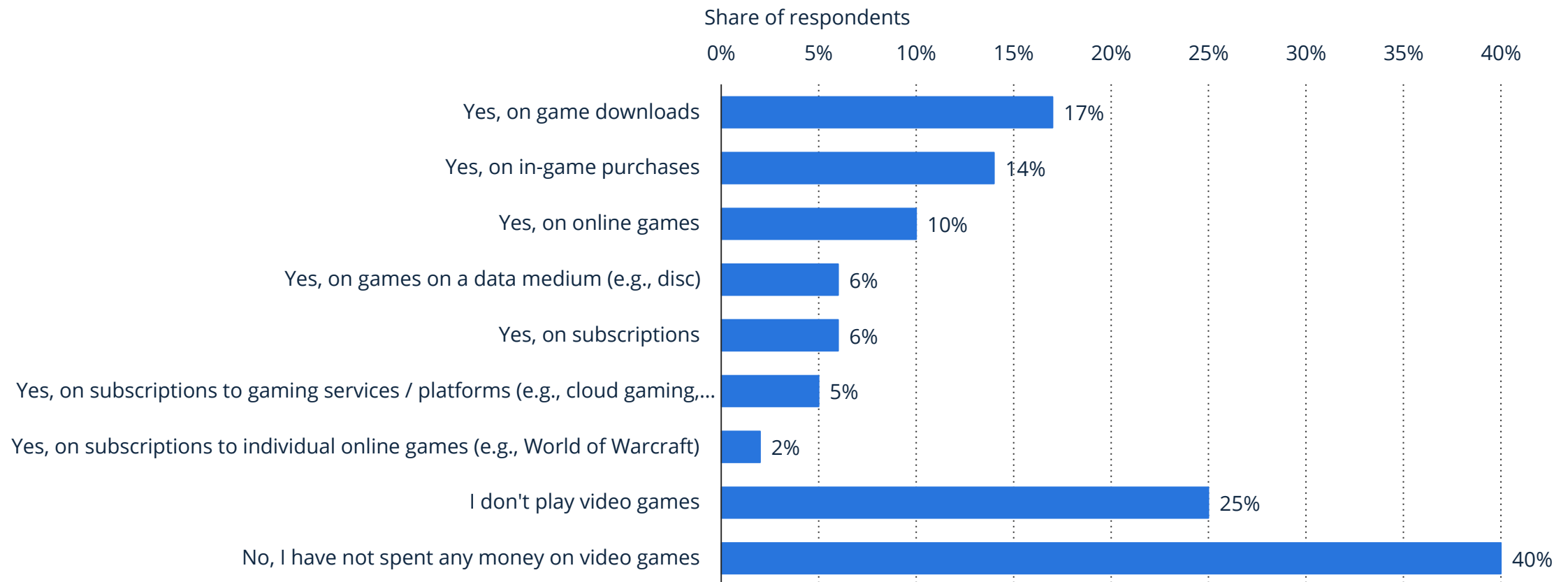
Size of the gaming market in South Korea from 2006 to 2021 with forecasts for 2022 to 2024 (in trillion South Korean won)

Gaming industry size South Korea 2006-2024



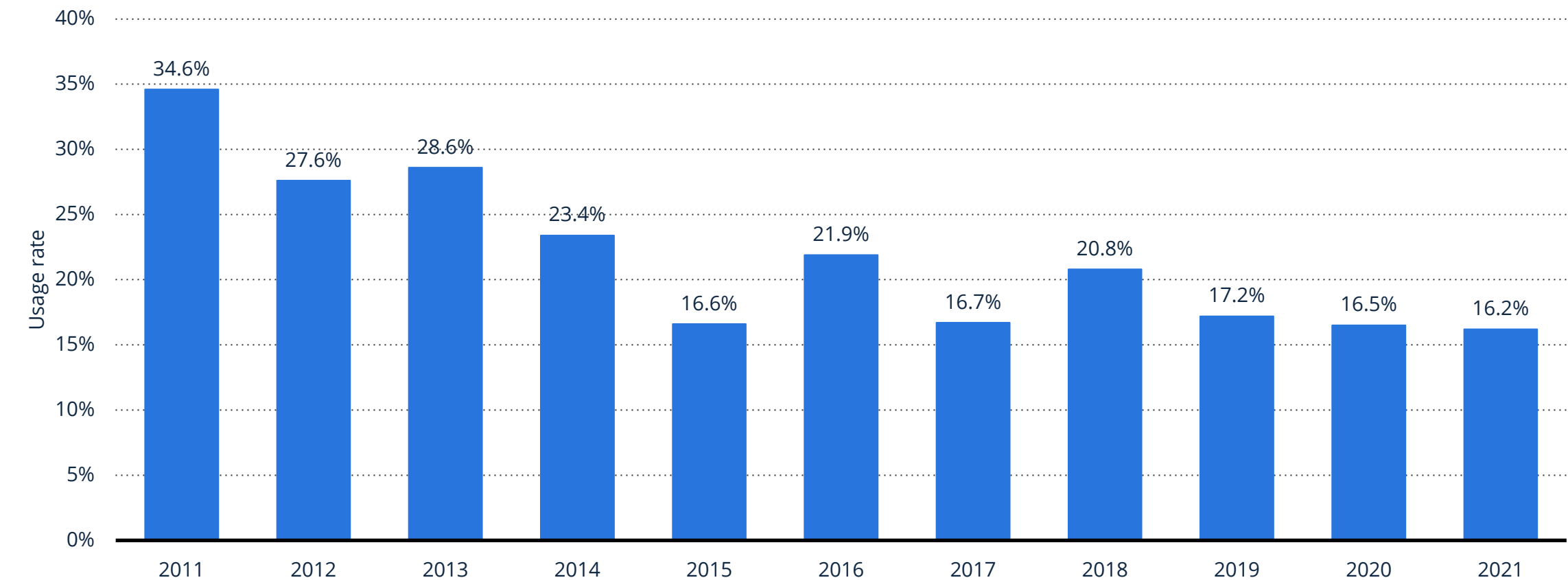
Video game purchases in South Korea as of June 2023

Video game purchases in South Korea 2023



Radio broadcast usage rate in South Korea from 2011 to 2021

Radio use rate in South Korea 2011-2021



Sources

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Korea Press Foundation
Korean Publishing Research Institute
MCST (South Korea)
Statista
Statista Consumer Insights
Wiseapp