

Global Headphone Market Survey and Trend Research 2018

<https://marketpublishers.com/r/G9679FA99D0EN.html>

Date: December 2017

Pages: 143

Price: US\$ 2,600.00 (Single User License)

ID: G9679FA99D0EN

Abstracts

Summary

Headphones (or head-phones in the early days of telephony and radio) are a pair of small listening devices that are designed to be worn on or around the head over a user's ears. They are electroacoustic transducers, which convert an electrical signal to a corresponding sound in the user's ear. Headphones are designed to allow a single user to listen to an audio source privately, in contrast to a loudspeaker, which emits sound into the open air, for anyone nearby to hear. Headphones are also known as earspeakers, earphones or, colloquially, cans. Circumaural and supra-aural headphones use a band over the top of the head to hold the speakers in place. The other type, known as earbuds or earphones consist of individual units that plug into the user's ear canal. In the context of telecommunication, a headset is a combination of headphone and microphone. Headphones either connect directly to a signal source such as an audio amplifier, radio, CD player, portable media player, mobile phone, video game consoles, electronic musical instrument, or use wireless technology such as Bluetooth or FM radio. Early headphones were first used by radio pioneers (crystal sets) and also by radio telephone and telegraph operators allowing a better audio reception without disturbing others around. Initially the audio quality was mediocre and a step forward was the invention of high fidelity headphones.

This report describes the development of the industry by upstream & downstream, industry overall and development, key companies, as well as type segment & market application and so on, and makes a scientific prediction for the development industry prospects on the basis of analysis, finally, analyzes opportunities for investment in the industry at the end of the report.

Industry Chain

Raw Materials

Cost

Technology

Consumer Preference

Industry Overall:

History

Development & Trend

Market Competition

Trade Overview

Policy

Region (North America, Europe, Asia-Pacific, South America, Middle East, Africa):

Regional Market

Production Development

Sales

Regional Trade

Regional Forecast

Company (Foster, CRESYN, Gerotek, Fujikon, Foxlink, Foxlink, Cosonic, Hosiden, AAC, DUNU, Eastern Technologies, Voxtech, SoundMAGIC, OVC, Sun Young, DZL,

Beats, Plantronics, Sennheiser, Sony, GN Netcom, Harman, Bose, JVC, Philips, Logitech, Skullcandy, Audio-Technica etc.):

Company Profile

Product & Service

Business Operation Data

Market Share

Investment Analysis:

Market Features

Investment Opportunity

Investment Calculation

Contents

PART 1 INDUSTRY OVERVIEW

- 1.1 Headphone Industry
 - 1.1.1 Definition
 - 1.1.2 Industry Trend
- 1.2 Industry Chain
 - 1.2.1 Upstream
 - 1.2.2 Technology
 - 1.2.3 Cost Structure
 - 1.2.4 Consumer Preference
 - 1.2.2 Downstream

PART 2 INDUSTRY OVERALL

- 2.1 Industry History
- 2.2 Development Prospect
- 2.3 Competition Structure
- 2.4 Relevant Policy
- 2.5 Trade Overview

PART 3 HEADPHONE MARKET BY PRODUCT

- 3.1 Products List of Major Companies
- 3.2 Market Size
- 3.3 Market Forecast

4 KEY COMPANIES LIST

- 4.1 Foster (Company Overview, Sales Data etc.)
 - 4.1.1 Company Overview
 - 4.1.2 Products and Services
 - 4.1.3 Business Analysis
- 4.2 CRESYN (Company Overview, Sales Data etc.)
 - 4.2.1 Company Overview
 - 4.2.2 Products and Services
 - 4.2.3 Business Analysis
- 4.3 Gerotek (Company Overview, Sales Data etc.)

- 4.3.1 Company Overview
- 4.3.2 Products and Services
- 4.3.3 Business Analysis
- 4.4 Fujikon (Company Overview, Sales Data etc.)
 - 4.4.1 Company Overview
 - 4.4.2 Products and Services
 - 4.4.3 Business Analysis
- 4.5 Foxlink (Company Overview, Sales Data etc.)
 - 4.5.1 Company Overview
 - 4.5.2 Products and Services
 - 4.5.3 Business Analysis
- 4.6 Foxlink (Company Overview, Sales Data etc.)
 - 4.6.1 Company Overview
 - 4.6.2 Products and Services
 - 4.6.3 Business Analysis
- 4.7 Cosonic (Company Overview, Sales Data etc.)
 - 4.7.1 Company Overview
 - 4.7.2 Products and Services
 - 4.7.3 Business Analysis
- 4.8 Hosiden (Company Overview, Sales Data etc.)
 - 4.8.1 Company Overview
 - 4.8.2 Products and Services
 - 4.8.3 Business Analysis
- 4.9 AAC (Company Overview, Sales Data etc.)
 - 4.9.1 Company Overview
 - 4.9.2 Products and Services
 - 4.9.3 Business Analysis
- 4.10 DUNU (Company Overview, Sales Data etc.)
 - 4.10.1 Company Overview
 - 4.10.2 Products and Services
 - 4.10.3 Business Analysis
- 4.11 Eastern Technologies (Company Overview, Sales Data etc.)
- 4.12 Voxtech (Company Overview, Sales Data etc.)
- 4.13 SoundMAGIC (Company Overview, Sales Data etc.)
- 4.14 OVC (Company Overview, Sales Data etc.)
- 4.15 Sun Young (Company Overview, Sales Data etc.)
- 4.16 DZL (Company Overview, Sales Data etc.)
- 4.17 Beats (Company Overview, Sales Data etc.)
- 4.18 Plantronics (Company Overview, Sales Data etc.)

- 4.19 Sennheiser (Company Overview, Sales Data etc.)
- 4.20 Sony (Company Overview, Sales Data etc.)
- 4.21 GN Netcom (Company Overview, Sales Data etc.)
- 4.22 Harman (Company Overview, Sales Data etc.)
- 4.23 Bose (Company Overview, Sales Data etc.)
- 4.24 JVC (Company Overview, Sales Data etc.)
- 4.25 Philips (Company Overview, Sales Data etc.)
- 4.26 Logitech (Company Overview, Sales Data etc.)
- 4.27 Skullcandy (Company Overview, Sales Data etc.)
- 4.28 Audio-Technica (Company Overview, Sales Data etc.)

PART 5 MARKET COMPETITION

- 5.1 Companies Competition
- 5.2 Industry Competition Structure Analysis
 - 5.2.1 Rivalry
 - 5.2.2 Threat of New Entrants
 - 5.2.3 Substitutes
 - 5.2.4 Bargaining Power of Suppliers
 - 5.2.5 Bargaining Power of Buyers

PART 6 MARKET DEMAND BY SEGMENT

- 6.1 Demand Situation
 - 6.1.1 Industry Application Status
 - 6.1.2 Industry SWOT Analysis
 - 6.1.2.1 Strengths
 - 6.1.2.2 Weaknesses
 - 6.1.2.3 Opportunities
 - 6.1.2.4 Threats
 - 6.2 Major Customer Survey
 - 6.3 Demand Forecast

PART 7 REGION OPERATION

- 7.1 Regional Market
- 7.2 Production and Sales by Region
 - 7.2.1 Production
 - 7.2.2 Sales

7.2.3 Trade

7.3 Regional Forecast

PART 8 MARKET INVESTMENT

8.1 Market Features

8.1.1 Product Features

8.1.2 Price Features

8.1.3 Channel Features

8.1.4 Purchasing Features

8.2 Investment Opportunity

8.2.1 Regional Investment Opportunity

8.2.2 Industry Investment Opportunity

8.3 Investment Calculation

8.3.1 Cost Calculation

8.3.2 Revenue Calculation

8.3.3 Economic Performance Evaluation

PART 9 CONCLUSION

List Of Tables

LIST OF TABLES

Table Global Headphone Market 2012-2017, by Type, in USD Million

Table Global Headphone Market 2012-2017, by Type, in Volume

Table Global Headphone Market Forecast 2018-2023, by Type, in USD Million

Table Global Headphone Market Forecast 2018-2023, by Type, in Volume

Table Foster Overview List

Table Headphone Business Operation of Foster (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table CRESYN Overview List

Table Headphone Business Operation of CRESYN (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Gerotek Overview List

Table Headphone Business Operation of Gerotek (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Fujikon Overview List

Table Headphone Business Operation of Fujikon (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Foxlink Overview List

Table Headphone Business Operation of Foxlink (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Foxlink Overview List

Table Headphone Business Operation of Foxlink (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Cosonic Overview List

Table Headphone Business Operation of Cosonic (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Hosiden Overview List

Table Headphone Business Operation of Hosiden (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table AAC Overview List

Table Headphone Business Operation of AAC (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table DUNU Overview List

Table Headphone Business Operation of DUNU (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Eastern Technologies Overview List

Table Headphone Business Operation of Eastern Technologies (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Voxtech Overview List

Table Headphone Business Operation of Voxtech (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table SoundMAGIC Overview List

Table Headphone Business Operation of SoundMAGIC (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table OVC Overview List

Table Headphone Business Operation of OVC (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Sun Young Overview List

Table Headphone Business Operation of Sun Young (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table DZL Overview List

Table Headphone Business Operation of DZL (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Beats Overview List

Table Headphone Business Operation of Beats (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Plantronics Overview List

Table Headphone Business Operation of Plantronics (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Sennheiser Overview List

Table Headphone Business Operation of Sennheiser (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Sony Overview List

Table Headphone Business Operation of Sony (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table GN Netcom Overview List

Table Headphone Business Operation of GN Netcom (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Harman Overview List

Table Headphone Business Operation of Harman (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Bose Overview List

Table Headphone Business Operation of Bose (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table JVC Overview List

Table Headphone Business Operation of JVC (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Philips Overview List

Table Headphone Business Operation of Philips (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Logitech Overview List

Table Headphone Business Operation of Logitech (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Skullcandy Overview List

Table Headphone Business Operation of Skullcandy (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Audio-Technica Overview List

Table Headphone Business Operation of Audio-Technica (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Global Headphone Sales Revenue 2012-2017, by Companies, in USD Million

Table Global Headphone Sales Revenue Share, by Companies, in USD Million

Table Global Headphone Sales Volume 2012-2017, by Companies, in Volume

Table Global Headphone Sales Revenue Share, by Companies in 2017, in Volume

Table Headphone Demand 2012-2017, by Application, in USD Million

Table Headphone Demand 2012-2017, by Application, in Volume

Table Headphone Demand Forecast 2018-2023, by Application, in USD Million

Table Headphone Demand Forecast 2018-2023, by Application, in Volume

Table Global Headphone Market 2012-2017, by Region, in USD Million

Table Global Headphone Market 2012-2017, by Region, in Volume

Table Headphone Market Forecast 2018-2023, by Region, in USD Million

Table Headphone Market Forecast 2018-2023, by Region, in Volume

List Of Figures

LIST OF FIGURES

Figure Headphone Industry Chain Structure

Figure Global Headphone Market Growth 2012-2017, by Type, in USD Million

Figure Global Headphone Market Growth 2012-2017, by Type, in Volume

Figure Global Headphone Sales Revenue Share, by Companies in 2017, in USD Million

Figure Global Headphone Sales Volume Share 2012-2017, by Companies, in Volume

Figure Production Development by Region

Figure Sales List by Region

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