

# **Consumer Audio Equipment Market By Product (Microphones, Headphones, Soundbars, Headsets, Speaker Systems, Others), By Technology (Wired, Wireless), By End User (Education, Government, Retail, Hospitality, Others), By Type (Stationary Consumer Audio Equipment, Portable Consumer Audio Equipment): Global Opportunity Analysis and Industry Forecast, 2024-2033**

<https://marketpublishers.com/r/C1B23808B6BBEN.html>

Date: September 2024

Pages: 312

Price: US\$ 2,493.00 (Single User License)

ID: C1B23808B6BBEN

## **Abstracts**

The consumer audio equipment market was valued at \$55.8 billion in 2023 and is estimated to reach \$93.0 billion by 2032, exhibiting a CAGR of 5.3% from 2024 to 2033.

Consumer audio equipment refers to audio devices designed for home entertainment and personal use, as opposed to professional or commercial applications. Consumer audio is focused on providing a high-quality listening experience for the home, while pro audio is designed for live events, public address systems, and other commercial uses that require more power, flexibility, and durability. This is the key difference between consumer and pro audio equipment. Moreover, consumer equipment typically uses unbalanced RCA connectors and signals, while pro audio uses balanced XLR connectors and signals.

Rise in disposable income drives the growth of the consumer audio equipment market. As people earn more, they have greater financial capacity to spend on luxury items, including high-quality audio devices. This increased purchasing power allows consumers to invest in premium headphones, speakers, and home audio systems that offer superior sound quality and advanced features. Manufacturers can capitalize on

this trend by introducing innovative, high-end products tailored to affluent consumers. Therefore, the rise in disposable income fuels demand, drives market expansion, and encourages further technological advancements in audio equipment.

However, the prevalence of counterfeit and low-quality audio products significantly restrains the growth of the consumer audio equipment market. These fake items often resemble genuine branded products but fail to deliver expected performance and durability. Consumers who purchase counterfeit products may experience dissatisfaction and mistrust towards reputable brands, damaging their reputation. The widespread availability of counterfeit goods also undermines sales of legitimate products, reducing market share for genuine manufacturers.

On the other hand, expansion into emerging markets offers substantial growth potential for the consumer audio equipment market. These regions, characterized by rapidly growing middle-class populations and increasing urbanization, experience an increase in demand for consumer electronics. As disposable incomes rise and lifestyles modernize, consumers in emerging markets seek high-quality audio products to enhance their entertainment experiences. Manufacturers can capitalize on this opportunity by tailoring products to meet local preferences and price sensitivities. Establishing a strong presence in these markets through strategic partnerships, targeted marketing, and localized product offerings can drive significant growth and profitability for audio equipment companies.

The consumer audio equipment market is segmented into product, technology, end user, type, and region. On the basis of product, the market is classified into microphones, headphones, soundbars, headsets, speaker systems, and others. On the basis of technology, the market is bifurcated into wired and wireless. On the basis of end user, the market is categorized into education, government, retail, hospitality, and others. On the basis of type, the market is segregated into stationary consumer audio equipment, and portable consumer audio equipment.

On the basis of region, the consumer audio equipment market is studied across North America (the U.S., Canada, and Mexico), Europe (the UK, Germany, France, Italy, and rest of Europe), Asia-Pacific (China, Japan, India, South Korea, and rest of Asia-Pacific), and LAMEA (Latin America, Middle East, and Africa).

## Key Benefits For Stakeholders

This report provides a quantitative analysis of the market segments, current

trends, estimations, and dynamics of the consumer audio equipment market analysis from 2023 to 2033 to identify the prevailing consumer audio equipment market opportunities.

The market research is offered along with information related to key drivers, restraints, and opportunities.

Porter's five forces analysis highlights the potency of buyers and suppliers to enable stakeholders make profit-oriented business decisions and strengthen their supplier-buyer network.

In-depth analysis of the consumer audio equipment market segmentation assists to determine the prevailing market opportunities.

Major countries in each region are mapped according to their revenue contribution to the global market.

Market player positioning facilitates benchmarking and provides a clear understanding of the present position of the market players.

The report includes the analysis of the regional as well as global consumer audio equipment market trends, key players, market segments, application areas, and market growth strategies.

Additional benefits you will get with this purchase are:

Quarterly Update and\* (only available with a corporate license, on listed price)

5 additional Company Profile of client Choice pre- or Post-purchase, as a free update.

Free Upcoming Version on the Purchase of Five and Enterprise User License.

16 analyst hours of support\* (post-purchase, if you find additional data requirements upon review of the report, you may receive support amounting to 16 analyst hours to solve questions, and post-sale queries)

15% Free Customization\* (in case the scope or segment of the report does not

match your requirements, 15% is equivalent to 3 working days of free work, applicable once)

Free data Pack on the Five and Enterprise User License. (Excel version of the report)

Free Updated report if the report is 6-12 months old or older.

24-hour priority response\*

Free Industry updates and white papers.

Possible Customization with this report (with additional cost and timeline, please talk to the sales executive to know more)

New Product Development/ Product Matrix of Key Players

Regulatory Guidelines

SWOT Analysis

## Key Market Segments

### By Product

Headsets

Speaker Systems

Others

Microphones

Headphones

Soundbars

## By Technology

Wired

Wireless

## By End User

Education

Government

Retail

Hospitality

Others

## By Type

Stationary Consumer Audio Equipment

Portable Consumer Audio Equipment

## By Region

North America

U.S.

Canada

Mexico

Europe

Germany

France

Italy

UK

Rest of Europe

Asia-Pacific

China

Japan

India

South Korea

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

Key Market Players

Apple Inc.

Bose Corporation

HARMAN International

Koninklijke Philips N.V.

Sennheiser Electronic GmbH & Co. KG

Skullcandy

Sonos, Inc.

Sony Corporation

VIZIO, Inc.

Yamaha Corporation

## Contents

### CHAPTER 1: INTRODUCTION

- 1.1. Report description
- 1.2. Key market segments
- 1.3. Key benefits to the stakeholders
- 1.4. Research methodology
  - 1.4.1. Primary research
  - 1.4.2. Secondary research
  - 1.4.3. Analyst tools and models

### CHAPTER 2: EXECUTIVE SUMMARY

- 2.1. CXO perspective

### CHAPTER 3: MARKET OVERVIEW

- 3.1. Market definition and scope
- 3.2. Key findings
  - 3.2.1. Top impacting factors
  - 3.2.2. Top investment pockets
- 3.3. Porter's five forces analysis
  - 3.3.1. Moderate to high bargaining power of suppliers
  - 3.3.2. Low to high threat of new entrants
  - 3.3.3. Moderate threat of substitutes
  - 3.3.4. Low to high intensity of rivalry
  - 3.3.5. High bargaining power of buyers
- 3.4. Market dynamics
  - 3.4.1. Drivers
    - 3.4.1.1. Surge in demand for entertainment devices
    - 3.4.1.2. Expanding home audio Networking
    - 3.4.1.3. Increasing gaming and virtual reality (VR) usage
  - 3.4.2. Restraints
    - 3.4.2.1. High equipment cost
  - 3.4.3. Opportunities
    - 3.4.3.1. Rise in popularity of wireless and portable device

### CHAPTER 4: CONSUMER AUDIO EQUIPMENT MARKET, BY PRODUCT

*Consumer Audio Equipment Market By Product (Microphones, Headphones, Soundbars, Headsets, Speaker Systems, Oth...*



#### 4.1. Overview

##### 4.1.1. Market size and forecast

#### 4.2. Microphones

##### 4.2.1. Key market trends, growth factors and opportunities

##### 4.2.2. Market size and forecast, by region

##### 4.2.3. Market share analysis by country

#### 4.3. Headphones

##### 4.3.1. Key market trends, growth factors and opportunities

##### 4.3.2. Market size and forecast, by region

##### 4.3.3. Market share analysis by country

#### 4.4. Soundbars

##### 4.4.1. Key market trends, growth factors and opportunities

##### 4.4.2. Market size and forecast, by region

##### 4.4.3. Market share analysis by country

#### 4.5. Headsets

##### 4.5.1. Key market trends, growth factors and opportunities

##### 4.5.2. Market size and forecast, by region

##### 4.5.3. Market share analysis by country

#### 4.6. Speaker Systems

##### 4.6.1. Key market trends, growth factors and opportunities

##### 4.6.2. Market size and forecast, by region

##### 4.6.3. Market share analysis by country

#### 4.7. Others

##### 4.7.1. Key market trends, growth factors and opportunities

##### 4.7.2. Market size and forecast, by region

##### 4.7.3. Market share analysis by country

## **CHAPTER 5: CONSUMER AUDIO EQUIPMENT MARKET, BY TECHNOLOGY**

#### 5.1. Overview

##### 5.1.1. Market size and forecast

#### 5.2. Wired

##### 5.2.1. Key market trends, growth factors and opportunities

##### 5.2.2. Market size and forecast, by region

##### 5.2.3. Market share analysis by country

#### 5.3. Wireless

##### 5.3.1. Key market trends, growth factors and opportunities

##### 5.3.2. Market size and forecast, by region

### 5.3.3. Market share analysis by country

## **CHAPTER 6: CONSUMER AUDIO EQUIPMENT MARKET, BY END USER**

### 6.1. Overview

#### 6.1.1. Market size and forecast

### 6.2. Education

#### 6.2.1. Key market trends, growth factors and opportunities

#### 6.2.2. Market size and forecast, by region

#### 6.2.3. Market share analysis by country

### 6.3. Government

#### 6.3.1. Key market trends, growth factors and opportunities

#### 6.3.2. Market size and forecast, by region

#### 6.3.3. Market share analysis by country

### 6.4. Retail

#### 6.4.1. Key market trends, growth factors and opportunities

#### 6.4.2. Market size and forecast, by region

#### 6.4.3. Market share analysis by country

### 6.5. Hospitality

#### 6.5.1. Key market trends, growth factors and opportunities

#### 6.5.2. Market size and forecast, by region

#### 6.5.3. Market share analysis by country

### 6.6. Others

#### 6.6.1. Key market trends, growth factors and opportunities

#### 6.6.2. Market size and forecast, by region

#### 6.6.3. Market share analysis by country

## **CHAPTER 7: CONSUMER AUDIO EQUIPMENT MARKET, BY TYPE**

### 7.1. Overview

#### 7.1.1. Market size and forecast

### 7.2. Stationary Consumer Audio Equipment

#### 7.2.1. Key market trends, growth factors and opportunities

#### 7.2.2. Market size and forecast, by region

#### 7.2.3. Market share analysis by country

### 7.3. Portable Consumer Audio Equipment

#### 7.3.1. Key market trends, growth factors and opportunities

#### 7.3.2. Market size and forecast, by region

#### 7.3.3. Market share analysis by country

## **CHAPTER 8: CONSUMER AUDIO EQUIPMENT MARKET, BY REGION**

### **8.1. Overview**

#### **8.1.1. Market size and forecast By Region**

### **8.2. North America**

#### **8.2.1. Key market trends, growth factors and opportunities**

#### **8.2.2. Market size and forecast, by Product**

#### **8.2.3. Market size and forecast, by Technology**

#### **8.2.4. Market size and forecast, by End User**

#### **8.2.5. Market size and forecast, by Type**

#### **8.2.6. Market size and forecast, by country**

##### **8.2.6.1. U.S.**

###### **8.2.6.1.1. Market size and forecast, by Product**

###### **8.2.6.1.2. Market size and forecast, by Technology**

###### **8.2.6.1.3. Market size and forecast, by End User**

###### **8.2.6.1.4. Market size and forecast, by Type**

##### **8.2.6.2. Canada**

###### **8.2.6.2.1. Market size and forecast, by Product**

###### **8.2.6.2.2. Market size and forecast, by Technology**

###### **8.2.6.2.3. Market size and forecast, by End User**

###### **8.2.6.2.4. Market size and forecast, by Type**

##### **8.2.6.3. Mexico**

###### **8.2.6.3.1. Market size and forecast, by Product**

###### **8.2.6.3.2. Market size and forecast, by Technology**

###### **8.2.6.3.3. Market size and forecast, by End User**

###### **8.2.6.3.4. Market size and forecast, by Type**

### **8.3. Europe**

#### **8.3.1. Key market trends, growth factors and opportunities**

#### **8.3.2. Market size and forecast, by Product**

#### **8.3.3. Market size and forecast, by Technology**

#### **8.3.4. Market size and forecast, by End User**

#### **8.3.5. Market size and forecast, by Type**

#### **8.3.6. Market size and forecast, by country**

##### **8.3.6.1. Germany**

###### **8.3.6.1.1. Market size and forecast, by Product**

###### **8.3.6.1.2. Market size and forecast, by Technology**

###### **8.3.6.1.3. Market size and forecast, by End User**

###### **8.3.6.1.4. Market size and forecast, by Type**

#### 8.3.6.2. France

8.3.6.2.1. Market size and forecast, by Product

8.3.6.2.2. Market size and forecast, by Technology

8.3.6.2.3. Market size and forecast, by End User

8.3.6.2.4. Market size and forecast, by Type

#### 8.3.6.3. Italy

8.3.6.3.1. Market size and forecast, by Product

8.3.6.3.2. Market size and forecast, by Technology

8.3.6.3.3. Market size and forecast, by End User

8.3.6.3.4. Market size and forecast, by Type

#### 8.3.6.4. UK

8.3.6.4.1. Market size and forecast, by Product

8.3.6.4.2. Market size and forecast, by Technology

8.3.6.4.3. Market size and forecast, by End User

8.3.6.4.4. Market size and forecast, by Type

#### 8.3.6.5. Rest of Europe

8.3.6.5.1. Market size and forecast, by Product

8.3.6.5.2. Market size and forecast, by Technology

8.3.6.5.3. Market size and forecast, by End User

8.3.6.5.4. Market size and forecast, by Type

### 8.4. Asia-Pacific

8.4.1. Key market trends, growth factors and opportunities

8.4.2. Market size and forecast, by Product

8.4.3. Market size and forecast, by Technology

8.4.4. Market size and forecast, by End User

8.4.5. Market size and forecast, by Type

8.4.6. Market size and forecast, by country

#### 8.4.6.1. China

8.4.6.1.1. Market size and forecast, by Product

8.4.6.1.2. Market size and forecast, by Technology

8.4.6.1.3. Market size and forecast, by End User

8.4.6.1.4. Market size and forecast, by Type

#### 8.4.6.2. Japan

8.4.6.2.1. Market size and forecast, by Product

8.4.6.2.2. Market size and forecast, by Technology

8.4.6.2.3. Market size and forecast, by End User

8.4.6.2.4. Market size and forecast, by Type

#### 8.4.6.3. India

8.4.6.3.1. Market size and forecast, by Product

8.4.6.3.2. Market size and forecast, by Technology

8.4.6.3.3. Market size and forecast, by End User

8.4.6.3.4. Market size and forecast, by Type

#### 8.4.6.4. South Korea

8.4.6.4.1. Market size and forecast, by Product

8.4.6.4.2. Market size and forecast, by Technology

8.4.6.4.3. Market size and forecast, by End User

8.4.6.4.4. Market size and forecast, by Type

#### 8.4.6.5. Rest of Asia-Pacific

8.4.6.5.1. Market size and forecast, by Product

8.4.6.5.2. Market size and forecast, by Technology

8.4.6.5.3. Market size and forecast, by End User

8.4.6.5.4. Market size and forecast, by Type

### 8.5. LAMEA

8.5.1. Key market trends, growth factors and opportunities

8.5.2. Market size and forecast, by Product

8.5.3. Market size and forecast, by Technology

8.5.4. Market size and forecast, by End User

8.5.5. Market size and forecast, by Type

8.5.6. Market size and forecast, by country

#### 8.5.6.1. Latin America

8.5.6.1.1. Market size and forecast, by Product

8.5.6.1.2. Market size and forecast, by Technology

8.5.6.1.3. Market size and forecast, by End User

8.5.6.1.4. Market size and forecast, by Type

#### 8.5.6.2. Middle East

8.5.6.2.1. Market size and forecast, by Product

8.5.6.2.2. Market size and forecast, by Technology

8.5.6.2.3. Market size and forecast, by End User

8.5.6.2.4. Market size and forecast, by Type

#### 8.5.6.3. Africa

8.5.6.3.1. Market size and forecast, by Product

8.5.6.3.2. Market size and forecast, by Technology

8.5.6.3.3. Market size and forecast, by End User

8.5.6.3.4. Market size and forecast, by Type

## CHAPTER 9: COMPETITIVE LANDSCAPE

### 9.1. Introduction

- 9.2. Top winning strategies
- 9.3. Product mapping of top 10 player
- 9.4. Competitive dashboard
- 9.5. Competitive heatmap
- 9.6. Top player positioning, 2023

## **CHAPTER 10: COMPANY PROFILES**

- 10.1. Bose Corporation
  - 10.1.1. Company overview
  - 10.1.2. Key executives
  - 10.1.3. Company snapshot
  - 10.1.4. Operating business segments
  - 10.1.5. Product portfolio
  - 10.1.6. Key strategic moves and developments
- 10.2. Sony Corporation
  - 10.2.1. Company overview
  - 10.2.2. Key executives
  - 10.2.3. Company snapshot
  - 10.2.4. Operating business segments
  - 10.2.5. Product portfolio
  - 10.2.6. Business performance
  - 10.2.7. Key strategic moves and developments
- 10.3. Sennheiser Electronic GmbH & Co. KG
  - 10.3.1. Company overview
  - 10.3.2. Key executives
  - 10.3.3. Company snapshot
  - 10.3.4. Operating business segments
  - 10.3.5. Product portfolio
  - 10.3.6. Business performance
- 10.4. Sonos, Inc.
  - 10.4.1. Company overview
  - 10.4.2. Key executives
  - 10.4.3. Company snapshot
  - 10.4.4. Operating business segments
  - 10.4.5. Product portfolio
  - 10.4.6. Business performance
  - 10.4.7. Key strategic moves and developments
- 10.5. VIZIO, Inc.

- 10.5.1. Company overview
- 10.5.2. Key executives
- 10.5.3. Company snapshot
- 10.5.4. Operating business segments
- 10.5.5. Product portfolio
- 10.5.6. Business performance
- 10.5.7. Key strategic moves and developments
- 10.6. Apple Inc.
  - 10.6.1. Company overview
  - 10.6.2. Key executives
  - 10.6.3. Company snapshot
  - 10.6.4. Operating business segments
  - 10.6.5. Product portfolio
  - 10.6.6. Business performance
  - 10.6.7. Key strategic moves and developments
- 10.7. HARMAN International
  - 10.7.1. Company overview
  - 10.7.2. Key executives
  - 10.7.3. Company snapshot
  - 10.7.4. Operating business segments
  - 10.7.5. Product portfolio
  - 10.7.6. Business performance
- 10.8. Yamaha Corporation
  - 10.8.1. Company overview
  - 10.8.2. Key executives
  - 10.8.3. Company snapshot
  - 10.8.4. Operating business segments
  - 10.8.5. Product portfolio
  - 10.8.6. Business performance
  - 10.8.7. Key strategic moves and developments
- 10.9. Skullcandy
  - 10.9.1. Company overview
  - 10.9.2. Key executives
  - 10.9.3. Company snapshot
  - 10.9.4. Operating business segments
  - 10.9.5. Product portfolio
  - 10.9.6. Key strategic moves and developments
- 10.10. Koninklijke Philips N.V.
  - 10.10.1. Company overview

- 10.10.2. Key executives
- 10.10.3. Company snapshot
- 10.10.4. Operating business segments
- 10.10.5. Product portfolio
- 10.10.6. Business performance



## I would like to order

Product name: Consumer Audio Equipment Market By Product (Microphones, Headphones, Soundbars, Headsets, Speaker Systems, Others), By Technology (Wired, Wireless), By End User (Education, Government, Retail, Hospitality, Others), By Type (Stationary Consumer Audio Equipment, Portable Consumer Audio Equipment): Global Opportunity Analysis and Industry Forecast, 2024-2033

Product link: <https://marketpublishers.com/r/C1B23808B6BBEN.html>

Price: US\$ 2,493.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/C1B23808B6BBEN.html>