

Professional Audio Equipment Market By Product (Mixers, Interfaces, Network Switches, Processors, Power Amplifiers, Speakers, PA Systems, DAW Systems, Headphones, Microphones), By Technology (Wired, Wireless), By End User (Commercial, Automotive, Home Entertainment, Sound Technicians, Corporate Event Production, Others), By Type (Stationary Professional Audio Equipment, Portable Professional Audio Equipment): Global Opportunity Analysis and Industry Forecast, 2024-2033

<https://marketpublishers.com/r/P4CD58979B9CEN.html>

Date: September 2024

Pages: 286

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

ID: P4CD58979B9CEN

Abstracts

Professional audio equipment includes different tools utilized by audio engineers, sound technicians, and musicians for recording, mixing, and live sound reinforcement. This equipment includes microphones, mixers, digital audio workstations, amplifiers, speakers, and signal processors. The primary objective of professional audio equipment is to deliver top-notch sound quality that is precise, transparent, and devoid of any unwanted noise or distortion. These devices are typically built with an emphasis on longevity, flexibility, user-friendliness, and are commonly found in recording studios, broadcast facilities, live venues, and other professional audio settings.

High-quality audio equipment for professionals usually comes with advanced functions like high-fidelity preamps, low noise floor, advanced equalization, compression, dynamic control, and other enhancements to improve audio recording and live sound quality. This type of equipment is generally pricier than consumer-grade equipment, catering to the demands of professionals seeking top-notch and dependable tools for their craft.

The increasing demand for advanced immersive audio technologies is primarily driven by the continuous expansion of the gaming industry, as gamers look for more realistic audio to enhance their visual experience. Moreover, the rise in popularity of immersive audio technologies including Dolby Atmos and Auro-3D is fueled by the need for sound engineers to craft truly immersive and lifelike audio experiences. This demand is being primarily driven by the growing significance of audio across multiple industries, such as film, television, live events, and broadcasting. For instance, in July 2022, The Detroit's Movement Festival in 2022 featured the use of JBL VTX Series line array sound reinforcement systems, demonstrating the adaptability of professional speakers in live event settings.

Furthermore, the popularity of home theater systems has led consumers to seek out more cinematic audio for a truly enveloping experience. The emergence of virtual reality and augmented reality applications, which rely on accurate and spatially realistic audio for a convincing sense of presence, is also a significant factor. Moreover, the growing consumer desire for immersive audio experiences in live music, and gaming is fueling the demand for these cutting-edge audio technologies.

Companies organizing events are now integrating advanced technologies such as augmented reality (AR), artificial intelligence (AI), and internet of things (IoT) to elevate the audio experience and make events more immersive. This demands the use of top-notch audio equipment to seamlessly incorporate these technologies and provide a unified, top-quality audio experience. For instance, In May 2022, Roland introduced the SR-20HD Direct Streaming AV Mixer, a robust and compact audio/video switcher designed to facilitate livestreaming in a corporate or institutional setting with minimal instruction. This all-in-one unit integrates a video switcher, audio mixer, preview screen, recorder/player, and streaming encoder, streamlining the workflow and minimizing user frustrations. In addition, businesses are prioritizing audience engagement through dynamic, high-quality events that leave a lasting impact on attendees. Utilizing professional audio equipment, including premium speakers, mixing consoles, and wireless microphones, plays an important role in crafting an interactive and unforgettable experience for corporate event participants.

The global professional audio equipment market is segmented into product, type, technology and end user. On the basis of product, the market is divided into mixers, interfaces, network switches, processors, power amplifiers, speakers, PA systems, DAW systems, headphones, and microphones. On the basis of type, the market is bifurcated into stationary professional audio equipment and portable professional audio

equipment. On the basis of technology, the market is segregated into wired and wireless. On the basis of end user, the market is categorized into commercial, automotive, home entertainment, sound technicians, corporate event production, and others. Region-wise, the professional audio equipment market trends are analyzed across North America (the U.S., Canada, and Mexico), Europe (UK, Germany, France, and Rest of Europe), Asia-Pacific (China, Japan, India, South Korea, and Rest of Asia-Pacific), and LAMEA (Latin America, Middle East, and Africa).

Competition Analysis

Competitive analysis and profiles of the major players in the professional audio equipment market are provided in the report. Major companies in the report include ALPS ALPINE CO., LTD., Empower Tribe IP FZE (Behringer), Bose Corporation, PreSonus Audio Electronics, Inc., Roland Corporation, SAMSUNG ELECTRONICS CO., LTD., Sennheiser electronic SE & Co. KG, Shure Inc., SONY ELECTRONICS INC., Yamaha Corporation.

Key benefits for stakeholders

The report provides an extensive analysis of the current and emerging professional audio equipment market trends.

In-depth professional audio equipment market analysis is conducted by constructing market estimations for key market segments between 2024 and 2033.

Extensive analysis of the professional audio equipment market is conducted by following key product positioning and monitoring of top competitors within the market framework.

A comprehensive analysis of all the regions is provided to determine the prevailing opportunities.

The professional audio equipment market revenue and volume forecast analysis from 2024 to 2033 is included in the report.

The key players within the professional audio equipment market are profiled in this report and their strategies are analyzed thoroughly, which helps understand the competitive outlook of the Professional audio equipment industry.

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)

Market share analysis of players by products/segments

Additional company profiles with specific to client's interest

Expanded list for Company Profiles

Key Market Segments

By Product

Mixers

Interfaces

Network Switches

Processors

Power Amplifiers

Speakers

PA Systems

DAW Systems

Headphones

Microphones

By Technology

Wired

Wireless

By End User

Commercial

Automotive

Home Entertainment

Sound Technicians

Corporate Event Production

Others

By Type

Stationary Professional Audio Equipment

Portable Professional Audio Equipment

By Region

North America

U.S.

Canada

Mexico

Europe

Germany

France

UK

Italy

Rest of Europe

Asia-Pacific

China

Japan

India

South Korea

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

Key Market Players

ALPS ALPINE CO., LTD.

Bose Corporation

Empower Tribe IP FZE

PreSonus Audio Electronics, Inc.

Roland Corporation

SAMSUNG ELECTRONICS CO., LTD.

Sennheiser Electronic GmbH & Co. KG

Shure Inc.

SONY ELECTRONICS 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. Low bargaining power of suppliers
 - 3.3.2. Low threat of new entrants
 - 3.3.3. Low threat of substitutes
 - 3.3.4. Low intensity of rivalry
 - 3.3.5. Low bargaining power of buyers
- 3.4. Market dynamics
 - 3.4.1. Drivers
 - 3.4.1.1. Growing Demand for High-Quality Audio Content
 - 3.4.1.2. Advancements in Wireless Technology
 - 3.4.1.3. Rise of Streaming Services and Online Content Creation
 - 3.4.2. Restraints
 - 3.4.2.1. High Initial Cost of Setup
 - 3.4.3. Opportunities
 - 3.4.3.1. Increased Adoption in Emerging Markets

CHAPTER 4: PROFESSIONAL AUDIO EQUIPMENT MARKET, BY PRODUCT

Professional Audio Equipment Market By Product (Mixers, Interfaces, Network Switches, Processors, Power Amplif...

4.1. Overview

4.1.1. Market size and forecast

4.2. Mixers

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. Interfaces

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. Network Switches

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. Processors

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. Power Amplifiers

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. Speakers

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

4.8. PA Systems

4.8.1. Key market trends, growth factors and opportunities

4.8.2. Market size and forecast, by region

4.8.3. Market share analysis by country

4.9. DAW Systems

4.9.1. Key market trends, growth factors and opportunities

4.9.2. Market size and forecast, by region

4.9.3. Market share analysis by country

4.10. Headphones

4.10.1. Key market trends, growth factors and opportunities

4.10.2. Market size and forecast, by region

4.10.3. Market share analysis by country

4.11. Microphones

- 4.11.1. Key market trends, growth factors and opportunities
- 4.11.2. Market size and forecast, by region
- 4.11.3. Market share analysis by country

CHAPTER 5: PROFESSIONAL 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: PROFESSIONAL AUDIO EQUIPMENT MARKET, BY END USER

6.1. Overview

- 6.1.1. Market size and forecast

6.2. Commercial

- 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. Automotive

- 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. Home Entertainment

- 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. Sound Technicians

- 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. Corporate Event Production

- 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
- 6.7. Others
 - 6.7.1. Key market trends, growth factors and opportunities
 - 6.7.2. Market size and forecast, by region
 - 6.7.3. Market share analysis by country

CHAPTER 7: PROFESSIONAL AUDIO EQUIPMENT MARKET, BY TYPE

- 7.1. Overview
 - 7.1.1. Market size and forecast
- 7.2. Stationary Professional 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 Professional 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: PROFESSIONAL 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. UK

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. Italy

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. Roland 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. Business performance

10.1.7. Key strategic moves and developments

10.2. Sennheiser Electronic GmbH & Co. KG

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
- 10.3. Yamaha Corporation
 - 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. Shure 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. Key strategic moves and developments
- 10.5. SAMSUNG ELECTRONICS CO., LTD.
 - 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
- 10.6. SONY ELECTRONICS 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
- 10.7. Bose Corporation
 - 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. Key strategic moves and developments

10.8. PreSonus Audio Electronics, Inc.

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

10.9. ALPS ALPINE CO., LTD.

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. Business performance

10.10. Empower Tribe IP FZE

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

I would like to order

Product name: Professional Audio Equipment Market By Product (Mixers, Interfaces, Network Switches, Processors, Power Amplifiers, Speakers, PA Systems, DAW Systems, Headphones, Microphones), By Technology (Wired, Wireless), By End User (Commercial, Automotive, Home Entertainment, Sound Technicians, Corporate Event Production, Others), By Type (Stationary Professional Audio Equipment, Portable Professional Audio Equipment): Global Opportunity Analysis and Industry Forecast, 2024-2033

Product link: <https://marketpublishers.com/r/P4CD58979B9CEN.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

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/P4CD58979B9CEN.html>