

Gaming Headset Industry Research Report 2024

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Abstracts

The gaming headset, generally designed and used purely for gaming, some gaming headphones are capable of pulling double duty, channeling music as well as gaming sound effects. To meet a gamer's needs and demands, gaming headsets come equipped with many different features, such as microphones for communicating with fellow online gamers. Gaming headsets are used with all types of gaming consoles and computers. Many are also designed to block out any ambient noise, completely immersing a player within the world of gaming.

According to APO Research, the global Gaming Headset market was valued at US\$ million in 2023 and is anticipated to reach US\$ million by 2030, witnessing a CAGR of xx% during the forecast period 2024-2030.

China is the largest Gaming Headset market with about 43% market share. Europe is follower, accounting for about 20% market share.

The key players are Turtle Beach, Sony, Sennheiser, PDP-Pelican, Skullcandy, Microsoft (XBOX), Plantronics, Logitech, Somic, SteelSeries, Audio-Technica, Creative Technology, Cooler Master, Big Ben, Corsair, Mad Catz-TRITTON, Gioteck, Accessories 4 Technology, Trust International, Kotion Electronic, Hama GmbH, Thrustmaster, Razer, Genius etc. Top 3 companies occupied about 26% market share.

Report Scope

This report aims to provide a comprehensive presentation of the global market for Gaming Headset, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Gaming Headset.

The report will help the Gaming Headset manufacturers, new entrants, and industry chain related companies in this market with information on the revenues, sales volume, and average price for the overall market and the sub-segments across the different segments, by company, by Type, by Application, and by regions.

The Gaming Headset market size, estimations, and forecasts are provided in terms of sales volume (K Units) and revenue (\$ millions), considering 2023 as the base year, with history and forecast data for the period from 2019 to 2030. This report segments the global Gaming Headset market comprehensively. Regional market sizes, concerning products by Type, by Application, and by players, are also provided. For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue, price, and sales by manufacturers for the period 2019-2024. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

Turtle Beach

Sennheiser

Sony

Logitech

Hyperx (HP)

Somic

Razer

Corsair

SteelSeries

Plantronics

Audio-Technica

Kotion Electronic

Trust International

Creative Technology

Thrustmaster

Big Ben

PDP-Pelican

Mad Catz

Cooler Master

KYE System Corp (Genius)

Gaming Headset segment by Type

Over-ear

In-ear

Gaming Headset segment by Application

Personal Use

Commercial Use

Gaming Headset Segment by Region

North America

U.S.

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Indonesia

Thailand

Malaysia

Latin America

Mexico

Brazil

Argentina

Middle East & Africa

Turkey

Saudi Arabia

UAE

Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

Reasons to Buy This Report

1. This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Gaming Headset market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main

competitors and deeply understand the competition pattern of the market.

2. This report will help stakeholders to understand the global industry status and trends of Gaming Headset and provides them with information on key market drivers, restraints, challenges, and opportunities.

3. This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.

4. This report stays updated with novel technology integration, features, and the latest developments in the market

5. This report helps stakeholders to gain insights into which regions to target globally

6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Gaming Headset.

7. This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

Chapter Outline

Chapter 1: Research objectives, research methods, data sources, data cross-validation;

Chapter 2: Introduces the report scope of the report, executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 3: Detailed analysis of Gaming Headset manufacturers competitive landscape, price, production and value market share, latest development plan, merger, and acquisition information, etc.

Chapter 4: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product production/output, value, price, gross margin, product introduction, recent development, etc.

Chapter 5: Production/output, value of Gaming Headset by region/country. It provides a quantitative analysis of the market size and development potential of each region in the next six years.

Chapter 6: Consumption of Gaming Headset in regional level and country level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and production of each country in the world.

Chapter 7: Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 8: Provides the analysis of various market segments by application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 9: Analysis of industrial chain, including the upstream and downstream of the industry.

Chapter 10: Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 11: The main points and conclusions of the report.

Chapter 11: The main points and conclusions of the report.

Contents

1 PREFACE

- 1.1 Scope of Report
- 1.2 Reasons for Doing This Study
- 1.3 Research Methodology
- 1.4 Research Process
- 1.5 Data Source
 - 1.5.1 Secondary Sources
 - 1.5.2 Primary Sources

2 MARKET OVERVIEW

- 2.1 Product Definition
- 2.2 Global Market Growth Prospects
 - 2.2.1 Global Gaming Headset Market Size (2019-2030) & (US\$ Million)
 - 2.2.2 Global Gaming Headset Sales (2019-2030)
 - 2.2.3 Global Gaming Headset Market Average Price (2019-2030)
- 2.3 Gaming Headset by Type
 - 2.3.1 Market Value Comparison by Type (2019 VS 2023 VS 2030) & (US\$ Million)
 - 2.3.2 Over-ear
 - 2.3.3 In-ear
- 2.4 Gaming Headset by Application
 - 2.4.1 Market Value Comparison by Application (2019 VS 2023 VS 2030) & (US\$ Million)
 - 2.4.2 Personal Use
 - 2.4.3 Commercial Use

3 MARKET COMPETITIVE LANDSCAPE BY MANUFACTURERS

- 3.1 Global Gaming Headset Market Competitive Situation by Manufacturers (2019 Versus 2023)
- 3.2 Global Gaming Headset Sales (K Units) of Manufacturers (2019-2024)
- 3.3 Global Gaming Headset Revenue of Manufacturers (2019-2024)
- 3.4 Global Gaming Headset Average Price by Manufacturers (2019-2024)
- 3.5 Global Gaming Headset Industry Ranking, 2022 VS 2023 VS 2024
- 3.6 Global Manufacturers of Gaming Headset, Manufacturing Sites & Headquarters
- 3.7 Global Manufacturers of Gaming Headset, Product Type & Application

- 3.8 Global Manufacturers of Gaming Headset, Date of Enter into This Industry
- 3.9 Global Gaming Headset Market CR5 and HHI
- 3.10 Global Manufacturers Mergers & Acquisition

4 MANUFACTURERS PROFILED

4.1 Turtle Beach

- 4.1.1 Turtle Beach Company Information
- 4.1.2 Turtle Beach Business Overview
- 4.1.3 Turtle Beach Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
- 4.1.4 Turtle Beach Gaming Headset Product Portfolio
- 4.1.5 Turtle Beach Recent Developments

4.2 Sennheiser

- 4.2.1 Sennheiser Company Information
- 4.2.2 Sennheiser Business Overview
- 4.2.3 Sennheiser Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
- 4.2.4 Sennheiser Gaming Headset Product Portfolio
- 4.2.5 Sennheiser Recent Developments

4.3 Sony

- 4.3.1 Sony Company Information
- 4.3.2 Sony Business Overview
- 4.3.3 Sony Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
- 4.3.4 Sony Gaming Headset Product Portfolio
- 4.3.5 Sony Recent Developments

4.4 Logitech

- 4.4.1 Logitech Company Information
- 4.4.2 Logitech Business Overview
- 4.4.3 Logitech Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
- 4.4.4 Logitech Gaming Headset Product Portfolio
- 4.4.5 Logitech Recent Developments

4.5 Hyperx (HP)

- 4.5.1 Hyperx (HP) Company Information
- 4.5.2 Hyperx (HP) Business Overview
- 4.5.3 Hyperx (HP) Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
- 4.5.4 Hyperx (HP) Gaming Headset Product Portfolio
- 4.5.5 Hyperx (HP) Recent Developments

4.6 Somic

- 4.6.1 Somic Company Information
- 4.6.2 Somic Business Overview

- 4.6.3 Somic Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
- 4.6.4 Somic Gaming Headset Product Portfolio
- 4.6.5 Somic Recent Developments
- 4.7 Razer
 - 4.7.1 Razer Company Information
 - 4.7.2 Razer Business Overview
 - 4.7.3 Razer Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.7.4 Razer Gaming Headset Product Portfolio
 - 4.7.5 Razer Recent Developments
- 4.8 Corsair
 - 4.8.1 Corsair Company Information
 - 4.8.2 Corsair Business Overview
 - 4.8.3 Corsair Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.8.4 Corsair Gaming Headset Product Portfolio
 - 4.8.5 Corsair Recent Developments
- 4.9 SteelSeries
 - 4.9.1 SteelSeries Company Information
 - 4.9.2 SteelSeries Business Overview
 - 4.9.3 SteelSeries Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.9.4 SteelSeries Gaming Headset Product Portfolio
 - 4.9.5 SteelSeries Recent Developments
- 4.10 Plantronics
 - 4.10.1 Plantronics Company Information
 - 4.10.2 Plantronics Business Overview
 - 4.10.3 Plantronics Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.10.4 Plantronics Gaming Headset Product Portfolio
 - 4.10.5 Plantronics Recent Developments
- 4.11 Audio-Technica
 - 4.11.1 Audio-Technica Company Information
 - 4.11.2 Audio-Technica Business Overview
 - 4.11.3 Audio-Technica Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.11.4 Audio-Technica Gaming Headset Product Portfolio
 - 4.11.5 Audio-Technica Recent Developments
- 4.12 Kotion Electronic
 - 4.12.1 Kotion Electronic Company Information
 - 4.12.2 Kotion Electronic Business Overview
 - 4.12.3 Kotion Electronic Gaming Headset Sales, Revenue and Gross Margin (2019-2024)

- 4.12.4 Kotion Electronic Gaming Headset Product Portfolio
- 4.12.5 Kotion Electronic Recent Developments
- 4.13 Trust International
 - 4.13.1 Trust International Company Information
 - 4.13.2 Trust International Business Overview
 - 4.13.3 Trust International Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.13.4 Trust International Gaming Headset Product Portfolio
 - 4.13.5 Trust International Recent Developments
- 4.14 Creative Technology
 - 4.14.1 Creative Technology Company Information
 - 4.14.2 Creative Technology Business Overview
 - 4.14.3 Creative Technology Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.14.4 Creative Technology Gaming Headset Product Portfolio
 - 4.14.5 Creative Technology Recent Developments
- 4.15 Thrustmaster
 - 4.15.1 Thrustmaster Company Information
 - 4.15.2 Thrustmaster Business Overview
 - 4.15.3 Thrustmaster Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.15.4 Thrustmaster Gaming Headset Product Portfolio
 - 4.15.5 Thrustmaster Recent Developments
- 4.16 Big Ben
 - 4.16.1 Big Ben Company Information
 - 4.16.2 Big Ben Business Overview
 - 4.16.3 Big Ben Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.16.4 Big Ben Gaming Headset Product Portfolio
 - 4.16.5 Big Ben Recent Developments
- 4.17 PDP-Pelican
 - 4.17.1 PDP-Pelican Company Information
 - 4.17.2 PDP-Pelican Business Overview
 - 4.17.3 PDP-Pelican Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.17.4 PDP-Pelican Gaming Headset Product Portfolio
 - 4.17.5 PDP-Pelican Recent Developments
- 4.18 Mad Catz
 - 4.18.1 Mad Catz Company Information
 - 4.18.2 Mad Catz Business Overview
 - 4.18.3 Mad Catz Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.18.4 Mad Catz Gaming Headset Product Portfolio

- 4.18.5 Mad Catz Recent Developments
- 4.19 Cooler Master
 - 4.19.1 Cooler Master Company Information
 - 4.19.2 Cooler Master Business Overview
 - 4.19.3 Cooler Master Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.19.4 Cooler Master Gaming Headset Product Portfolio
 - 4.19.5 Cooler Master Recent Developments
- 4.20 KYE System Corp (Genius)
 - 4.20.1 KYE System Corp (Genius) Company Information
 - 4.20.2 KYE System Corp (Genius) Business Overview
 - 4.20.3 KYE System Corp (Genius) Gaming Headset Sales, Revenue and Gross Margin (2019-2024)
 - 4.20.4 KYE System Corp (Genius) Gaming Headset Product Portfolio
 - 4.20.5 KYE System Corp (Genius) Recent Developments

5 GLOBAL GAMING HEADSET MARKET SCENARIO BY REGION

- 5.1 Global Gaming Headset Market Size by Region: 2019 VS 2023 VS 2030
- 5.2 Global Gaming Headset Sales by Region: 2019-2030
 - 5.2.1 Global Gaming Headset Sales by Region: 2019-2024
 - 5.2.2 Global Gaming Headset Sales by Region: 2025-2030
- 5.3 Global Gaming Headset Revenue by Region: 2019-2030
 - 5.3.1 Global Gaming Headset Revenue by Region: 2019-2024
 - 5.3.2 Global Gaming Headset Revenue by Region: 2025-2030
- 5.4 North America Gaming Headset Market Facts & Figures by Country
 - 5.4.1 North America Gaming Headset Market Size by Country: 2019 VS 2023 VS 2030
 - 5.4.2 North America Gaming Headset Sales by Country (2019-2030)
 - 5.4.3 North America Gaming Headset Revenue by Country (2019-2030)
 - 5.4.4 U.S.
 - 5.4.5 Canada
- 5.5 Europe Gaming Headset Market Facts & Figures by Country
 - 5.5.1 Europe Gaming Headset Market Size by Country: 2019 VS 2023 VS 2030
 - 5.5.2 Europe Gaming Headset Sales by Country (2019-2030)
 - 5.5.3 Europe Gaming Headset Revenue by Country (2019-2030)
 - 5.5.4 Germany
 - 5.5.5 France
 - 5.5.6 U.K.
 - 5.5.7 Italy
 - 5.5.8 Russia

5.6 Asia Pacific Gaming Headset Market Facts & Figures by Country

5.6.1 Asia Pacific Gaming Headset Market Size by Country: 2019 VS 2023 VS 2030

5.6.2 Asia Pacific Gaming Headset Sales by Country (2019-2030)

5.6.3 Asia Pacific Gaming Headset Revenue by Country (2019-2030)

5.6.4 China

5.6.5 Japan

5.6.6 South Korea

5.6.7 India

5.6.8 Australia

5.6.9 China Taiwan

5.6.10 Indonesia

5.6.11 Thailand

5.6.12 Malaysia

5.7 Latin America Gaming Headset Market Facts & Figures by Country

5.7.1 Latin America Gaming Headset Market Size by Country: 2019 VS 2023 VS 2030

5.7.2 Latin America Gaming Headset Sales by Country (2019-2030)

5.7.3 Latin America Gaming Headset Revenue by Country (2019-2030)

5.7.4 Mexico

5.7.5 Brazil

5.7.6 Argentina

5.8 Middle East and Africa Gaming Headset Market Facts & Figures by Country

5.8.1 Middle East and Africa Gaming Headset Market Size by Country: 2019 VS 2023 VS 2030

5.8.2 Middle East and Africa Gaming Headset Sales by Country (2019-2030)

5.8.3 Middle East and Africa Gaming Headset Revenue by Country (2019-2030)

5.8.4 Turkey

5.8.5 Saudi Arabia

5.8.6 UAE

6 SEGMENT BY TYPE

6.1 Global Gaming Headset Sales by Type (2019-2030)

6.1.1 Global Gaming Headset Sales by Type (2019-2030) & (K Units)

6.1.2 Global Gaming Headset Sales Market Share by Type (2019-2030)

6.2 Global Gaming Headset Revenue by Type (2019-2030)

6.2.1 Global Gaming Headset Sales by Type (2019-2030) & (US\$ Million)

6.2.2 Global Gaming Headset Revenue Market Share by Type (2019-2030)

6.3 Global Gaming Headset Price by Type (2019-2030)

7 SEGMENT BY APPLICATION

7.1 Global Gaming Headset Sales by Application (2019-2030)

7.1.1 Global Gaming Headset Sales by Application (2019-2030) & (K Units)

7.1.2 Global Gaming Headset Sales Market Share by Application (2019-2030)

7.2 Global Gaming Headset Revenue by Application (2019-2030)

7.2.1 Global Gaming Headset Sales by Application (2019-2030) & (US\$ Million)

7.2.2 Global Gaming Headset Revenue Market Share by Application (2019-2030)

7.3 Global Gaming Headset Price by Application (2019-2030)

8 VALUE CHAIN AND SALES CHANNELS ANALYSIS OF THE MARKET

8.1 Gaming Headset Value Chain Analysis

8.1.1 Gaming Headset Key Raw Materials

8.1.2 Raw Materials Key Suppliers

8.1.3 Gaming Headset Production Mode & Process

8.2 Gaming Headset Sales Channels Analysis

8.2.1 Direct Comparison with Distribution Share

8.2.2 Gaming Headset Distributors

8.2.3 Gaming Headset Customers

9 GLOBAL GAMING HEADSET ANALYZING MARKET DYNAMICS

9.1 Gaming Headset Industry Trends

9.2 Gaming Headset Industry Drivers

9.3 Gaming Headset Industry Opportunities and Challenges

9.4 Gaming Headset Industry Restraints

10 REPORT CONCLUSION

11 DISCLAIMER

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