

Global Gaming Headset Market by Size, by Type, by Application, by Region, History and Forecast 2019-2030

<https://marketpublishers.com/r/G3DD9B1CB0D2EN.html>

Date: April 2024

Pages: 149

Price: US\$ 3,950.00 (Single User License)

ID: G3DD9B1CB0D2EN

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 is projected to grow from US\$ million in 2024 to US\$ million by 2030, at a Compound Annual Growth Rate (CAGR) of % during the forecast period.

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.

This report presents an overview of global market for Gaming Headset, sales, revenue and price. Analyses of the global market trends, with historic market revenue or sales data for 2019 - 2023, estimates for 2024, and projections of CAGR through 2030.

This report researches the key producers of Gaming Headset, also provides the sales of main regions and countries. Of the upcoming market potential for Gaming Headset, and key regions or countries of focus to forecast this market into various segments and sub-segments. Country specific data and market value analysis for the U.S., Canada, Mexico, Brazil, China, Japan, South Korea, Southeast Asia, India, Germany, the U.K., Italy, Middle East, Africa, and Other Countries.

This report focuses on the Gaming Headset sales, revenue, market share and industry ranking of main manufacturers, data from 2019 to 2024. Identification of the major stakeholders in the global Gaming Headset market, and analysis of their competitive landscape and market positioning based on recent developments and segmental revenues. This report will help stakeholders to understand the competitive landscape and gain more insights and position their businesses and market strategies in a better way.

This report analyzes the segments data by Type and by Application, sales, revenue, and price, from 2019 to 2030. Evaluation and forecast the market size for Gaming Headset sales, projected growth trends, production technology, application and end-user industry.

Descriptive company profiles of the major global players, including Turtle Beach, Sennheiser, Sony, Logitech, Hyperx (HP), Somic, Razer, Corsair and SteelSeries, etc.

Gaming Headset segment by Company

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

Study Objectives

1. To analyze and research the global status and future forecast, involving, production, value, consumption, growth rate (CAGR), market share, historical and forecast.
2. To present the key manufacturers, capacity, production, revenue, market share, and Recent Developments.
3. To split the breakdown data by regions, type, manufacturers, and Application.
4. To analyze the global and key regions market potential and advantage, opportunity and challenge, restraints, and risks.
5. To identify significant trends, drivers, influence factors in global and regions.
6. To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

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: Provides an overview of the Gaming Headset market, including product definition, global market growth prospects, market size, sales, and average price forecasts (2019-2030).

Chapter 2: Provides 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 3: Detailed analysis of Gaming Headset manufacturers competitive landscape, price, sales and revenue market share, latest development plan, merger, etc.

Chapter 4: 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 5: 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 6: Sales of Gaming Headset in regional level. It provides a quantitative analysis of the market size and development potential of each region and introduces the market development, future development prospects, market space of each country in the world.

Chapter 7: Revenue of Gaming Headset in regional level. It provides a quantitative analysis of the market size and development potential of each region and introduces the market development, future development prospects, market space of each country in the world.

Chapter 8: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

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

Chapter 10: Concluding Insights of the report

Contents

1 MARKET OVERVIEW

- 1.1 Product Definition
- 1.2 Global Gaming Headset Market Size, 2019 VS 2023 VS 2030
- 1.3 Global Gaming Headset Market Size Estimates and Forecasts (2019-2030)
- 1.4 Global Gaming Headset Sales Estimates and Forecasts (2019-2030)
- 1.5 Global Gaming Headset Market Average Price (2019-2030)
- 1.6 Assumptions and Limitations
- 1.7 Study Goals and Objectives

2 GLOBAL GAMING HEADSET MARKET DYNAMICS

- 2.1 Gaming Headset Industry Trends
- 2.2 Gaming Headset Industry Drivers
- 2.3 Gaming Headset Industry Opportunities and Challenges
- 2.4 Gaming Headset Industry Restraints

3 GAMING HEADSET MARKET BY MANUFACTURERS

- 3.1 Global Gaming Headset Revenue by Manufacturers (2019-2024)
- 3.2 Global Gaming Headset Sales by Manufacturers (2019-2024)
- 3.3 Global Gaming Headset Average Sales Price by Manufacturers (2019-2024)
- 3.4 Global Gaming Headset Industry Manufacturers Ranking, 2022 VS 2023 VS 2024
- 3.5 Global Gaming Headset Key Manufacturers Manufacturing Sites & Headquarters
- 3.6 Global Gaming Headset Manufacturers, Product Type & Application
- 3.7 Global Gaming Headset Manufacturers Commercialization Time
- 3.8 Market Competitive Analysis
 - 3.8.1 Global Gaming Headset Market CR5 and HHI
 - 3.8.2 Global Top 5 and 10 Gaming Headset Players Market Share by Revenue in 2023
 - 3.8.3 2023 Gaming Headset Tier 1, Tier 2, and Tier

4 GAMING HEADSET MARKET BY TYPE

- 4.1 Gaming Headset Type Introduction
 - 4.1.1 Over-ear
 - 4.1.2 In-ear
- 4.2 Global Gaming Headset Sales by Type

- 4.2.1 Global Gaming Headset Sales by Type (2019 VS 2023 VS 2030)
- 4.2.2 Global Gaming Headset Sales by Type (2019-2030)
- 4.2.3 Global Gaming Headset Sales Market Share by Type (2019-2030)
- 4.3 Global Gaming Headset Revenue by Type
 - 4.3.1 Global Gaming Headset Revenue by Type (2019 VS 2023 VS 2030)
 - 4.3.2 Global Gaming Headset Revenue by Type (2019-2030)
 - 4.3.3 Global Gaming Headset Revenue Market Share by Type (2019-2030)

5 GAMING HEADSET MARKET BY APPLICATION

- 5.1 Gaming Headset Application Introduction
 - 5.1.1 Personal Use
 - 5.1.2 Commercial Use
- 5.2 Global Gaming Headset Sales by Application
 - 5.2.1 Global Gaming Headset Sales by Application (2019 VS 2023 VS 2030)
 - 5.2.2 Global Gaming Headset Sales by Application (2019-2030)
 - 5.2.3 Global Gaming Headset Sales Market Share by Application (2019-2030)
- 5.3 Global Gaming Headset Revenue by Application
 - 5.3.1 Global Gaming Headset Revenue by Application (2019 VS 2023 VS 2030)
 - 5.3.2 Global Gaming Headset Revenue by Application (2019-2030)
 - 5.3.3 Global Gaming Headset Revenue Market Share by Application (2019-2030)

6 GLOBAL GAMING HEADSET SALES BY REGION

- 6.1 Global Gaming Headset Sales by Region: 2019 VS 2023 VS 2030
- 6.2 Global Gaming Headset Sales by Region (2019-2030)
 - 6.2.1 Global Gaming Headset Sales by Region (2019-2024)
 - 6.2.2 Global Gaming Headset Sales Forecasted by Region (2025-2030)
- 6.3 North America
 - 6.3.1 North America Gaming Headset Sales Growth Rate by Country: 2019 VS 2023 VS 2030
 - 6.3.2 North America Gaming Headset Sales by Country (2019-2030)
 - 6.3.3 U.S.
 - 6.3.4 Canada
- 6.4 Europe
 - 6.4.1 Europe Gaming Headset Sales Growth Rate by Country: 2019 VS 2023 VS 2030
 - 6.4.2 Europe Gaming Headset Sales by Country (2019-2030)
 - 6.4.3 Germany
 - 6.4.4 France

6.4.5 U.K.

6.4.6 Italy

6.4.7 Netherlands

6.5 Asia Pacific

6.5.1 Asia Pacific Gaming Headset Sales Growth Rate by Country: 2019 VS 2023 VS 2030

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

6.5.3 China

6.5.4 Japan

6.5.5 South Korea

6.5.6 Southeast Asia

6.5.7 India

6.5.8 Australia

6.6 LAMEA

6.6.1 LAMEA Gaming Headset Sales Growth Rate by Country: 2019 VS 2023 VS 2030

6.6.2 LAMEA Gaming Headset Sales by Country (2019-2030)

6.6.3 Mexico

6.6.4 Brazil

6.6.5 Turkey

6.6.6 GCC Countries

7 GLOBAL GAMING HEADSET REVENUE BY REGION

7.1 Global Gaming Headset Revenue by Region

7.1.1 Global Gaming Headset Revenue by Region: 2019 VS 2023 VS 2030

7.1.2 Global Gaming Headset Revenue by Region (2019-2024)

7.1.3 Global Gaming Headset Revenue by Region (2025-2030)

7.1.4 Global Gaming Headset Revenue Market Share by Region (2019-2030)

7.2 North America

7.2.1 North America Gaming Headset Revenue (2019-2030)

7.2.2 North America Gaming Headset Revenue Share by Country: 2019 VS 2023 VS 2030

7.3 Europe

7.3.1 Europe Gaming Headset Revenue (2019-2030)

7.3.2 Europe Gaming Headset Revenue Share by Country: 2019 VS 2023 VS 2030

7.4 Asia-Pacific

7.4.1 Asia-Pacific Gaming Headset Revenue (2019-2030)

7.4.2 Asia-Pacific Gaming Headset Revenue Share by Country: 2019 VS 2023 VS 2030

2030

7.5 LAMEA

7.5.1 LAMEA Gaming Headset Revenue (2019-2030)

7.5.2 LAMEA Gaming Headset Revenue Share by Country: 2019 VS 2023 VS 2030

8 COMPANY PROFILES

8.1 Turtle Beach

8.1.1 Turtle Beach Company Information

8.1.2 Turtle Beach Business Overview

8.1.3 Turtle Beach Gaming Headset Sales, Price, Revenue and Gross Margin
(2019-2024)

8.1.4 Turtle Beach Gaming Headset Product Portfolio

8.1.5 Turtle Beach Recent Developments

8.2 Sennheiser

8.2.1 Sennheiser Company Information

8.2.2 Sennheiser Business Overview

8.2.3 Sennheiser Gaming Headset Sales, Price, Revenue and Gross Margin
(2019-2024)

8.2.4 Sennheiser Gaming Headset Product Portfolio

8.2.5 Sennheiser Recent Developments

8.3 Sony

8.3.1 Sony Company Information

8.3.2 Sony Business Overview

8.3.3 Sony Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)

8.3.4 Sony Gaming Headset Product Portfolio

8.3.5 Sony Recent Developments

8.4 Logitech

8.4.1 Logitech Company Information

8.4.2 Logitech Business Overview

8.4.3 Logitech Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)

8.4.4 Logitech Gaming Headset Product Portfolio

8.4.5 Logitech Recent Developments

8.5 Hyperx (HP)

8.5.1 Hyperx (HP) Company Information

8.5.2 Hyperx (HP) Business Overview

8.5.3 Hyperx (HP) Gaming Headset Sales, Price, Revenue and Gross Margin
(2019-2024)

8.5.4 Hyperx (HP) Gaming Headset Product Portfolio

8.5.5 Hyperx (HP) Recent Developments

8.6 Somic

8.6.1 Somic Comapny Information

8.6.2 Somic Business Overview

8.6.3 Somic Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)

8.6.4 Somic Gaming Headset Product Portfolio

8.6.5 Somic Recent Developments

8.7 Razer

8.7.1 Razer Comapny Information

8.7.2 Razer Business Overview

8.7.3 Razer Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)

8.7.4 Razer Gaming Headset Product Portfolio

8.7.5 Razer Recent Developments

8.8 Corsair

8.8.1 Corsair Comapny Information

8.8.2 Corsair Business Overview

8.8.3 Corsair Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)

8.8.4 Corsair Gaming Headset Product Portfolio

8.8.5 Corsair Recent Developments

8.9 SteelSeries

8.9.1 SteelSeries Comapny Information

8.9.2 SteelSeries Business Overview

8.9.3 SteelSeries Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)

8.9.4 SteelSeries Gaming Headset Product Portfolio

8.9.5 SteelSeries Recent Developments

8.10 Plantronics

8.10.1 Plantronics Comapny Information

8.10.2 Plantronics Business Overview

8.10.3 Plantronics Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)

8.10.4 Plantronics Gaming Headset Product Portfolio

8.10.5 Plantronics Recent Developments

8.11 Audio-Technica

8.11.1 Audio-Technica Comapny Information

8.11.2 Audio-Technica Business Overview

8.11.3 Audio-Technica Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)

8.11.4 Audio-Technica Gaming Headset Product Portfolio

- 8.11.5 Audio-Technica Recent Developments
- 8.12 Kotion Electronic
 - 8.12.1 Kotion Electronic Company Information
 - 8.12.2 Kotion Electronic Business Overview
 - 8.12.3 Kotion Electronic Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)
 - 8.12.4 Kotion Electronic Gaming Headset Product Portfolio
 - 8.12.5 Kotion Electronic Recent Developments
- 8.13 Trust International
 - 8.13.1 Trust International Company Information
 - 8.13.2 Trust International Business Overview
 - 8.13.3 Trust International Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)
 - 8.13.4 Trust International Gaming Headset Product Portfolio
 - 8.13.5 Trust International Recent Developments
- 8.14 Creative Technology
 - 8.14.1 Creative Technology Company Information
 - 8.14.2 Creative Technology Business Overview
 - 8.14.3 Creative Technology Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)
 - 8.14.4 Creative Technology Gaming Headset Product Portfolio
 - 8.14.5 Creative Technology Recent Developments
- 8.15 Thrustmaster
 - 8.15.1 Thrustmaster Company Information
 - 8.15.2 Thrustmaster Business Overview
 - 8.15.3 Thrustmaster Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)
 - 8.15.4 Thrustmaster Gaming Headset Product Portfolio
 - 8.15.5 Thrustmaster Recent Developments
- 8.16 Big Ben
 - 8.16.1 Big Ben Company Information
 - 8.16.2 Big Ben Business Overview
 - 8.16.3 Big Ben Gaming Headset Sales, Price, Revenue and Gross Margin (2019-2024)
 - 8.16.4 Big Ben Gaming Headset Product Portfolio
 - 8.16.5 Big Ben Recent Developments
- 8.17 PDP-Pelican
 - 8.17.1 PDP-Pelican Company Information
 - 8.17.2 PDP-Pelican Business Overview

8.17.3 PDP-Pelican Gaming Headset Sales, Price, Revenue and Gross Margin
(2019-2024)

8.17.4 PDP-Pelican Gaming Headset Product Portfolio

8.17.5 PDP-Pelican Recent Developments

8.18 Mad Catz

8.18.1 Mad Catz Company Information

8.18.2 Mad Catz Business Overview

8.18.3 Mad Catz Gaming Headset Sales, Price, Revenue and Gross Margin
(2019-2024)

8.18.4 Mad Catz Gaming Headset Product Portfolio

8.18.5 Mad Catz Recent Developments

8.19 Cooler Master

8.19.1 Cooler Master Company Information

8.19.2 Cooler Master Business Overview

8.19.3 Cooler Master Gaming Headset Sales, Price, Revenue and Gross Margin
(2019-2024)

8.19.4 Cooler Master Gaming Headset Product Portfolio

8.19.5 Cooler Master Recent Developments

8.20 KYE System Corp (Genius)

8.20.1 KYE System Corp (Genius) Company Information

8.20.2 KYE System Corp (Genius) Business Overview

8.20.3 KYE System Corp (Genius) Gaming Headset Sales, Price, Revenue and Gross
Margin (2019-2024)

8.20.4 KYE System Corp (Genius) Gaming Headset Product Portfolio

8.20.5 KYE System Corp (Genius) Recent Developments

9 VALUE CHAIN AND SALES CHANNELS ANALYSIS

9.1 Gaming Headset Value Chain Analysis

9.1.1 Gaming Headset Key Raw Materials

9.1.2 Raw Materials Key Suppliers

9.1.3 Manufacturing Cost Structure

9.1.4 Gaming Headset Production Mode & Process

9.2 Gaming Headset Sales Channels Analysis

9.2.1 Direct Comparison with Distribution Share

9.2.2 Gaming Headset Distributors

9.2.3 Gaming Headset Customers

10 CONCLUDING INSIGHTS

11 APPENDIX

11.1 Reasons for Doing This Study

11.2 Research Methodology

11.3 Research Process

11.4 Authors List of This Report

11.5 Data Source

11.5.1 Secondary Sources

11.5.2 Primary Sources

11.6 Disclaimer

I would like to order

Product name: Global Gaming Headset Market by Size, by Type, by Application, by Region, History and Forecast 2019-2030

Product link: <https://marketpublishers.com/r/G3DD9B1CB0D2EN.html>

Price: US\$ 3,950.00 (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/G3DD9B1CB0D2EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

