

Global Audio-Conferencing Endpoint Market Size study, by Products (Table-Top, Installed), by End-User (Multinational Corporation, Government, NGO, Others) and by Regional Forecasts 2018-2025

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Abstracts

Global Audio-Conferencing Endpoint Market to reach USD XXX billion by 2025.

Global Audio-Conferencing Endpoint Market valued approximately USD XXX billion in 2017 is anticipated to grow with a healthy growth rate of more than XXX% over the forecast period 2018-2025. Growth of collaborative spaces across corporate offices around the world (boardroom, medium-size room, multipurpose room or huddle room) drives the growth of A/V technologies such as audio-conferencing endpoints. Massive availability of collaborative services has resulted in a significant expansion of the number of meetings that are being held per company and the number of people attending each meeting, leading to an increase in audio and video conference endpoint sales. Also, Tighter economic conditions have led to the evolution of huddle rooms and flexible meeting spaces. The beginning of the huddle room era is driving audio conferencing endpoint vendors to cater to huddle room requirements. Personal USB, Group USB and VoIP endpoints are evolving to accommodate the emerging needs in enterprises. This technological innovation also plays a great role in influencing customer preferences and pulling them through the decision-making process.

The regional analysis of Global Audio-Conferencing Endpoint Market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America and Rest of the World.

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is

designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Products:

Table-Top

Installed

By End User:

Multinational Corporation

Government

NGO

Others

By Regions:

North America

U.S.

Canada

Europe

UK

Germany

Asia Pacific

China

India

Japan

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2015, 2016

Base year – 2017

Forecast period – 2018 to 2025

The industry is seeming to be fairly competitive. Some of the leading market players include Polycolm, Videonations, Starleaf, ADDCOM, Frost & Sullivan, Logitech, PHILIPS, Yealink, Creston, Sony., Vidyo, Cisco and so on. Acquisitions and effective mergers are some of the strategies adopted by the key manufacturers. New product launches and continuous technological innovations are the key strategies adopted by the major players.

Target Audience of the Global Audio-Conferencing Endpoint Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors

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