

# Global Headset Market Size study, By Product (In-Ear Headsets, Over-Ear Headsets), By Pricing (Below USD 50, USD 50-100, Above USD 100), By Technology (Wired, Wireless), By Application (Personal, Commercial) and Regional Forecasts 2022-2028

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## Abstracts

Global Headset Market is valued at approximately USD 16660.69 million in 2021 and is anticipated to grow with a healthy growth rate of more than 7.1 % over the forecast period 2022-2028.

The Headset can be defined as a type of headphones from which one can listen as well as talk. Headsets mainly are used in telephonic companies. Headsets are a set of both listening and speak. Headsets can be connected with different devices like smartphones, computers and laptop where we can listen as well as talk on call also. Headsets are connected in our devices, we have to wear in-ears to hear, and a microphone is near to our mouth when we speak and another person can hear our talk. The increasing adoption of Smartphones worldwide and rising demand for application-specific headsets as well as Strategic initiatives from leading market players are key factors driving the market growth. For instance, according to Statista, in the year 2020, the total number of smartphone users in India was estimated at 748 million, and as projections, the number of smartphone users in the country would exceed 1.5 billion users by 2040. Moreover, leading market players are working towards new acquisitions to capitalize on the growing demand for Headsets. For instance, in September 2021, Byte dance announced the acquisition of China-based Pico. Pico is a leading manufacturer of Virtual Reality (VR) headsets. Also, growing demand for enhanced communication equipment and increasing penetration of IoT connected Devices would create lucrative growth opportunities for the market during the forecast period. However, an increase the health issues such as ear infections as well as the volatile cost of raw

materials impede the growth of the market over the forecast period of 2022-2028.

The key regions considered for the global Headset market study include Asia Pacific, North America, Europe, Latin America, and the Rest of the World. North America is the leading region in terms of revenue owing to factors such as the presence of leading market players and increasing utilization of headsets across different industries in the region. Whereas Asia Pacific is the fastest growing region owing to factors such as the rising expansion of BPO and Call Center industries as well as the increasing number of smartphone users in the region would create lucrative growth prospects for the market across the Asia Pacific region.

Major market players included in this report are:

Alclair Audio, Inc.

Apple Inc.

Bose Corporation

Grado Labs

Harman Internationals Industries Incorporated

JVC Kenwood Corporation

Koninklijke Philips N.V. (Philips)

Logitech International SA.

Audio-Technica Corporation

Plantronics, Inc.

The objective of the study is to define the market sizes of different segments & countries in recent years and to forecast the values for 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 the competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Product

In-Ear Headsets

Over-Ear Headsets

By Pricing

Below USD 50

USD 50-100  
Above USD 100  
By Technology  
Wired  
Wireless  
By Application  
Personal  
Commercial  
By Region:  
North America  
U.S.  
Canada  
Europe  
UK  
Germany  
France  
Spain  
Italy  
ROE

Asia Pacific  
China  
India  
Japan  
Australia  
South Korea  
RoAPAC  
Latin America  
Brazil  
Mexico  
Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019, 2020

Base year – 2021

Forecast period – 2022 to 2028

Target Audience of the Global Headset Market in Market Study:

*Global Headset Market Size study, By Product (In-Ear Headsets, Over-Ear Headsets), By Pricing (Below USD 50, U...*

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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