

Global Home Entertainment Market Size study, by Product (Audio Equipment, Video Devices, Gaming Consoles, Others) and Regional Forecasts 2018-2025

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Abstracts

Global Home Entertainment Market to reach USD 375.1 billion by 2025.

Global Home Entertainment Market valued approximately USD 212.7 billion in 2017 is anticipated to grow with a healthy growth rate of more than 7.35% over the forecast period 2018-2025. The Home Entertainment Market is continuously growing across the world over the coming years. Home entertainment is the application of technology and the arts for private amusement and enjoyment. The proliferation of the microprocessor and digital media has produced a wide variety of innovative technologies for home entertainment. Digital entertainment systems now found in many homes include portable compact disc (CD) players for listening to music, digital versatile disc (DVD) players for movies and music videos, digital cameras, and game consoles. People also increasingly use personal computers networked to the Internet for games and chats. Increase in digitization of electronic goods, rapid innovations in existing products, decline in prices of entertainment products, and increase in tech-savvy urban population in developing countries. are the substantial driving factors of the market across the globe. In addition, advances in mobile, video and wireless technologies is the major factor which creating numerous opportunity in the market over the coming years. Further, home entertainment saves money, it is convenient, it creates perfect atmosphere for individual's home and many more. These benefits are also propelling the demand of Home Entertainments among its end-users across the world. However, high cost of switching to new technology and increase in consumer shift toward mobile platforms are the factors which limiting the market growth of Home Entertainment over the coming years.

The regional analysis of Global Home Entertainment Market is considered for the key

regions such as Asia Pacific, North America, Europe, Latin America and Rest of the World. Asia-Pacific is the leading/dominant region in the global Home Entertainment market due to increasing disposable income of the individuals and rising urbanization in the region. Europe is also estimated to grow in the Home Entertainment market over the forecasted period. North America is also expected to grow at higher growth / higher CAGR over the forecast period 2018-2025.

The major market player included in this report are:

LG Electronics

Samsung Electronics

Yamaha

Bose

Sony

Pioneer

JBL

Koninklijke Philips

Atlantic Technology

Cambridge Audio

Sennheiser

Definitive Technology

Focal Dimension

Denon Electronics

Harman International

JVC Kenwood

Panasonic

Polk Audio

Qualcomm Technologies

Sonos

Vizio

Zvox

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 Product:

Audio Equipment

Video Devices

Gaming Consoles

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

Target Audience of the Global Home Entertainment 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

Contents

CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Key Trends
- 1.3. Global & Segmental Market Estimates & Forecasts, 2015-2025 (USD Billion)
 - 1.3.1. Home Entertainment Market, by Product, 2015-2025 (USD Billion)
 - 1.3.2. Home Entertainment Market, by Region, 2015-2025 (USD Billion)
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. HOME ENTERTAINMENT MARKET DEFINITION AND SCOPE

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
 - 2.2.1. Industry Evolution
 - 2.2.2. Scope of the Study
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

CHAPTER 3. HOME ENTERTAINMENT MARKET DYNAMICS

- 3.1. See Saw Analysis
 - 3.1.1. Market Drivers
 - 3.1.2. Market Challenges
 - 3.1.3. Market Opportunities

CHAPTER 4. HOME ENTERTAINMENT MARKET INDUSTRY ANALYSIS

- 4.1. Porter's 5 Force Model
 - 4.1.1. Bargaining Power of Buyers
 - 4.1.2. Bargaining Power of Suppliers
 - 4.1.3. Threat of New Entrants
 - 4.1.4. Threat of Substitutes
 - 4.1.5. Competitive Rivalry
 - 4.1.6. Futuristic Approach to Porter's 5 Force Model
- 4.2. PEST Analysis
 - 4.2.1. Political Scenario

- 4.2.2. Economic Scenario
- 4.2.3. Social Scenario
- 4.2.4. Technological Scenario
- 4.3. Value Chain Analysis
 - 4.3.1. Supplier
 - 4.3.2. Manufacturers/Service Provider
 - 4.3.3. Distributors
 - 4.3.4. End-Users
- 4.4. Key Buying Criteria
- 4.5. Regulatory Framework
- 4.6. Cost Structure Analysis
 - 4.6.1. Raw Material Cost Analysis
 - 4.6.2. Manufacturing Cost Analysis
 - 4.6.3. Labor Cost Analysis
- 4.7. Investment Vs Adoption Scenario
- 4.8. Analyst Recommendation & Conclusion

CHAPTER 5. HOME ENTERTAINMENT MARKET, BY PRODUCT

- 5.1. Market Snapshot
- 5.2. Market Performance - Potential Model
- 5.3. Key Market Players
- 5.4. Home Entertainment Market, Sub Segment Analysis
 - 5.4.1. Audio Equipment
 - 5.4.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)
 - 5.4.1.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)
 - 5.4.2. Video Devices
 - 5.4.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)
 - 5.4.2.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)
 - 5.4.3. Gaming Consoles
 - 5.4.3.1. Market estimates & forecasts, 2015-2025 (USD Billion)
 - 5.4.3.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)
 - 5.4.4. Others
 - 5.4.4.1. Market estimates & forecasts, 2015-2025 (USD Billion)
 - 5.4.4.2. Regional breakdown estimates & forecasts, 2015-2025 (USD Billion)

CHAPTER 6. HOME ENTERTAINMENT MARKET, BY REGIONAL ANALYSIS

- 6.1. Home Entertainment Market, Regional Market Snapshot (2015-2025)

6.2. North America Home Entertainment Market Snapshot

6.2.1. U.S.

6.2.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.2.1.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.2.2. Canada

6.2.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.2.2.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.3. Europe Home Entertainment Market Snapshot

6.3.1. U.K.

6.3.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.3.1.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.3.2. Germany

6.3.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.3.2.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.3.3. France

6.3.3.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.3.3.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.3.4. Rest of Europe

6.3.4.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.3.4.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.4. Asia Home Entertainment Market Snapshot

6.4.1. China

6.4.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.4.1.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.4.2. India

6.4.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.4.2.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.4.3. Japan

6.4.3.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.4.3.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.4.4. Rest of Asia Pacific

6.4.4.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.4.4.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.5. Latin America Home Entertainment Market Snapshot

6.5.1. Brazil

6.5.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.5.1.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.5.2. Mexico

6.5.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.5.2.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.6. Rest of The World

6.6.1. South America

6.6.1.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.6.1.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

6.6.2. Middle East and Africa

6.6.2.1. Market estimates & forecasts, 2015-2025 (USD Billion)

6.6.2.2. Product breakdown estimates & forecasts, 2015-2025 (USD Billion)

CHAPTER 7. COMPETITIVE INTELLIGENCE

7.1. Company Market Share (Subject to Data Availability)

7.2. Top Market Strategies

7.3. Company Profiles

7.3.1. LG Electronics

7.3.1.1. Overview

7.3.1.2. Financial (Subject to Data Availability)

7.3.1.3. Product Summary

7.3.1.4. Recent Developments

7.3.2. Samsung Electronics

7.3.3. Yamaha

7.3.4. Bose

7.3.5. Sony

7.3.6. Pioneer

7.3.7. JBL

7.3.8. Koninklijke Philips

7.3.9. Atlantic Technology

7.3.10. Cambridge Audio

7.3.11. Sennheiser

7.3.12. Definitive Technology

7.3.13. Focal Dimension

7.3.14. Denon Electronics

7.3.15. Harman International

7.3.16. JVC Kenwood

7.3.17. Panasonic

7.3.18. Polk Audio

7.3.19. Qualcomm Technologies

7.3.20. Sonos

7.3.21. Vizio

7.3.22. Zvox

CHAPTER 8. RESEARCH PROCESS

8.1. Research Process

8.1.1. Data Mining

8.1.2. Analysis

8.1.3. Market Estimation

8.1.4. Validation

8.1.5. Publishing

8.1.6. Research Assumption

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