

# Global Headphone Market Research Report 2017-2022

## By Players, Regions, Product Types & Applications

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### Abstracts

The global Headphone market is valued at XX million USD in 2016 and is expected to reach XX million USD by the end of 2022, growing at a CAGR of XX between 2016 and 2022.

This report offers an overview of the market trends, drivers, and barriers with respect to the Headphone market. It also provides a detailed overview of the market of different regions across United States, Europe, China, Japan, India, Southeast Asia and Others. The report categorizes Headphone market By Headphone Earcup Style, By Price, By Headphone Wireless Type, By Headphone Feature, By Connection Mode and application. A detailed analysis of key players, along with key growth strategies adopted by them is also covered in this report on Headphone market.

This report focus Global market, it covers details players regions product type and other details as following:

#### Key Players

Panasonic(Japan)

SONY(Japan)

Headphone(Japan)

PHILIPS(Netherlands)

AmazonBasics(United States)

Sennheiser(United States)

Sony(Japan)

Sound Intone(China)

Bose(United States)

Audio-Technica(Japan)

AILIHEN(United States)

Beats(United States)

Ausdom(United States)

Behringer(Germany)

MI(China)

JBL(United States)

AKG(Austria)

EDIFIER(China)

Monster(United States)

SOMIC(China)

Pioneer(Japan)

SHURE(United States)

Beyerdynamic(Germany)

Creative?Singapore?

1more(China)

HUAWEI(China)

JVC(Japan)

MEIZU(China)

Samsung?Korea?

Skullcandy(United States)

## Key Regions

United States

Europe

Germany

United Kingdom

France

Italy

Spain

Russia

Others

China

Japan

India

Southeast Asia

Others

## Key Product Type

### Headphone Market, By Headphone Earcup Style

Closed-Back

Open-Back

Semi-Open Back

### Headphone Market, By Price

0-69

70-199

200-499

500-899

900-1799

1800-2499

2500 above

### Headphone Market, By Headphone Wireless Type

Bluetooth

RF

NFC

Infrared

## Headphone Market, By Headphone Feature

Lightweight

Microphone

Wireless

Noise-Canceling

Sports & Exercise

Foldable

Tangle-Free Cord

Phone Control

## Headphone Market, By Connection Mode

Wired

Wireless

## Key Consumers (End User)

## Headphone Market, by Consumer

Home

Commercial

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