

# **Home Entertainment Devices Market Segments: by Distribution Channel (Offline and online); by Device Type (Audio Devices, Video Devices, And Gaming Consoles) and Region – Global Analysis of Market Size, Share & Trends for 2019 – 2020 and Forecasts to 2030**

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## **Abstracts**

### Product Overview

Home entertainment devices include household or individual equipment and services. There are several consumer electronic products such as TV sets, video players & recorders, audio equipment, and gaming devices on the smart home industry. Consumers find home entertainment equipment attractive as it provides cost-effective, stress-free entertainment and privacy at home. Consumer research, information, and price sensitivity in products and services are considerably increasing. They, therefore, choose housekeeping devices with a good value for money.

### Market Highlights

Global Home Entertainment Devices Market is expected to project a notable CAGR of 6.7% in 2030.

Global Home Entertainment Devices Market to surpass USD XXXX million by 2030 from USD XXXX million in 2020 at a CAGR of 6.7% in the coming years, i.e., 2021-30. The market growth for entertainment goods is witnessing considerable growth as electronics are digitalized, existing products are rapidly being innovated, entertainment prices are declining and urban experts in developing countries are increasing. Increasing numbers of middle-class people, who can purchase various home entertainment devices, raising standards of living and shifting lifestyle preferences, drive growth on the home entertainment markets. Moreover, the growth drivers for the home entertainment device

market are the development of new practices and modern connected products and the fall in the price of home entertainment products.

#### Global Home Entertainment Devices Market: Segments

Video segment to grow with the highest CAGR during 2020-30

Global Home Entertainment Devices Market is segmented by Device Type into audio devices, video devices, and gaming consoles. In 2020, the video device sector held the largest market share and, owing to consumer preferences for visual entertainment, and is anticipated to record a considerable growth rate over the forecast period. However, the forecast is projected to record remarkable CAGRs by audio devices and gaming consoles. The demand of these devices over the projected timeline is expected to drive increasing preference for audio equipment like home theatre, soundbars, and speakers, for better sound quality for events such as social reunions.

Offline segment to grow with the highest CAGR during 2020-30

Global Home Entertainment Devices Market is divided by Distribution channel into Offline and online. The offline segment represented the largest market share in 2020, with a pattern that over the projected timeline will continue. People tend to purchase home entertainment equipment from retail stores or specialty stores to see, touch, and test equipment prior to purchasing it. Consumers are more assured of product technology and functionality through physical interactions with the apparatus.

#### Global Home Entertainment Devices Market Dynamics

##### Drivers

Low cost and easy availability

Increasing numbers of middle-class people, who can purchase various home entertainment devices, raising standards of living and shifting lifestyle preferences, drive growth on the home entertainment markets. Moreover, the growth drivers for the home entertainment device market are the development of new practices and modern connected products and the fall in the price of home entertainment products.

Increased IoT penetration

Technology integration and innovation have made entertainment products smart. IoT connected devices offer significant options to improve functionality and reliability in comparison with traditional entertainment products. There are some constrictive factors to the market for home entertainment equipment like the shift to other platforms like smartphones, PC games, and other gaming platforms.

##### Restraint

### Damaging health issues

The growing market growth for these products is, however, mitigated by the growing shift to mobile platforms and consumer concerns due to the adverse health effects of audio and wireless equipment.

### Global Home Entertainment Devices Market: Key Players

Samsung Electronics Co. Ltd.

Company Overview, Business Strategy, Key Product Offerings, Financial Performance, Key Performance Indicators, Risk Analysis, Recent Development, Regional Presence, SWOT Analysis

### The Home Theater Company

ACCUSTIC ARTS Audio GmbH

Accent Speaker Technology, Ltd.

BenQ

ATON

Artison

Ayre Acoustics, Inc.

Martin Logan

Ars Aures Audio

### Other Prominent Players

### Global Home Entertainment Devices Market: Regions

Global Home Entertainment Devices Market is segmented based on regional analysis into five major regions. These include North America, Latin America, Europe, Asia Pacific, and the Middle East and Africa. During the projected timeline, Europe ought to have the highest share in the total market for Home Entertainment Devices. The beneficial effect on regional market development is projected to be factors such as increased disposable incomes and products available at economic prices. Moreover, the growing use of IoT-connected devices and an increased demand is anticipated to push product demand in Europe for products which offer comfort and convenience. In Germany, a growing demand for SVOD systems in the region is anticipated to boost the European market over the projected period.

Global Home Entertainment Devices Market is further segmented by region into:

North America Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – United States and Canada

Latin America Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR –

Mexico, Argentina, Brazil, and Rest of Latin America

Europe Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – United Kingdom, France, Germany, Italy, Spain, Belgium, Hungary, Luxembourg, Netherlands, Poland, NORDIC, Russia, Turkey, and Rest of Europe

Asia Pacific Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – India, China, South Korea, Japan, Malaysia, Indonesia, New Zealand, Australia, and Rest of APAC

Middle East and Africa Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – North Africa, Israel, GCC, South Africa, and Rest of MENA

Global Home Entertainment Devices Market report also contains analysis on:

Home Entertainment Devices Segments:

By Device Type:

Audio devices

Video devices

Gaming consoles

By Distribution channel

Offline

Online

Home Entertainment Devices Dynamics

Home Entertainment Devices Size

Supply & Demand

Current Trends/Issues/Challenges

Competition & Companies Involved in the Market

Value Chain of the Market

Market Drivers and Restraints

## Contents

### **1. EXECUTIVE SUMMARY**

### **2. GLOBAL HOME ENTERTAINMENT DEVICES MARKET**

- 2.1. Product Overview
- 2.2. Market Definition
- 2.3. Segmentation
- 2.4. Assumptions and Acronyms

### **3. RESEARCH METHODOLOGY**

- 3.1. Research Objectives
- 3.2. Primary Research
- 3.3. Secondary Research
- 3.4. Forecast Model
- 3.5. Market Size Estimation

### **4. AVERAGE PRICING ANALYSIS**

### **5. MACRO-ECONOMIC INDICATORS**

### **6. MARKET DYNAMICS**

- 6.1. Growth Drivers
- 6.2. Restraints
- 6.3. Opportunity
- 6.4. Trends

### **7. CORRELATION & REGRESSION ANALYSIS**

- 7.1. Correlation Matrix
- 7.2. Regression Matrix

### **8. RECENT DEVELOPMENT, POLICIES & REGULATORY LANDSCAPE**

### **9. RISK ANALYSIS**

9.1. Demand Risk Analysis

9.2. Supply Risk Analysis

## **10. GLOBAL HOME ENTERTAINMENT DEVICES MARKET ANALYSIS**

10.1. Porters Five Forces

10.1.1. Threat of New Entrants

10.1.2. Bargaining Power of Suppliers

10.1.3. Threat of Substitutes

10.1.4. Rivalry

10.2. PEST Analysis

10.2.1. Political

10.2.2. Economic

10.2.3. Social

10.2.4. Technological

## **11. GLOBAL HOME ENTERTAINMENT DEVICES MARKET**

11.1. Market Size & forecast, 2020A-2030F

11.1.1. By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

11.1.2. By Volume (Million Units) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

## **12. GLOBAL HOME ENTERTAINMENT DEVICES MARKET: MARKET SEGMENTATION**

12.1. By Regions

12.1.1. North America:(U.S. and Canada), By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.1.2. Latin America: (Brazil, Mexico, Argentina, Rest of Latin America), By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.1.3. Europe: (Germany, UK, France, Italy, Spain, BENELUX, NORDIC, Hungary, Poland, Turkey, Russia, Rest of Europe), By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.1.4. Asia-Pacific: (China, India, Japan, South Korea, Indonesia, Malaysia, Australia, New Zealand, Rest of Asia Pacific), By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.1.5. Middle East and Africa: (Israel, GCC, North Africa, South Africa, Rest of Middle East and Africa), By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.1.6.

12.2. By Distribution channel: Market Share (2020-2030F)

12.2.1. Offline, By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.2.2. online, By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.3. By Device Type: Market Share (2020-2030F)

12.3.1. audio devices, , and, By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.3.2. video devices, By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030F

12.3.3. gaming consoles, By Value (USD Million) 2020-2030F; Y-o-Y Growth (%) 2021-2030

Company Profile

## **1. SAMSUNG ELECTRONICS CO. LTD.**

### **1. COMPANY OVERVIEW**

### **2. COMPANY TOTAL REVENUE (FINANCIALS)**

### **3. MARKET POTENTIAL**

### **4. GLOBAL PRESENCE**

### **5. KEY PERFORMANCE INDICATORS**

### **6. SWOT ANALYSIS**

### **7. PRODUCT LAUNCH**

## **2. THE HOME THEATER COMPANY**

## **3. ACCUSTIC ARTS AUDIO GMBH**

## **4. ACCENT SPEAKER TECHNOLOGY, LTD.**

## **5. BENQ**

## **6. ATON**

**7. ARTISON****8. AYRE ACOUSTICS, INC.****9. MARTIN LOGAN****10. ARS AURES AUDIO****11. OTHER PROMINENT PLAYERS**

Consultant Recommendation

\*\*The above-given segmentations and companies could be subjected to further modification based on in-depth feasibility studies conducted for the final deliverable.



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