

Global Gaming Earbuds Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global Gaming Earbuds market size was valued at US\$ 2397 million in 2024 and is forecast to a readjusted size of USD 3045 million by 2031 with a CAGR of 3.5% during review period.

The gaming headset, generally designed and used purely for gaming, some gaming headphones are capable of pulling double duty, channeling music as well as gaming sound effects. To meet a gamer's needs and demands, gaming headsets come equipped with many different features, such as microphones for communicating with fellow online gamers. Gaming headsets are used with all types of gaming consoles and computers. Many are also designed to block out any ambient noise, completely immersing a player within the world of gaming.

China is the largest Gaming Headset market with about 43% market share. Europe is follower, accounting for about 20% market share.

The key players are Turtle Beach, Sony, Sennheiser, PDP-Pelican, Skullcandy, Microsoft (XBOX), Plantronics, Logitech, Somic, SteelSeries, Audio-Technica, Creative Technology, Cooler Master, Big Ben, Corsair, Mad Catz-TRITTON, Gioteck, Accessories 4 Technology, Trust International, Kotion Electronic, Hama GmbH, Thrustmaster, Razer, Genius etc. Top 3 companies occupied about 26% market share.

This report is a detailed and comprehensive analysis for global Gaming Earbuds market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that

contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Gaming Earbuds market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Gaming Earbuds market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Gaming Earbuds market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Gaming Earbuds market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Gaming Earbuds

To forecast future growth in each product and end-use market

To forecast future factors affecting the marketplace

This report profiles key players in the global Gaming Earbuds market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include JBL, Creative, Audeze, Tronsmart, Asus, GravaStar, HyperX, Bose, EPOS, Turtle Beach, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

Gaming Earbuds market is split by Type and by Application. For the period 2020-2031,

the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Wired

Wireless

Market segment by Application

Online

Offline

Major players covered

JBL

Creative

Audeze

Tronsmart

Asus

GravaStar

HyperX

Bose

EPOS

Turtle Beach

Razer

Hecate

1MORE

Logitech

GTW

Porodo

EKSA

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Gaming Earbuds product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Gaming Earbuds, with price, sales quantity, revenue, and global market share of Gaming Earbuds from 2020 to 2025.

Chapter 3, the Gaming Earbuds competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Gaming Earbuds breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2020 to 2025. and Gaming Earbuds market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Gaming Earbuds.

Chapter 14 and 15, to describe Gaming Earbuds sales channel, distributors, customers, research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Market Analysis by Type

1.3.1 Overview: Global Gaming Earbuds Consumption Value by Type: 2020 Versus 2024 Versus 2031

1.3.2 Wired

1.3.3 Wireless

1.4 Market Analysis by Application

1.4.1 Overview: Global Gaming Earbuds Consumption Value by Application: 2020 Versus 2024 Versus 2031

1.4.2 Online

1.4.3 Offline

1.5 Global Gaming Earbuds Market Size & Forecast

1.5.1 Global Gaming Earbuds Consumption Value (2020 & 2024 & 2031)

1.5.2 Global Gaming Earbuds Sales Quantity (2020-2031)

1.5.3 Global Gaming Earbuds Average Price (2020-2031)

2 MANUFACTURERS PROFILES

2.1 JBL

2.1.1 JBL Details

2.1.2 JBL Major Business

2.1.3 JBL Gaming Earbuds Product and Services

2.1.4 JBL Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.1.5 JBL Recent Developments/Updates

2.2 Creative

2.2.1 Creative Details

2.2.2 Creative Major Business

2.2.3 Creative Gaming Earbuds Product and Services

2.2.4 Creative Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.2.5 Creative Recent Developments/Updates

2.3 Audeze

2.3.1 Audeze Details

- 2.3.2 Audeze Major Business
- 2.3.3 Audeze Gaming Earbuds Product and Services
- 2.3.4 Audeze Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
- 2.3.5 Audeze Recent Developments/Updates
- 2.4 Tronsmart
 - 2.4.1 Tronsmart Details
 - 2.4.2 Tronsmart Major Business
 - 2.4.3 Tronsmart Gaming Earbuds Product and Services
 - 2.4.4 Tronsmart Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.4.5 Tronsmart Recent Developments/Updates
- 2.5 Asus
 - 2.5.1 Asus Details
 - 2.5.2 Asus Major Business
 - 2.5.3 Asus Gaming Earbuds Product and Services
 - 2.5.4 Asus Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.5.5 Asus Recent Developments/Updates
- 2.6 GravaStar
 - 2.6.1 GravaStar Details
 - 2.6.2 GravaStar Major Business
 - 2.6.3 GravaStar Gaming Earbuds Product and Services
 - 2.6.4 GravaStar Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.6.5 GravaStar Recent Developments/Updates
- 2.7 HyperX
 - 2.7.1 HyperX Details
 - 2.7.2 HyperX Major Business
 - 2.7.3 HyperX Gaming Earbuds Product and Services
 - 2.7.4 HyperX Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.7.5 HyperX Recent Developments/Updates
- 2.8 Bose
 - 2.8.1 Bose Details
 - 2.8.2 Bose Major Business
 - 2.8.3 Bose Gaming Earbuds Product and Services
 - 2.8.4 Bose Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.8.5 Bose Recent Developments/Updates

2.9 EPOS

2.9.1 EPOS Details

2.9.2 EPOS Major Business

2.9.3 EPOS Gaming Earbuds Product and Services

2.9.4 EPOS Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.9.5 EPOS Recent Developments/Updates

2.10 Turtle Beach

2.10.1 Turtle Beach Details

2.10.2 Turtle Beach Major Business

2.10.3 Turtle Beach Gaming Earbuds Product and Services

2.10.4 Turtle Beach Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.10.5 Turtle Beach Recent Developments/Updates

2.11 Razer

2.11.1 Razer Details

2.11.2 Razer Major Business

2.11.3 Razer Gaming Earbuds Product and Services

2.11.4 Razer Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.11.5 Razer Recent Developments/Updates

2.12 Hecate

2.12.1 Hecate Details

2.12.2 Hecate Major Business

2.12.3 Hecate Gaming Earbuds Product and Services

2.12.4 Hecate Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.12.5 Hecate Recent Developments/Updates

2.13 1MORE

2.13.1 1MORE Details

2.13.2 1MORE Major Business

2.13.3 1MORE Gaming Earbuds Product and Services

2.13.4 1MORE Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.13.5 1MORE Recent Developments/Updates

2.14 Logitech

2.14.1 Logitech Details

2.14.2 Logitech Major Business

- 2.14.3 Logitech Gaming Earbuds Product and Services
- 2.14.4 Logitech Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
- 2.14.5 Logitech Recent Developments/Updates
- 2.15 GTW
 - 2.15.1 GTW Details
 - 2.15.2 GTW Major Business
 - 2.15.3 GTW Gaming Earbuds Product and Services
 - 2.15.4 GTW Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.15.5 GTW Recent Developments/Updates
- 2.16 Porodo
 - 2.16.1 Porodo Details
 - 2.16.2 Porodo Major Business
 - 2.16.3 Porodo Gaming Earbuds Product and Services
 - 2.16.4 Porodo Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.16.5 Porodo Recent Developments/Updates
- 2.17 EKSA
 - 2.17.1 EKSA Details
 - 2.17.2 EKSA Major Business
 - 2.17.3 EKSA Gaming Earbuds Product and Services
 - 2.17.4 EKSA Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.17.5 EKSA Recent Developments/Updates

3 COMPETITIVE ENVIRONMENT: GAMING EARBUDS BY MANUFACTURER

- 3.1 Global Gaming Earbuds Sales Quantity by Manufacturer (2020-2025)
- 3.2 Global Gaming Earbuds Revenue by Manufacturer (2020-2025)
- 3.3 Global Gaming Earbuds Average Price by Manufacturer (2020-2025)
- 3.4 Market Share Analysis (2024)
 - 3.4.1 Producer Shipments of Gaming Earbuds by Manufacturer Revenue (\$MM) and Market Share (%): 2024
 - 3.4.2 Top 3 Gaming Earbuds Manufacturer Market Share in 2024
 - 3.4.3 Top 6 Gaming Earbuds Manufacturer Market Share in 2024
- 3.5 Gaming Earbuds Market: Overall Company Footprint Analysis
 - 3.5.1 Gaming Earbuds Market: Region Footprint
 - 3.5.2 Gaming Earbuds Market: Company Product Type Footprint

- 3.5.3 Gaming Earbuds Market: Company Product Application Footprint
- 3.6 New Market Entrants and Barriers to Market Entry
- 3.7 Mergers, Acquisition, Agreements, and Collaborations

4 CONSUMPTION ANALYSIS BY REGION

- 4.1 Global Gaming Earbuds Market Size by Region
 - 4.1.1 Global Gaming Earbuds Sales Quantity by Region (2020-2031)
 - 4.1.2 Global Gaming Earbuds Consumption Value by Region (2020-2031)
 - 4.1.3 Global Gaming Earbuds Average Price by Region (2020-2031)
- 4.2 North America Gaming Earbuds Consumption Value (2020-2031)
- 4.3 Europe Gaming Earbuds Consumption Value (2020-2031)
- 4.4 Asia-Pacific Gaming Earbuds Consumption Value (2020-2031)
- 4.5 South America Gaming Earbuds Consumption Value (2020-2031)
- 4.6 Middle East & Africa Gaming Earbuds Consumption Value (2020-2031)

5 MARKET SEGMENT BY TYPE

- 5.1 Global Gaming Earbuds Sales Quantity by Type (2020-2031)
- 5.2 Global Gaming Earbuds Consumption Value by Type (2020-2031)
- 5.3 Global Gaming Earbuds Average Price by Type (2020-2031)

6 MARKET SEGMENT BY APPLICATION

- 6.1 Global Gaming Earbuds Sales Quantity by Application (2020-2031)
- 6.2 Global Gaming Earbuds Consumption Value by Application (2020-2031)
- 6.3 Global Gaming Earbuds Average Price by Application (2020-2031)

7 NORTH AMERICA

- 7.1 North America Gaming Earbuds Sales Quantity by Type (2020-2031)
- 7.2 North America Gaming Earbuds Sales Quantity by Application (2020-2031)
- 7.3 North America Gaming Earbuds Market Size by Country
 - 7.3.1 North America Gaming Earbuds Sales Quantity by Country (2020-2031)
 - 7.3.2 North America Gaming Earbuds Consumption Value by Country (2020-2031)
 - 7.3.3 United States Market Size and Forecast (2020-2031)
 - 7.3.4 Canada Market Size and Forecast (2020-2031)
 - 7.3.5 Mexico Market Size and Forecast (2020-2031)

8 EUROPE

- 8.1 Europe Gaming Earbuds Sales Quantity by Type (2020-2031)
- 8.2 Europe Gaming Earbuds Sales Quantity by Application (2020-2031)
- 8.3 Europe Gaming Earbuds Market Size by Country
 - 8.3.1 Europe Gaming Earbuds Sales Quantity by Country (2020-2031)
 - 8.3.2 Europe Gaming Earbuds Consumption Value by Country (2020-2031)
 - 8.3.3 Germany Market Size and Forecast (2020-2031)
 - 8.3.4 France Market Size and Forecast (2020-2031)
 - 8.3.5 United Kingdom Market Size and Forecast (2020-2031)
 - 8.3.6 Russia Market Size and Forecast (2020-2031)
 - 8.3.7 Italy Market Size and Forecast (2020-2031)

9 ASIA-PACIFIC

- 9.1 Asia-Pacific Gaming Earbuds Sales Quantity by Type (2020-2031)
- 9.2 Asia-Pacific Gaming Earbuds Sales Quantity by Application (2020-2031)
- 9.3 Asia-Pacific Gaming Earbuds Market Size by Region
 - 9.3.1 Asia-Pacific Gaming Earbuds Sales Quantity by Region (2020-2031)
 - 9.3.2 Asia-Pacific Gaming Earbuds Consumption Value by Region (2020-2031)
 - 9.3.3 China Market Size and Forecast (2020-2031)
 - 9.3.4 Japan Market Size and Forecast (2020-2031)
 - 9.3.5 South Korea Market Size and Forecast (2020-2031)
 - 9.3.6 India Market Size and Forecast (2020-2031)
 - 9.3.7 Southeast Asia Market Size and Forecast (2020-2031)
 - 9.3.8 Australia Market Size and Forecast (2020-2031)

10 SOUTH AMERICA

- 10.1 South America Gaming Earbuds Sales Quantity by Type (2020-2031)
- 10.2 South America Gaming Earbuds Sales Quantity by Application (2020-2031)
- 10.3 South America Gaming Earbuds Market Size by Country
 - 10.3.1 South America Gaming Earbuds Sales Quantity by Country (2020-2031)
 - 10.3.2 South America Gaming Earbuds Consumption Value by Country (2020-2031)
 - 10.3.3 Brazil Market Size and Forecast (2020-2031)
 - 10.3.4 Argentina Market Size and Forecast (2020-2031)

11 MIDDLE EAST & AFRICA

- 11.1 Middle East & Africa Gaming Earbuds Sales Quantity by Type (2020-2031)
- 11.2 Middle East & Africa Gaming Earbuds Sales Quantity by Application (2020-2031)
- 11.3 Middle East & Africa Gaming Earbuds Market Size by Country
 - 11.3.1 Middle East & Africa Gaming Earbuds Sales Quantity by Country (2020-2031)
 - 11.3.2 Middle East & Africa Gaming Earbuds Consumption Value by Country (2020-2031)
 - 11.3.3 Turkey Market Size and Forecast (2020-2031)
 - 11.3.4 Egypt Market Size and Forecast (2020-2031)
 - 11.3.5 Saudi Arabia Market Size and Forecast (2020-2031)
 - 11.3.6 South Africa Market Size and Forecast (2020-2031)

12 MARKET DYNAMICS

- 12.1 Gaming Earbuds Market Drivers
- 12.2 Gaming Earbuds Market Restraints
- 12.3 Gaming Earbuds Trends Analysis
- 12.4 Porters Five Forces Analysis
 - 12.4.1 Threat of New Entrants
 - 12.4.2 Bargaining Power of Suppliers
 - 12.4.3 Bargaining Power of Buyers
 - 12.4.4 Threat of Substitutes
 - 12.4.5 Competitive Rivalry

13 RAW MATERIAL AND INDUSTRY CHAIN

- 13.1 Raw Material of Gaming Earbuds and Key Manufacturers
- 13.2 Manufacturing Costs Percentage of Gaming Earbuds
- 13.3 Gaming Earbuds Production Process
- 13.4 Industry Value Chain Analysis

14 SHIPMENTS BY DISTRIBUTION CHANNEL

- 14.1 Sales Channel
 - 14.1.1 Direct to End-User
 - 14.1.2 Distributors
- 14.2 Gaming Earbuds Typical Distributors
- 14.3 Gaming Earbuds Typical Customers

15 RESEARCH FINDINGS AND CONCLUSION

16 APPENDIX

16.1 Methodology

16.2 Research Process and Data Source

16.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Gaming Earbuds Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

Table 2. Global Gaming Earbuds Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Table 3. JBL Basic Information, Manufacturing Base and Competitors

Table 4. JBL Major Business

Table 5. JBL Gaming Earbuds Product and Services

Table 6. JBL Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 7. JBL Recent Developments/Updates

Table 8. Creative Basic Information, Manufacturing Base and Competitors

Table 9. Creative Major Business

Table 10. Creative Gaming Earbuds Product and Services

Table 11. Creative Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 12. Creative Recent Developments/Updates

Table 13. Audeze Basic Information, Manufacturing Base and Competitors

Table 14. Audeze Major Business

Table 15. Audeze Gaming Earbuds Product and Services

Table 16. Audeze Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 17. Audeze Recent Developments/Updates

Table 18. Tronsmart Basic Information, Manufacturing Base and Competitors

Table 19. Tronsmart Major Business

Table 20. Tronsmart Gaming Earbuds Product and Services

Table 21. Tronsmart Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 22. Tronsmart Recent Developments/Updates

Table 23. Asus Basic Information, Manufacturing Base and Competitors

Table 24. Asus Major Business

Table 25. Asus Gaming Earbuds Product and Services

Table 26. Asus Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 27. Asus Recent Developments/Updates

Table 28. GravaStar Basic Information, Manufacturing Base and Competitors

Table 29. GravaStar Major Business

Table 30. GravaStar Gaming Earbuds Product and Services

Table 31. GravaStar Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 32. GravaStar Recent Developments/Updates

Table 33. HyperX Basic Information, Manufacturing Base and Competitors

Table 34. HyperX Major Business

Table 35. HyperX Gaming Earbuds Product and Services

Table 36. HyperX Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 37. HyperX Recent Developments/Updates

Table 38. Bose Basic Information, Manufacturing Base and Competitors

Table 39. Bose Major Business

Table 40. Bose Gaming Earbuds Product and Services

Table 41. Bose Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 42. Bose Recent Developments/Updates

Table 43. EPOS Basic Information, Manufacturing Base and Competitors

Table 44. EPOS Major Business

Table 45. EPOS Gaming Earbuds Product and Services

Table 46. EPOS Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 47. EPOS Recent Developments/Updates

Table 48. Turtle Beach Basic Information, Manufacturing Base and Competitors

Table 49. Turtle Beach Major Business

Table 50. Turtle Beach Gaming Earbuds Product and Services

Table 51. Turtle Beach Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 52. Turtle Beach Recent Developments/Updates

Table 53. Razer Basic Information, Manufacturing Base and Competitors

Table 54. Razer Major Business

Table 55. Razer Gaming Earbuds Product and Services

Table 56. Razer Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 57. Razer Recent Developments/Updates

Table 58. Hecate Basic Information, Manufacturing Base and Competitors

Table 59. Hecate Major Business

Table 60. Hecate Gaming Earbuds Product and Services

Table 61. Hecate Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit),

Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 62. Hecate Recent Developments/Updates

Table 63. 1MORE Basic Information, Manufacturing Base and Competitors

Table 64. 1MORE Major Business

Table 65. 1MORE Gaming Earbuds Product and Services

Table 66. 1MORE Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 67. 1MORE Recent Developments/Updates

Table 68. Logitech Basic Information, Manufacturing Base and Competitors

Table 69. Logitech Major Business

Table 70. Logitech Gaming Earbuds Product and Services

Table 71. Logitech Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 72. Logitech Recent Developments/Updates

Table 73. GTW Basic Information, Manufacturing Base and Competitors

Table 74. GTW Major Business

Table 75. GTW Gaming Earbuds Product and Services

Table 76. GTW Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 77. GTW Recent Developments/Updates

Table 78. Porodo Basic Information, Manufacturing Base and Competitors

Table 79. Porodo Major Business

Table 80. Porodo Gaming Earbuds Product and Services

Table 81. Porodo Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 82. Porodo Recent Developments/Updates

Table 83. EKSA Basic Information, Manufacturing Base and Competitors

Table 84. EKSA Major Business

Table 85. EKSA Gaming Earbuds Product and Services

Table 86. EKSA Gaming Earbuds Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 87. EKSA Recent Developments/Updates

Table 88. Global Gaming Earbuds Sales Quantity by Manufacturer (2020-2025) & (K Units)

Table 89. Global Gaming Earbuds Revenue by Manufacturer (2020-2025) & (USD Million)

Table 90. Global Gaming Earbuds Average Price by Manufacturer (2020-2025) & (US\$/Unit)

Table 91. Market Position of Manufacturers in Gaming Earbuds, (Tier 1, Tier 2, and Tier

3), Based on Revenue in 2024

Table 92. Head Office and Gaming Earbuds Production Site of Key Manufacturer

Table 93. Gaming Earbuds Market: Company Product Type Footprint

Table 94. Gaming Earbuds Market: Company Product Application Footprint

Table 95. Gaming Earbuds New Market Entrants and Barriers to Market Entry

Table 96. Gaming Earbuds Mergers, Acquisition, Agreements, and Collaborations

Table 97. Global Gaming Earbuds Consumption Value by Region (2020-2024-2031) & (USD Million) & CAGR

Table 98. Global Gaming Earbuds Sales Quantity by Region (2020-2025) & (K Units)

Table 99. Global Gaming Earbuds Sales Quantity by Region (2026-2031) & (K Units)

Table 100. Global Gaming Earbuds Consumption Value by Region (2020-2025) & (USD Million)

Table 101. Global Gaming Earbuds Consumption Value by Region (2026-2031) & (USD Million)

Table 102. Global Gaming Earbuds Average Price by Region (2020-2025) & (US\$/Unit)

Table 103. Global Gaming Earbuds Average Price by Region (2026-2031) & (US\$/Unit)

Table 104. Global Gaming Earbuds Sales Quantity by Type (2020-2025) & (K Units)

Table 105. Global Gaming Earbuds Sales Quantity by Type (2026-2031) & (K Units)

Table 106. Global Gaming Earbuds Consumption Value by Type (2020-2025) & (USD Million)

Table 107. Global Gaming Earbuds Consumption Value by Type (2026-2031) & (USD Million)

Table 108. Global Gaming Earbuds Average Price by Type (2020-2025) & (US\$/Unit)

Table 109. Global Gaming Earbuds Average Price by Type (2026-2031) & (US\$/Unit)

Table 110. Global Gaming Earbuds Sales Quantity by Application (2020-2025) & (K Units)

Table 111. Global Gaming Earbuds Sales Quantity by Application (2026-2031) & (K Units)

Table 112. Global Gaming Earbuds Consumption Value by Application (2020-2025) & (USD Million)

Table 113. Global Gaming Earbuds Consumption Value by Application (2026-2031) & (USD Million)

Table 114. Global Gaming Earbuds Average Price by Application (2020-2025) & (US\$/Unit)

Table 115. Global Gaming Earbuds Average Price by Application (2026-2031) & (US\$/Unit)

Table 116. North America Gaming Earbuds Sales Quantity by Type (2020-2025) & (K Units)

Table 117. North America Gaming Earbuds Sales Quantity by Type (2026-2031) & (K

Units)

Table 118. North America Gaming Earbuds Sales Quantity by Application (2020-2025) & (K Units)

Table 119. North America Gaming Earbuds Sales Quantity by Application (2026-2031) & (K Units)

Table 120. North America Gaming Earbuds Sales Quantity by Country (2020-2025) & (K Units)

Table 121. North America Gaming Earbuds Sales Quantity by Country (2026-2031) & (K Units)

Table 122. North America Gaming Earbuds Consumption Value by Country (2020-2025) & (USD Million)

Table 123. North America Gaming Earbuds Consumption Value by Country (2026-2031) & (USD Million)

Table 124. Europe Gaming Earbuds Sales Quantity by Type (2020-2025) & (K Units)

Table 125. Europe Gaming Earbuds Sales Quantity by Type (2026-2031) & (K Units)

Table 126. Europe Gaming Earbuds Sales Quantity by Application (2020-2025) & (K Units)

Table 127. Europe Gaming Earbuds Sales Quantity by Application (2026-2031) & (K Units)

Table 128. Europe Gaming Earbuds Sales Quantity by Country (2020-2025) & (K Units)

Table 129. Europe Gaming Earbuds Sales Quantity by Country (2026-2031) & (K Units)

Table 130. Europe Gaming Earbuds Consumption Value by Country (2020-2025) & (USD Million)

Table 131. Europe Gaming Earbuds Consumption Value by Country (2026-2031) & (USD Million)

Table 132. Asia-Pacific Gaming Earbuds Sales Quantity by Type (2020-2025) & (K Units)

Table 133. Asia-Pacific Gaming Earbuds Sales Quantity by Type (2026-2031) & (K Units)

Table 134. Asia-Pacific Gaming Earbuds Sales Quantity by Application (2020-2025) & (K Units)

Table 135. Asia-Pacific Gaming Earbuds Sales Quantity by Application (2026-2031) & (K Units)

Table 136. Asia-Pacific Gaming Earbuds Sales Quantity by Region (2020-2025) & (K Units)

Table 137. Asia-Pacific Gaming Earbuds Sales Quantity by Region (2026-2031) & (K Units)

Table 138. Asia-Pacific Gaming Earbuds Consumption Value by Region (2020-2025) & (USD Million)

Table 139. Asia-Pacific Gaming Earbuds Consumption Value by Region (2026-2031) & (USD Million)

Table 140. South America Gaming Earbuds Sales Quantity by Type (2020-2025) & (K Units)

Table 141. South America Gaming Earbuds Sales Quantity by Type (2026-2031) & (K Units)

Table 142. South America Gaming Earbuds Sales Quantity by Application (2020-2025) & (K Units)

Table 143. South America Gaming Earbuds Sales Quantity by Application (2026-2031) & (K Units)

Table 144. South America Gaming Earbuds Sales Quantity by Country (2020-2025) & (K Units)

Table 145. South America Gaming Earbuds Sales Quantity by Country (2026-2031) & (K Units)

Table 146. South America Gaming Earbuds Consumption Value by Country (2020-2025) & (USD Million)

Table 147. South America Gaming Earbuds Consumption Value by Country (2026-2031) & (USD Million)

Table 148. Middle East & Africa Gaming Earbuds Sales Quantity by Type (2020-2025) & (K Units)

Table 149. Middle East & Africa Gaming Earbuds Sales Quantity by Type (2026-2031) & (K Units)

Table 150. Middle East & Africa Gaming Earbuds Sales Quantity by Application (2020-2025) & (K Units)

Table 151. Middle East & Africa Gaming Earbuds Sales Quantity by Application (2026-2031) & (K Units)

Table 152. Middle East & Africa Gaming Earbuds Sales Quantity by Country (2020-2025) & (K Units)

Table 153. Middle East & Africa Gaming Earbuds Sales Quantity by Country (2026-2031) & (K Units)

Table 154. Middle East & Africa Gaming Earbuds Consumption Value by Country (2020-2025) & (USD Million)

Table 155. Middle East & Africa Gaming Earbuds Consumption Value by Country (2026-2031) & (USD Million)

Table 156. Gaming Earbuds Raw Material

Table 157. Key Manufacturers of Gaming Earbuds Raw Materials

Table 158. Gaming Earbuds Typical Distributors

Table 159. Gaming Earbuds Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Gaming Earbuds Picture

Figure 2. Global Gaming Earbuds Revenue by Type, (USD Million), 2020 & 2024 & 2031

Figure 3. Global Gaming Earbuds Revenue Market Share by Type in 2024

Figure 4. Wired Examples

Figure 5. Wireless Examples

Figure 6. Global Gaming Earbuds Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Figure 7. Global Gaming Earbuds Revenue Market Share by Application in 2024

Figure 8. Online Examples

Figure 9. Offline Examples

Figure 10. Global Gaming Earbuds Consumption Value, (USD Million): 2020 & 2024 & 2031

Figure 11. Global Gaming Earbuds Consumption Value and Forecast (2020-2031) & (USD Million)

Figure 12. Global Gaming Earbuds Sales Quantity (2020-2031) & (K Units)

Figure 13. Global Gaming Earbuds Price (2020-2031) & (US\$/Unit)

Figure 14. Global Gaming Earbuds Sales Quantity Market Share by Manufacturer in 2024

Figure 15. Global Gaming Earbuds Revenue Market Share by Manufacturer in 2024

Figure 16. Producer Shipments of Gaming Earbuds by Manufacturer Sales (\$MM) and Market Share (%): 2024

Figure 17. Top 3 Gaming Earbuds Manufacturer (Revenue) Market Share in 2024

Figure 18. Top 6 Gaming Earbuds Manufacturer (Revenue) Market Share in 2024

Figure 19. Global Gaming Earbuds Sales Quantity Market Share by Region (2020-2031)

Figure 20. Global Gaming Earbuds Consumption Value Market Share by Region (2020-2031)

Figure 21. North America Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 22. Europe Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 23. Asia-Pacific Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 24. South America Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 25. Middle East & Africa Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 26. Global Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 27. Global Gaming Earbuds Consumption Value Market Share by Type (2020-2031)

Figure 28. Global Gaming Earbuds Average Price by Type (2020-2031) & (US\$/Unit)

Figure 29. Global Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 30. Global Gaming Earbuds Revenue Market Share by Application (2020-2031)

Figure 31. Global Gaming Earbuds Average Price by Application (2020-2031) & (US\$/Unit)

Figure 32. North America Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 33. North America Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 34. North America Gaming Earbuds Sales Quantity Market Share by Country (2020-2031)

Figure 35. North America Gaming Earbuds Consumption Value Market Share by Country (2020-2031)

Figure 36. United States Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 37. Canada Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 38. Mexico Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 39. Europe Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 40. Europe Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 41. Europe Gaming Earbuds Sales Quantity Market Share by Country (2020-2031)

Figure 42. Europe Gaming Earbuds Consumption Value Market Share by Country (2020-2031)

Figure 43. Germany Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 44. France Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 45. United Kingdom Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 46. Russia Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 47. Italy Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 48. Asia-Pacific Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 49. Asia-Pacific Gaming Earbuds Sales Quantity Market Share by Application

(2020-2031)

Figure 50. Asia-Pacific Gaming Earbuds Sales Quantity Market Share by Region

(2020-2031)

Figure 51. Asia-Pacific Gaming Earbuds Consumption Value Market Share by Region

(2020-2031)

Figure 52. China Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 53. Japan Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 54. South Korea Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 55. India Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 56. Southeast Asia Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 57. Australia Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 58. South America Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 59. South America Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 60. South America Gaming Earbuds Sales Quantity Market Share by Country (2020-2031)

Figure 61. South America Gaming Earbuds Consumption Value Market Share by Country (2020-2031)

Figure 62. Brazil Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 63. Argentina Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 64. Middle East & Africa Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 65. Middle East & Africa Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 66. Middle East & Africa Gaming Earbuds Sales Quantity Market Share by Country (2020-2031)

Figure 67. Middle East & Africa Gaming Earbuds Consumption Value Market Share by Country (2020-2031)

Figure 68. Turkey Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 69. Egypt Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 70. Saudi Arabia Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 71. South Africa Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 72. Gaming Earbuds Market Drivers

Figure 73. Gaming Earbuds Market Restraints

Figure 74. Gaming Earbuds Market Trends

Figure 75. Porters Five Forces Analysis

Figure 76. Manufacturing Cost Structure Analysis of Gaming Earbuds in 2024

Figure 77. Manufacturing Process Analysis of Gaming Earbuds

Figure 78. Gaming Earbuds Industrial Chain

Figure 79. Sales Channel: Direct to End-User vs Distributors

Figure 80. Direct Channel Pros & Cons

Figure 81. Indirect Channel Pros & Cons

Figure 82. Methodology

Figure 83. Research Process and Data Source

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