

# Global Digital Entertainment in the Home Market 2023 by Company, Regions, Type and Application, Forecast to 2029

<https://marketpublishers.com/r/GEDD47A10C56EN.html>

Date: February 2023

Pages: 114

Price: US\$ 3,480.00 (Single User License)

ID: GEDD47A10C56EN

## Abstracts

Digital Home Entertainment is the application of technology for amusement and enjoyment in personal context.

According to our (Global Info Research) latest study, the global Digital Entertainment in the Home market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

This report is a detailed and comprehensive analysis for global Digital Entertainment in the Home market. Both quantitative and qualitative analyses are presented by company, 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 2023, are provided.

Key Features:

Global Digital Entertainment in the Home market size and forecasts, in consumption value (\$ Million), 2018-2029

Global Digital Entertainment in the Home market size and forecasts by region and country, in consumption value (\$ Million), 2018-2029

Global Digital Entertainment in the Home market size and forecasts, by Type and by

Application, in consumption value (\$ Million), 2018-2029

Global Digital Entertainment in the Home market shares of main players, in revenue (\$ Million), 2018-2023

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 Digital Entertainment in the Home

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

To assess competitive factors affecting the marketplace

This report profiles key players in the global Digital Entertainment in the Home market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Sony Corporation, Neusoft, Panasonic, LG Electronics Inc. and Sennheiser electronic GmbH & Co. KG, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Market segmentation

Digital Entertainment in the Home market is split by Type and by Application. For the period 2018-2029, the growth among segments provide accurate calculations and forecasts for consumption value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Audio Devices

Video Devices

Gaming Consoles

## Market segment by Application

Home Theater

Home Entertainment

## Market segment by players, this report covers

Sony Corporation

Neusoft

Panasonic

LG Electronics Inc.

Sennheiser electronic GmbH & Co. KG

Microsoft

Siemens

Mitsubishi Electric

Bose Corporation

Huawei Technologies Co., Ltd.

Samsung Electronics Co., Ltd.

Sonodyne

Harman Kardon

Klipsch Group, Inc.

Koninklijke Philips N.V.

Haier Inc.

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, UK, Russia, Italy, and Rest of Europe)

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Digital Entertainment in the Home product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Digital Entertainment in the Home, with revenue, gross margin and global market share of Digital Entertainment in the Home from 2018 to 2023.

Chapter 3, the Digital Entertainment in the Home competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2018 to 2029.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2018 to 2023. and Digital Entertainment in the Home market forecast, by regions, type and application, with consumption value, from 2024 to 2029.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War

Chapter 12, the key raw materials and key suppliers, and industry chain of Digital Entertainment in the Home.

Chapter 13, to describe Digital Entertainment in the Home research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Digital Entertainment in the Home
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Classification of Digital Entertainment in the Home by Type
  - 1.3.1 Overview: Global Digital Entertainment in the Home Market Size by Type: 2018 Versus 2022 Versus 2029
  - 1.3.2 Global Digital Entertainment in the Home Consumption Value Market Share by Type in 2022
  - 1.3.3 Audio Devices
  - 1.3.4 Video Devices
  - 1.3.5 Gaming Consoles
- 1.4 Global Digital Entertainment in the Home Market by Application
  - 1.4.1 Overview: Global Digital Entertainment in the Home Market Size by Application: 2018 Versus 2022 Versus 2029
  - 1.4.2 Home Theater
  - 1.4.3 Home Entertainment
- 1.5 Global Digital Entertainment in the Home Market Size & Forecast
- 1.6 Global Digital Entertainment in the Home Market Size and Forecast by Region
  - 1.6.1 Global Digital Entertainment in the Home Market Size by Region: 2018 VS 2022 VS 2029
  - 1.6.2 Global Digital Entertainment in the Home Market Size by Region, (2018-2029)
  - 1.6.3 North America Digital Entertainment in the Home Market Size and Prospect (2018-2029)
  - 1.6.4 Europe Digital Entertainment in the Home Market Size and Prospect (2018-2029)
  - 1.6.5 Asia-Pacific Digital Entertainment in the Home Market Size and Prospect (2018-2029)
  - 1.6.6 South America Digital Entertainment in the Home Market Size and Prospect (2018-2029)
  - 1.6.7 Middle East and Africa Digital Entertainment in the Home Market Size and Prospect (2018-2029)

### 2 COMPANY PROFILES

- 2.1 Sony Corporation
  - 2.1.1 Sony Corporation Details
  - 2.1.2 Sony Corporation Major Business

- 2.1.3 Sony Corporation Digital Entertainment in the Home Product and Solutions
- 2.1.4 Sony Corporation Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
- 2.1.5 Sony Corporation Recent Developments and Future Plans
- 2.2 Neusoft
  - 2.2.1 Neusoft Details
  - 2.2.2 Neusoft Major Business
  - 2.2.3 Neusoft Digital Entertainment in the Home Product and Solutions
  - 2.2.4 Neusoft Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.2.5 Neusoft Recent Developments and Future Plans
- 2.3 Panasonic
  - 2.3.1 Panasonic Details
  - 2.3.2 Panasonic Major Business
  - 2.3.3 Panasonic Digital Entertainment in the Home Product and Solutions
  - 2.3.4 Panasonic Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.3.5 Panasonic Recent Developments and Future Plans
- 2.4 LG Electronics Inc.
  - 2.4.1 LG Electronics Inc. Details
  - 2.4.2 LG Electronics Inc. Major Business
  - 2.4.3 LG Electronics Inc. Digital Entertainment in the Home Product and Solutions
  - 2.4.4 LG Electronics Inc. Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.4.5 LG Electronics Inc. Recent Developments and Future Plans
- 2.5 Sennheiser electronic GmbH & Co. KG
  - 2.5.1 Sennheiser electronic GmbH & Co. KG Details
  - 2.5.2 Sennheiser electronic GmbH & Co. KG Major Business
  - 2.5.3 Sennheiser electronic GmbH & Co. KG Digital Entertainment in the Home Product and Solutions
  - 2.5.4 Sennheiser electronic GmbH & Co. KG Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.5.5 Sennheiser electronic GmbH & Co. KG Recent Developments and Future Plans
- 2.6 Microsoft
  - 2.6.1 Microsoft Details
  - 2.6.2 Microsoft Major Business
  - 2.6.3 Microsoft Digital Entertainment in the Home Product and Solutions
  - 2.6.4 Microsoft Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)

- 2.6.5 Microsoft Recent Developments and Future Plans
- 2.7 Siemens
  - 2.7.1 Siemens Details
  - 2.7.2 Siemens Major Business
  - 2.7.3 Siemens Digital Entertainment in the Home Product and Solutions
  - 2.7.4 Siemens Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.7.5 Siemens Recent Developments and Future Plans
- 2.8 Mitsubishi Electric
  - 2.8.1 Mitsubishi Electric Details
  - 2.8.2 Mitsubishi Electric Major Business
  - 2.8.3 Mitsubishi Electric Digital Entertainment in the Home Product and Solutions
  - 2.8.4 Mitsubishi Electric Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.8.5 Mitsubishi Electric Recent Developments and Future Plans
- 2.9 Bose Corporation
  - 2.9.1 Bose Corporation Details
  - 2.9.2 Bose Corporation Major Business
  - 2.9.3 Bose Corporation Digital Entertainment in the Home Product and Solutions
  - 2.9.4 Bose Corporation Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.9.5 Bose Corporation Recent Developments and Future Plans
- 2.10 Huawei Technologies Co., Ltd.
  - 2.10.1 Huawei Technologies Co., Ltd. Details
  - 2.10.2 Huawei Technologies Co., Ltd. Major Business
  - 2.10.3 Huawei Technologies Co., Ltd. Digital Entertainment in the Home Product and Solutions
  - 2.10.4 Huawei Technologies Co., Ltd. Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.10.5 Huawei Technologies Co., Ltd. Recent Developments and Future Plans
- 2.11 Samsung Electronics Co., Ltd.
  - 2.11.1 Samsung Electronics Co., Ltd. Details
  - 2.11.2 Samsung Electronics Co., Ltd. Major Business
  - 2.11.3 Samsung Electronics Co., Ltd. Digital Entertainment in the Home Product and Solutions
  - 2.11.4 Samsung Electronics Co., Ltd. Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.11.5 Samsung Electronics Co., Ltd. Recent Developments and Future Plans
- 2.12 Sonodyne



- 2.12.1 Sonodyne Details
- 2.12.2 Sonodyne Major Business
- 2.12.3 Sonodyne Digital Entertainment in the Home Product and Solutions
- 2.12.4 Sonodyne Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
- 2.12.5 Sonodyne Recent Developments and Future Plans
- 2.13 Harman Kardon
  - 2.13.1 Harman Kardon Details
  - 2.13.2 Harman Kardon Major Business
  - 2.13.3 Harman Kardon Digital Entertainment in the Home Product and Solutions
  - 2.13.4 Harman Kardon Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.13.5 Harman Kardon Recent Developments and Future Plans
- 2.14 Klipsch Group, Inc.
  - 2.14.1 Klipsch Group, Inc. Details
  - 2.14.2 Klipsch Group, Inc. Major Business
  - 2.14.3 Klipsch Group, Inc. Digital Entertainment in the Home Product and Solutions
  - 2.14.4 Klipsch Group, Inc. Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.14.5 Klipsch Group, Inc. Recent Developments and Future Plans
- 2.15 Koninklijke Philips N.V.
  - 2.15.1 Koninklijke Philips N.V. Details
  - 2.15.2 Koninklijke Philips N.V. Major Business
  - 2.15.3 Koninklijke Philips N.V. Digital Entertainment in the Home Product and Solutions
  - 2.15.4 Koninklijke Philips N.V. Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.15.5 Koninklijke Philips N.V. Recent Developments and Future Plans
- 2.16 Haier Inc.
  - 2.16.1 Haier Inc. Details
  - 2.16.2 Haier Inc. Major Business
  - 2.16.3 Haier Inc. Digital Entertainment in the Home Product and Solutions
  - 2.16.4 Haier Inc. Digital Entertainment in the Home Revenue, Gross Margin and Market Share (2018-2023)
  - 2.16.5 Haier Inc. Recent Developments and Future Plans

### **3 MARKET COMPETITION, BY PLAYERS**

#### 3.1 Global Digital Entertainment in the Home Revenue and Share by Players

*Global Digital Entertainment in the Home Market 2023 by Company, Regions, Type and Application, Forecast to 20...*

(2018-2023)

### 3.2 Market Share Analysis (2022)

3.2.1 Market Share of Digital Entertainment in the Home by Company Revenue

3.2.2 Top 3 Digital Entertainment in the Home Players Market Share in 2022

3.2.3 Top 6 Digital Entertainment in the Home Players Market Share in 2022

### 3.3 Digital Entertainment in the Home Market: Overall Company Footprint Analysis

3.3.1 Digital Entertainment in the Home Market: Region Footprint

3.3.2 Digital Entertainment in the Home Market: Company Product Type Footprint

3.3.3 Digital Entertainment in the Home Market: Company Product Application

Footprint

### 3.4 New Market Entrants and Barriers to Market Entry

### 3.5 Mergers, Acquisition, Agreements, and Collaborations

## 4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Digital Entertainment in the Home Consumption Value and Market Share by Type (2018-2023)

4.2 Global Digital Entertainment in the Home Market Forecast by Type (2024-2029)

## 5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Digital Entertainment in the Home Consumption Value Market Share by Application (2018-2023)

5.2 Global Digital Entertainment in the Home Market Forecast by Application (2024-2029)

## 6 NORTH AMERICA

6.1 North America Digital Entertainment in the Home Consumption Value by Type (2018-2029)

6.2 North America Digital Entertainment in the Home Consumption Value by Application (2018-2029)

6.3 North America Digital Entertainment in the Home Market Size by Country

6.3.1 North America Digital Entertainment in the Home Consumption Value by Country (2018-2029)

6.3.2 United States Digital Entertainment in the Home Market Size and Forecast (2018-2029)

6.3.3 Canada Digital Entertainment in the Home Market Size and Forecast (2018-2029)

#### 6.3.4 Mexico Digital Entertainment in the Home Market Size and Forecast (2018-2029)

### **7 EUROPE**

#### 7.1 Europe Digital Entertainment in the Home Consumption Value by Type (2018-2029)

#### 7.2 Europe Digital Entertainment in the Home Consumption Value by Application (2018-2029)

#### 7.3 Europe Digital Entertainment in the Home Market Size by Country

##### 7.3.1 Europe Digital Entertainment in the Home Consumption Value by Country (2018-2029)

##### 7.3.2 Germany Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 7.3.3 France Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 7.3.4 United Kingdom Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 7.3.5 Russia Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 7.3.6 Italy Digital Entertainment in the Home Market Size and Forecast (2018-2029)

### **8 ASIA-PACIFIC**

#### 8.1 Asia-Pacific Digital Entertainment in the Home Consumption Value by Type (2018-2029)

#### 8.2 Asia-Pacific Digital Entertainment in the Home Consumption Value by Application (2018-2029)

#### 8.3 Asia-Pacific Digital Entertainment in the Home Market Size by Region

##### 8.3.1 Asia-Pacific Digital Entertainment in the Home Consumption Value by Region (2018-2029)

##### 8.3.2 China Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 8.3.3 Japan Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 8.3.4 South Korea Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 8.3.5 India Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 8.3.6 Southeast Asia Digital Entertainment in the Home Market Size and Forecast (2018-2029)

##### 8.3.7 Australia Digital Entertainment in the Home Market Size and Forecast (2018-2029)

### **9 SOUTH AMERICA**

9.1 South America Digital Entertainment in the Home Consumption Value by Type (2018-2029)

9.2 South America Digital Entertainment in the Home Consumption Value by Application (2018-2029)

9.3 South America Digital Entertainment in the Home Market Size by Country

9.3.1 South America Digital Entertainment in the Home Consumption Value by Country (2018-2029)

9.3.2 Brazil Digital Entertainment in the Home Market Size and Forecast (2018-2029)

9.3.3 Argentina Digital Entertainment in the Home Market Size and Forecast (2018-2029)

## **10 MIDDLE EAST & AFRICA**

10.1 Middle East & Africa Digital Entertainment in the Home Consumption Value by Type (2018-2029)

10.2 Middle East & Africa Digital Entertainment in the Home Consumption Value by Application (2018-2029)

10.3 Middle East & Africa Digital Entertainment in the Home Market Size by Country

10.3.1 Middle East & Africa Digital Entertainment in the Home Consumption Value by Country (2018-2029)

10.3.2 Turkey Digital Entertainment in the Home Market Size and Forecast (2018-2029)

10.3.3 Saudi Arabia Digital Entertainment in the Home Market Size and Forecast (2018-2029)

10.3.4 UAE Digital Entertainment in the Home Market Size and Forecast (2018-2029)

## **11 MARKET DYNAMICS**

11.1 Digital Entertainment in the Home Market Drivers

11.2 Digital Entertainment in the Home Market Restraints

11.3 Digital Entertainment in the Home Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

11.5 Influence of COVID-19 and Russia-Ukraine War

11.5.1 Influence of COVID-19

11.5.2 Influence of Russia-Ukraine War

## **12 INDUSTRY CHAIN ANALYSIS**

12.1 Digital Entertainment in the Home Industry Chain

12.2 Digital Entertainment in the Home Upstream Analysis

12.3 Digital Entertainment in the Home Midstream Analysis

12.4 Digital Entertainment in the Home Downstream Analysis

## **13 RESEARCH FINDINGS AND CONCLUSION**

## **14 APPENDIX**

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Global Digital Entertainment in the Home Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global Digital Entertainment in the Home Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Global Digital Entertainment in the Home Consumption Value by Region (2018-2023) & (USD Million)

Table 4. Global Digital Entertainment in the Home Consumption Value by Region (2024-2029) & (USD Million)

Table 5. Sony Corporation Company Information, Head Office, and Major Competitors

Table 6. Sony Corporation Major Business

Table 7. Sony Corporation Digital Entertainment in the Home Product and Solutions

Table 8. Sony Corporation Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 9. Sony Corporation Recent Developments and Future Plans

Table 10. Neusoft Company Information, Head Office, and Major Competitors

Table 11. Neusoft Major Business

Table 12. Neusoft Digital Entertainment in the Home Product and Solutions

Table 13. Neusoft Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 14. Neusoft Recent Developments and Future Plans

Table 15. Panasonic Company Information, Head Office, and Major Competitors

Table 16. Panasonic Major Business

Table 17. Panasonic Digital Entertainment in the Home Product and Solutions

Table 18. Panasonic Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 19. Panasonic Recent Developments and Future Plans

Table 20. LG Electronics Inc. Company Information, Head Office, and Major Competitors

Table 21. LG Electronics Inc. Major Business

Table 22. LG Electronics Inc. Digital Entertainment in the Home Product and Solutions

Table 23. LG Electronics Inc. Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 24. LG Electronics Inc. Recent Developments and Future Plans

Table 25. Sennheiser electronic GmbH & Co. KG Company Information, Head Office, and Major Competitors

- Table 26. Sennheiser electronic GmbH & Co. KG Major Business
- Table 27. Sennheiser electronic GmbH & Co. KG Digital Entertainment in the Home Product and Solutions
- Table 28. Sennheiser electronic GmbH & Co. KG Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 29. Sennheiser electronic GmbH & Co. KG Recent Developments and Future Plans
- Table 30. Microsoft Company Information, Head Office, and Major Competitors
- Table 31. Microsoft Major Business
- Table 32. Microsoft Digital Entertainment in the Home Product and Solutions
- Table 33. Microsoft Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 34. Microsoft Recent Developments and Future Plans
- Table 35. Siemens Company Information, Head Office, and Major Competitors
- Table 36. Siemens Major Business
- Table 37. Siemens Digital Entertainment in the Home Product and Solutions
- Table 38. Siemens Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 39. Siemens Recent Developments and Future Plans
- Table 40. Mitsubishi Electric Company Information, Head Office, and Major Competitors
- Table 41. Mitsubishi Electric Major Business
- Table 42. Mitsubishi Electric Digital Entertainment in the Home Product and Solutions
- Table 43. Mitsubishi Electric Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 44. Mitsubishi Electric Recent Developments and Future Plans
- Table 45. Bose Corporation Company Information, Head Office, and Major Competitors
- Table 46. Bose Corporation Major Business
- Table 47. Bose Corporation Digital Entertainment in the Home Product and Solutions
- Table 48. Bose Corporation Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 49. Bose Corporation Recent Developments and Future Plans
- Table 50. Huawei Technologies Co., Ltd. Company Information, Head Office, and Major Competitors
- Table 51. Huawei Technologies Co., Ltd. Major Business
- Table 52. Huawei Technologies Co., Ltd. Digital Entertainment in the Home Product and Solutions
- Table 53. Huawei Technologies Co., Ltd. Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 54. Huawei Technologies Co., Ltd. Recent Developments and Future Plans

- Table 55. Samsung Electronics Co., Ltd. Company Information, Head Office, and Major Competitors
- Table 56. Samsung Electronics Co., Ltd. Major Business
- Table 57. Samsung Electronics Co., Ltd. Digital Entertainment in the Home Product and Solutions
- Table 58. Samsung Electronics Co., Ltd. Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 59. Samsung Electronics Co., Ltd. Recent Developments and Future Plans
- Table 60. Sonodyne Company Information, Head Office, and Major Competitors
- Table 61. Sonodyne Major Business
- Table 62. Sonodyne Digital Entertainment in the Home Product and Solutions
- Table 63. Sonodyne Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 64. Sonodyne Recent Developments and Future Plans
- Table 65. Harman Kardon Company Information, Head Office, and Major Competitors
- Table 66. Harman Kardon Major Business
- Table 67. Harman Kardon Digital Entertainment in the Home Product and Solutions
- Table 68. Harman Kardon Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 69. Harman Kardon Recent Developments and Future Plans
- Table 70. Klipsch Group, Inc. Company Information, Head Office, and Major Competitors
- Table 71. Klipsch Group, Inc. Major Business
- Table 72. Klipsch Group, Inc. Digital Entertainment in the Home Product and Solutions
- Table 73. Klipsch Group, Inc. Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 74. Klipsch Group, Inc. Recent Developments and Future Plans
- Table 75. Koninklijke Philips N.V. Company Information, Head Office, and Major Competitors
- Table 76. Koninklijke Philips N.V. Major Business
- Table 77. Koninklijke Philips N.V. Digital Entertainment in the Home Product and Solutions
- Table 78. Koninklijke Philips N.V. Digital Entertainment in the Home Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 79. Koninklijke Philips N.V. Recent Developments and Future Plans
- Table 80. Haier Inc. Company Information, Head Office, and Major Competitors
- Table 81. Haier Inc. Major Business
- Table 82. Haier Inc. Digital Entertainment in the Home Product and Solutions
- Table 83. Haier Inc. Digital Entertainment in the Home Revenue (USD Million), Gross



## Margin and Market Share (2018-2023)

Table 84. Haier Inc. Recent Developments and Future Plans

Table 85. Global Digital Entertainment in the Home Revenue (USD Million) by Players (2018-2023)

Table 86. Global Digital Entertainment in the Home Revenue Share by Players (2018-2023)

Table 87. Breakdown of Digital Entertainment in the Home by Company Type (Tier 1, Tier 2, and Tier 3)

Table 88. Market Position of Players in Digital Entertainment in the Home, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2022

Table 89. Head Office of Key Digital Entertainment in the Home Players

Table 90. Digital Entertainment in the Home Market: Company Product Type Footprint

Table 91. Digital Entertainment in the Home Market: Company Product Application Footprint

Table 92. Digital Entertainment in the Home New Market Entrants and Barriers to Market Entry

Table 93. Digital Entertainment in the Home Mergers, Acquisition, Agreements, and Collaborations

Table 94. Global Digital Entertainment in the Home Consumption Value (USD Million) by Type (2018-2023)

Table 95. Global Digital Entertainment in the Home Consumption Value Share by Type (2018-2023)

Table 96. Global Digital Entertainment in the Home Consumption Value Forecast by Type (2024-2029)

Table 97. Global Digital Entertainment in the Home Consumption Value by Application (2018-2023)

Table 98. Global Digital Entertainment in the Home Consumption Value Forecast by Application (2024-2029)

Table 99. North America Digital Entertainment in the Home Consumption Value by Type (2018-2023) & (USD Million)

Table 100. North America Digital Entertainment in the Home Consumption Value by Type (2024-2029) & (USD Million)

Table 101. North America Digital Entertainment in the Home Consumption Value by Application (2018-2023) & (USD Million)

Table 102. North America Digital Entertainment in the Home Consumption Value by Application (2024-2029) & (USD Million)

Table 103. North America Digital Entertainment in the Home Consumption Value by Country (2018-2023) & (USD Million)

Table 104. North America Digital Entertainment in the Home Consumption Value by

Country (2024-2029) & (USD Million)

Table 105. Europe Digital Entertainment in the Home Consumption Value by Type (2018-2023) & (USD Million)

Table 106. Europe Digital Entertainment in the Home Consumption Value by Type (2024-2029) & (USD Million)

Table 107. Europe Digital Entertainment in the Home Consumption Value by Application (2018-2023) & (USD Million)

Table 108. Europe Digital Entertainment in the Home Consumption Value by Application (2024-2029) & (USD Million)

Table 109. Europe Digital Entertainment in the Home Consumption Value by Country (2018-2023) & (USD Million)

Table 110. Europe Digital Entertainment in the Home Consumption Value by Country (2024-2029) & (USD Million)

Table 111. Asia-Pacific Digital Entertainment in the Home Consumption Value by Type (2018-2023) & (USD Million)

Table 112. Asia-Pacific Digital Entertainment in the Home Consumption Value by Type (2024-2029) & (USD Million)

Table 113. Asia-Pacific Digital Entertainment in the Home Consumption Value by Application (2018-2023) & (USD Million)

Table 114. Asia-Pacific Digital Entertainment in the Home Consumption Value by Application (2024-2029) & (USD Million)

Table 115. Asia-Pacific Digital Entertainment in the Home Consumption Value by Region (2018-2023) & (USD Million)

Table 116. Asia-Pacific Digital Entertainment in the Home Consumption Value by Region (2024-2029) & (USD Million)

Table 117. South America Digital Entertainment in the Home Consumption Value by Type (2018-2023) & (USD Million)

Table 118. South America Digital Entertainment in the Home Consumption Value by Type (2024-2029) & (USD Million)

Table 119. South America Digital Entertainment in the Home Consumption Value by Application (2018-2023) & (USD Million)

Table 120. South America Digital Entertainment in the Home Consumption Value by Application (2024-2029) & (USD Million)

Table 121. South America Digital Entertainment in the Home Consumption Value by Country (2018-2023) & (USD Million)

Table 122. South America Digital Entertainment in the Home Consumption Value by Country (2024-2029) & (USD Million)

Table 123. Middle East & Africa Digital Entertainment in the Home Consumption Value by Type (2018-2023) & (USD Million)

Table 124. Middle East & Africa Digital Entertainment in the Home Consumption Value by Type (2024-2029) & (USD Million)

Table 125. Middle East & Africa Digital Entertainment in the Home Consumption Value by Application (2018-2023) & (USD Million)

Table 126. Middle East & Africa Digital Entertainment in the Home Consumption Value by Application (2024-2029) & (USD Million)

Table 127. Middle East & Africa Digital Entertainment in the Home Consumption Value by Country (2018-2023) & (USD Million)

Table 128. Middle East & Africa Digital Entertainment in the Home Consumption Value by Country (2024-2029) & (USD Million)

Table 129. Digital Entertainment in the Home Raw Material

Table 130. Key Suppliers of Digital Entertainment in the Home Raw Materials

## List Of Figures

### LIST OF FIGURES

Figure 1. Digital Entertainment in the Home Picture

Figure 2. Global Digital Entertainment in the Home Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 3. Global Digital Entertainment in the Home Consumption Value Market Share by Type in 2022

Figure 4. Audio Devices

Figure 5. Video Devices

Figure 6. Gaming Consoles

Figure 7. Global Digital Entertainment in the Home Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 8. Digital Entertainment in the Home Consumption Value Market Share by Application in 2022

Figure 9. Home Theater Picture

Figure 10. Home Entertainment Picture

Figure 11. Global Digital Entertainment in the Home Consumption Value, (USD Million): 2018 & 2022 & 2029

Figure 12. Global Digital Entertainment in the Home Consumption Value and Forecast (2018-2029) & (USD Million)

Figure 13. Global Market Digital Entertainment in the Home Consumption Value (USD Million) Comparison by Region (2018 & 2022 & 2029)

Figure 14. Global Digital Entertainment in the Home Consumption Value Market Share by Region (2018-2029)

Figure 15. Global Digital Entertainment in the Home Consumption Value Market Share by Region in 2022

Figure 16. North America Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 17. Europe Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 18. Asia-Pacific Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 19. South America Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 20. Middle East and Africa Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 21. Global Digital Entertainment in the Home Revenue Share by Players in 2022

Figure 22. Digital Entertainment in the Home Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2022

Figure 23. Global Top 3 Players Digital Entertainment in the Home Market Share in 2022

Figure 24. Global Top 6 Players Digital Entertainment in the Home Market Share in 2022

Figure 25. Global Digital Entertainment in the Home Consumption Value Share by Type (2018-2023)

Figure 26. Global Digital Entertainment in the Home Market Share Forecast by Type (2024-2029)

Figure 27. Global Digital Entertainment in the Home Consumption Value Share by Application (2018-2023)

Figure 28. Global Digital Entertainment in the Home Market Share Forecast by Application (2024-2029)

Figure 29. North America Digital Entertainment in the Home Consumption Value Market Share by Type (2018-2029)

Figure 30. North America Digital Entertainment in the Home Consumption Value Market Share by Application (2018-2029)

Figure 31. North America Digital Entertainment in the Home Consumption Value Market Share by Country (2018-2029)

Figure 32. United States Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 33. Canada Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 34. Mexico Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 35. Europe Digital Entertainment in the Home Consumption Value Market Share by Type (2018-2029)

Figure 36. Europe Digital Entertainment in the Home Consumption Value Market Share by Application (2018-2029)

Figure 37. Europe Digital Entertainment in the Home Consumption Value Market Share by Country (2018-2029)

Figure 38. Germany Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 39. France Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 40. United Kingdom Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 41. Russia Digital Entertainment in the Home Consumption Value (2018-2029) &

(USD Million)

Figure 42. Italy Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 43. Asia-Pacific Digital Entertainment in the Home Consumption Value Market Share by Type (2018-2029)

Figure 44. Asia-Pacific Digital Entertainment in the Home Consumption Value Market Share by Application (2018-2029)

Figure 45. Asia-Pacific Digital Entertainment in the Home Consumption Value Market Share by Region (2018-2029)

Figure 46. China Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 47. Japan Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 48. South Korea Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 49. India Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 50. Southeast Asia Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 51. Australia Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 52. South America Digital Entertainment in the Home Consumption Value Market Share by Type (2018-2029)

Figure 53. South America Digital Entertainment in the Home Consumption Value Market Share by Application (2018-2029)

Figure 54. South America Digital Entertainment in the Home Consumption Value Market Share by Country (2018-2029)

Figure 55. Brazil Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 56. Argentina Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 57. Middle East and Africa Digital Entertainment in the Home Consumption Value Market Share by Type (2018-2029)

Figure 58. Middle East and Africa Digital Entertainment in the Home Consumption Value Market Share by Application (2018-2029)

Figure 59. Middle East and Africa Digital Entertainment in the Home Consumption Value Market Share by Country (2018-2029)

Figure 60. Turkey Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 61. Saudi Arabia Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 62. UAE Digital Entertainment in the Home Consumption Value (2018-2029) & (USD Million)

Figure 63. Digital Entertainment in the Home Market Drivers

Figure 64. Digital Entertainment in the Home Market Restraints

Figure 65. Digital Entertainment in the Home Market Trends

Figure 66. Porters Five Forces Analysis

Figure 67. Manufacturing Cost Structure Analysis of Digital Entertainment in the Home in 2022

Figure 68. Manufacturing Process Analysis of Digital Entertainment in the Home

Figure 69. Digital Entertainment in the Home Industrial Chain

Figure 70. Methodology

Figure 71. Research Process and Data Source

## I would like to order

Product name: Global Digital Entertainment in the Home Market 2023 by Company, Regions, Type and Application, Forecast to 2029

Product link: <https://marketpublishers.com/r/GEDD47A10C56EN.html>

Price: US\$ 3,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GEDD47A10C56EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970



