

Global Gaming Headsets and Headphones Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

<https://marketpublishers.com/r/GCE216E437C8EN.html>

Date: February 2023

Pages: 125

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

ID: GCE216E437C8EN

Abstracts

According to our (Global Info Research) latest study, the global Gaming Headsets and Headphones 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 Gaming Headsets and Headphones 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 2023, are provided.

Key Features:

Global Gaming Headsets and Headphones market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2018-2029

Global Gaming Headsets and Headphones market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2018-2029

Global Gaming Headsets and Headphones market size and forecasts, by Type and by

Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2018-2029

Global Gaming Headsets and Headphones market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (USD/Unit), 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 Gaming Headsets and Headphones

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 Gaming Headsets and Headphones 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 Turtle Beach, Sennheiser, Sony, Logitech and Hyperx (Kingston), 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

Gaming Headsets and Headphones market is split by Type and by Application. For the period 2018-2029, 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

Gaming Headsets

Gaming Headphones

Market segment by Application

Personal Use

Commercial Use

Major players covered

Turtle Beach

Sennheiser

Sony

Logitech

Hyperx (Kingston)

Somic

Razer

Corsair

SteelSeries

Plantronics

Audio-Technica

Kotion Electronic

Trust International

Creative Technology

Thrustmaster

Big Ben

PDP-Pelican

Mad Catz

Cooler Master

KYE System Corp (Genius)

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 Headsets and Headphones product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Gaming Headsets and Headphones, with price, sales, revenue and global market share of Gaming Headsets and Headphones from 2018 to 2023.

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

Chapter 4, the Gaming Headsets and Headphones breakdown data are shown at the

regional level, to show the sales quantity, consumption value and growth by regions, from 2018 to 2029.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share and growth rate by type, application, from 2018 to 2029.

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 2017 to 2022. and Gaming Headsets and Headphones market forecast, by regions, type and application, with sales and revenue, from 2024 to 2029.

Chapter 12, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War.

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

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

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Gaming Headsets and Headphones
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Market Analysis by Type
 - 1.3.1 Overview: Global Gaming Headsets and Headphones Consumption Value by Type: 2018 Versus 2022 Versus 2029
 - 1.3.2 Gaming Headsets
 - 1.3.3 Gaming Headphones
- 1.4 Market Analysis by Application
 - 1.4.1 Overview: Global Gaming Headsets and Headphones Consumption Value by Application: 2018 Versus 2022 Versus 2029
 - 1.4.2 Personal Use
 - 1.4.3 Commercial Use
- 1.5 Global Gaming Headsets and Headphones Market Size & Forecast
 - 1.5.1 Global Gaming Headsets and Headphones Consumption Value (2018 & 2022 & 2029)
 - 1.5.2 Global Gaming Headsets and Headphones Sales Quantity (2018-2029)
 - 1.5.3 Global Gaming Headsets and Headphones Average Price (2018-2029)

2 MANUFACTURERS PROFILES

- 2.1 Turtle Beach
 - 2.1.1 Turtle Beach Details
 - 2.1.2 Turtle Beach Major Business
 - 2.1.3 Turtle Beach Gaming Headsets and Headphones Product and Services
 - 2.1.4 Turtle Beach Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.1.5 Turtle Beach Recent Developments/Updates
- 2.2 Sennheiser
 - 2.2.1 Sennheiser Details
 - 2.2.2 Sennheiser Major Business
 - 2.2.3 Sennheiser Gaming Headsets and Headphones Product and Services
 - 2.2.4 Sennheiser Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.2.5 Sennheiser Recent Developments/Updates
- 2.3 Sony

- 2.3.1 Sony Details
- 2.3.2 Sony Major Business
- 2.3.3 Sony Gaming Headsets and Headphones Product and Services
- 2.3.4 Sony Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.3.5 Sony Recent Developments/Updates
- 2.4 Logitech
 - 2.4.1 Logitech Details
 - 2.4.2 Logitech Major Business
 - 2.4.3 Logitech Gaming Headsets and Headphones Product and Services
 - 2.4.4 Logitech Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.4.5 Logitech Recent Developments/Updates
- 2.5 Hyperx (Kingston)
 - 2.5.1 Hyperx (Kingston) Details
 - 2.5.2 Hyperx (Kingston) Major Business
 - 2.5.3 Hyperx (Kingston) Gaming Headsets and Headphones Product and Services
 - 2.5.4 Hyperx (Kingston) Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.5.5 Hyperx (Kingston) Recent Developments/Updates
- 2.6 Somic
 - 2.6.1 Somic Details
 - 2.6.2 Somic Major Business
 - 2.6.3 Somic Gaming Headsets and Headphones Product and Services
 - 2.6.4 Somic Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.6.5 Somic Recent Developments/Updates
- 2.7 Razer
 - 2.7.1 Razer Details
 - 2.7.2 Razer Major Business
 - 2.7.3 Razer Gaming Headsets and Headphones Product and Services
 - 2.7.4 Razer Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.7.5 Razer Recent Developments/Updates
- 2.8 Corsair
 - 2.8.1 Corsair Details
 - 2.8.2 Corsair Major Business
 - 2.8.3 Corsair Gaming Headsets and Headphones Product and Services
 - 2.8.4 Corsair Gaming Headsets and Headphones Sales Quantity, Average Price,

Revenue, Gross Margin and Market Share (2018-2023)

2.8.5 Corsair Recent Developments/Updates

2.9 SteelSeries

2.9.1 SteelSeries Details

2.9.2 SteelSeries Major Business

2.9.3 SteelSeries Gaming Headsets and Headphones Product and Services

2.9.4 SteelSeries Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.9.5 SteelSeries Recent Developments/Updates

2.10 Plantronics

2.10.1 Plantronics Details

2.10.2 Plantronics Major Business

2.10.3 Plantronics Gaming Headsets and Headphones Product and Services

2.10.4 Plantronics Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.10.5 Plantronics Recent Developments/Updates

2.11 Audio-Technica

2.11.1 Audio-Technica Details

2.11.2 Audio-Technica Major Business

2.11.3 Audio-Technica Gaming Headsets and Headphones Product and Services

2.11.4 Audio-Technica Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.11.5 Audio-Technica Recent Developments/Updates

2.12 Kotion Electronic

2.12.1 Kotion Electronic Details

2.12.2 Kotion Electronic Major Business

2.12.3 Kotion Electronic Gaming Headsets and Headphones Product and Services

2.12.4 Kotion Electronic Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.12.5 Kotion Electronic Recent Developments/Updates

2.13 Trust International

2.13.1 Trust International Details

2.13.2 Trust International Major Business

2.13.3 Trust International Gaming Headsets and Headphones Product and Services

2.13.4 Trust International Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.13.5 Trust International Recent Developments/Updates

2.14 Creative Technology

2.14.1 Creative Technology Details

- 2.14.2 Creative Technology Major Business
- 2.14.3 Creative Technology Gaming Headsets and Headphones Product and Services
- 2.14.4 Creative Technology Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.14.5 Creative Technology Recent Developments/Updates
- 2.15 Thrustmaster
 - 2.15.1 Thrustmaster Details
 - 2.15.2 Thrustmaster Major Business
 - 2.15.3 Thrustmaster Gaming Headsets and Headphones Product and Services
 - 2.15.4 Thrustmaster Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.15.5 Thrustmaster Recent Developments/Updates
- 2.16 Big Ben
 - 2.16.1 Big Ben Details
 - 2.16.2 Big Ben Major Business
 - 2.16.3 Big Ben Gaming Headsets and Headphones Product and Services
 - 2.16.4 Big Ben Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.16.5 Big Ben Recent Developments/Updates
- 2.17 PDP-Pelican
 - 2.17.1 PDP-Pelican Details
 - 2.17.2 PDP-Pelican Major Business
 - 2.17.3 PDP-Pelican Gaming Headsets and Headphones Product and Services
 - 2.17.4 PDP-Pelican Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.17.5 PDP-Pelican Recent Developments/Updates
- 2.18 Mad Catz
 - 2.18.1 Mad Catz Details
 - 2.18.2 Mad Catz Major Business
 - 2.18.3 Mad Catz Gaming Headsets and Headphones Product and Services
 - 2.18.4 Mad Catz Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.18.5 Mad Catz Recent Developments/Updates
- 2.19 Cooler Master
 - 2.19.1 Cooler Master Details
 - 2.19.2 Cooler Master Major Business
 - 2.19.3 Cooler Master Gaming Headsets and Headphones Product and Services
 - 2.19.4 Cooler Master Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

- 2.19.5 Cooler Master Recent Developments/Updates
- 2.20 KYE System Corp (Genius)
 - 2.20.1 KYE System Corp (Genius) Details
 - 2.20.2 KYE System Corp (Genius) Major Business
 - 2.20.3 KYE System Corp (Genius) Gaming Headsets and Headphones Product and Services
 - 2.20.4 KYE System Corp (Genius) Gaming Headsets and Headphones Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.20.5 KYE System Corp (Genius) Recent Developments/Updates

3 COMPETITIVE ENVIRONMENT: GAMING HEADSETS AND HEADPHONES BY MANUFACTURER

- 3.1 Global Gaming Headsets and Headphones Sales Quantity by Manufacturer (2018-2023)
- 3.2 Global Gaming Headsets and Headphones Revenue by Manufacturer (2018-2023)
- 3.3 Global Gaming Headsets and Headphones Average Price by Manufacturer (2018-2023)
- 3.4 Market Share Analysis (2022)
 - 3.4.1 Producer Shipments of Gaming Headsets and Headphones by Manufacturer Revenue (\$MM) and Market Share (%): 2022
 - 3.4.2 Top 3 Gaming Headsets and Headphones Manufacturer Market Share in 2022
 - 3.4.2 Top 6 Gaming Headsets and Headphones Manufacturer Market Share in 2022
- 3.5 Gaming Headsets and Headphones Market: Overall Company Footprint Analysis
 - 3.5.1 Gaming Headsets and Headphones Market: Region Footprint
 - 3.5.2 Gaming Headsets and Headphones Market: Company Product Type Footprint
 - 3.5.3 Gaming Headsets and Headphones 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 Headsets and Headphones Market Size by Region
 - 4.1.1 Global Gaming Headsets and Headphones Sales Quantity by Region (2018-2029)
 - 4.1.2 Global Gaming Headsets and Headphones Consumption Value by Region (2018-2029)
 - 4.1.3 Global Gaming Headsets and Headphones Average Price by Region

(2018-2029)

4.2 North America Gaming Headsets and Headphones Consumption Value (2018-2029)

4.3 Europe Gaming Headsets and Headphones Consumption Value (2018-2029)

4.4 Asia-Pacific Gaming Headsets and Headphones Consumption Value (2018-2029)

4.5 South America Gaming Headsets and Headphones Consumption Value

(2018-2029)

4.6 Middle East and Africa Gaming Headsets and Headphones Consumption Value

(2018-2029)

5 MARKET SEGMENT BY TYPE

5.1 Global Gaming Headsets and Headphones Sales Quantity by Type (2018-2029)

5.2 Global Gaming Headsets and Headphones Consumption Value by Type

(2018-2029)

5.3 Global Gaming Headsets and Headphones Average Price by Type (2018-2029)

6 MARKET SEGMENT BY APPLICATION

6.1 Global Gaming Headsets and Headphones Sales Quantity by Application

(2018-2029)

6.2 Global Gaming Headsets and Headphones Consumption Value by Application

(2018-2029)

6.3 Global Gaming Headsets and Headphones Average Price by Application

(2018-2029)

7 NORTH AMERICA

7.1 North America Gaming Headsets and Headphones Sales Quantity by Type

(2018-2029)

7.2 North America Gaming Headsets and Headphones Sales Quantity by Application

(2018-2029)

7.3 North America Gaming Headsets and Headphones Market Size by Country

7.3.1 North America Gaming Headsets and Headphones Sales Quantity by Country

(2018-2029)

7.3.2 North America Gaming Headsets and Headphones Consumption Value by Country (2018-2029)

7.3.3 United States Market Size and Forecast (2018-2029)

7.3.4 Canada Market Size and Forecast (2018-2029)

7.3.5 Mexico Market Size and Forecast (2018-2029)

8 EUROPE

8.1 Europe Gaming Headsets and Headphones Sales Quantity by Type (2018-2029)

8.2 Europe Gaming Headsets and Headphones Sales Quantity by Application (2018-2029)

8.3 Europe Gaming Headsets and Headphones Market Size by Country

8.3.1 Europe Gaming Headsets and Headphones Sales Quantity by Country (2018-2029)

8.3.2 Europe Gaming Headsets and Headphones Consumption Value by Country (2018-2029)

8.3.3 Germany Market Size and Forecast (2018-2029)

8.3.4 France Market Size and Forecast (2018-2029)

8.3.5 United Kingdom Market Size and Forecast (2018-2029)

8.3.6 Russia Market Size and Forecast (2018-2029)

8.3.7 Italy Market Size and Forecast (2018-2029)

9 ASIA-PACIFIC

9.1 Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Type (2018-2029)

9.2 Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Application (2018-2029)

9.3 Asia-Pacific Gaming Headsets and Headphones Market Size by Region

9.3.1 Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Region (2018-2029)

9.3.2 Asia-Pacific Gaming Headsets and Headphones Consumption Value by Region (2018-2029)

9.3.3 China Market Size and Forecast (2018-2029)

9.3.4 Japan Market Size and Forecast (2018-2029)

9.3.5 Korea Market Size and Forecast (2018-2029)

9.3.6 India Market Size and Forecast (2018-2029)

9.3.7 Southeast Asia Market Size and Forecast (2018-2029)

9.3.8 Australia Market Size and Forecast (2018-2029)

10 SOUTH AMERICA

10.1 South America Gaming Headsets and Headphones Sales Quantity by Type (2018-2029)

10.2 South America Gaming Headsets and Headphones Sales Quantity by Application (2018-2029)

10.3 South America Gaming Headsets and Headphones Market Size by Country

10.3.1 South America Gaming Headsets and Headphones Sales Quantity by Country (2018-2029)

10.3.2 South America Gaming Headsets and Headphones Consumption Value by Country (2018-2029)

10.3.3 Brazil Market Size and Forecast (2018-2029)

10.3.4 Argentina Market Size and Forecast (2018-2029)

11 MIDDLE EAST & AFRICA

11.1 Middle East & Africa Gaming Headsets and Headphones Sales Quantity by Type (2018-2029)

11.2 Middle East & Africa Gaming Headsets and Headphones Sales Quantity by Application (2018-2029)

11.3 Middle East & Africa Gaming Headsets and Headphones Market Size by Country

11.3.1 Middle East & Africa Gaming Headsets and Headphones Sales Quantity by Country (2018-2029)

11.3.2 Middle East & Africa Gaming Headsets and Headphones Consumption Value by Country (2018-2029)

11.3.3 Turkey Market Size and Forecast (2018-2029)

11.3.4 Egypt Market Size and Forecast (2018-2029)

11.3.5 Saudi Arabia Market Size and Forecast (2018-2029)

11.3.6 South Africa Market Size and Forecast (2018-2029)

12 MARKET DYNAMICS

12.1 Gaming Headsets and Headphones Market Drivers

12.2 Gaming Headsets and Headphones Market Restraints

12.3 Gaming Headsets and Headphones 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

12.5 Influence of COVID-19 and Russia-Ukraine War

12.5.1 Influence of COVID-19

12.5.2 Influence of Russia-Ukraine War

13 RAW MATERIAL AND INDUSTRY CHAIN

13.1 Raw Material of Gaming Headsets and Headphones and Key Manufacturers

13.2 Manufacturing Costs Percentage of Gaming Headsets and Headphones

13.3 Gaming Headsets and Headphones Production Process

13.4 Gaming Headsets and Headphones Industrial Chain

14 SHIPMENTS BY DISTRIBUTION CHANNEL

14.1 Sales Channel

14.1.1 Direct to End-User

14.1.2 Distributors

14.2 Gaming Headsets and Headphones Typical Distributors

14.3 Gaming Headsets and Headphones 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 Headsets and Headphones Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global Gaming Headsets and Headphones Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Turtle Beach Basic Information, Manufacturing Base and Competitors

Table 4. Turtle Beach Major Business

Table 5. Turtle Beach Gaming Headsets and Headphones Product and Services

Table 6. Turtle Beach Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 7. Turtle Beach Recent Developments/Updates

Table 8. Sennheiser Basic Information, Manufacturing Base and Competitors

Table 9. Sennheiser Major Business

Table 10. Sennheiser Gaming Headsets and Headphones Product and Services

Table 11. Sennheiser Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 12. Sennheiser Recent Developments/Updates

Table 13. Sony Basic Information, Manufacturing Base and Competitors

Table 14. Sony Major Business

Table 15. Sony Gaming Headsets and Headphones Product and Services

Table 16. Sony Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 17. Sony Recent Developments/Updates

Table 18. Logitech Basic Information, Manufacturing Base and Competitors

Table 19. Logitech Major Business

Table 20. Logitech Gaming Headsets and Headphones Product and Services

Table 21. Logitech Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 22. Logitech Recent Developments/Updates

Table 23. Hyperx (Kingston) Basic Information, Manufacturing Base and Competitors

Table 24. Hyperx (Kingston) Major Business

Table 25. Hyperx (Kingston) Gaming Headsets and Headphones Product and Services

Table 26. Hyperx (Kingston) Gaming Headsets and Headphones Sales Quantity (K

Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 27. Hyperx (Kingston) Recent Developments/Updates

Table 28. Somic Basic Information, Manufacturing Base and Competitors

Table 29. Somic Major Business

Table 30. Somic Gaming Headsets and Headphones Product and Services

Table 31. Somic Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 32. Somic Recent Developments/Updates

Table 33. Razer Basic Information, Manufacturing Base and Competitors

Table 34. Razer Major Business

Table 35. Razer Gaming Headsets and Headphones Product and Services

Table 36. Razer Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 37. Razer Recent Developments/Updates

Table 38. Corsair Basic Information, Manufacturing Base and Competitors

Table 39. Corsair Major Business

Table 40. Corsair Gaming Headsets and Headphones Product and Services

Table 41. Corsair Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 42. Corsair Recent Developments/Updates

Table 43. SteelSeries Basic Information, Manufacturing Base and Competitors

Table 44. SteelSeries Major Business

Table 45. SteelSeries Gaming Headsets and Headphones Product and Services

Table 46. SteelSeries Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 47. SteelSeries Recent Developments/Updates

Table 48. Plantronics Basic Information, Manufacturing Base and Competitors

Table 49. Plantronics Major Business

Table 50. Plantronics Gaming Headsets and Headphones Product and Services

Table 51. Plantronics Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 52. Plantronics Recent Developments/Updates

Table 53. Audio-Technica Basic Information, Manufacturing Base and Competitors

Table 54. Audio-Technica Major Business

Table 55. Audio-Technica Gaming Headsets and Headphones Product and Services

Table 56. Audio-Technica Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 57. Audio-Technica Recent Developments/Updates

Table 58. Kotion Electronic Basic Information, Manufacturing Base and Competitors

Table 59. Kotion Electronic Major Business

Table 60. Kotion Electronic Gaming Headsets and Headphones Product and Services

Table 61. Kotion Electronic Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 62. Kotion Electronic Recent Developments/Updates

Table 63. Trust International Basic Information, Manufacturing Base and Competitors

Table 64. Trust International Major Business

Table 65. Trust International Gaming Headsets and Headphones Product and Services

Table 66. Trust International Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 67. Trust International Recent Developments/Updates

Table 68. Creative Technology Basic Information, Manufacturing Base and Competitors

Table 69. Creative Technology Major Business

Table 70. Creative Technology Gaming Headsets and Headphones Product and Services

Table 71. Creative Technology Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 72. Creative Technology Recent Developments/Updates

Table 73. Thrustmaster Basic Information, Manufacturing Base and Competitors

Table 74. Thrustmaster Major Business

Table 75. Thrustmaster Gaming Headsets and Headphones Product and Services

Table 76. Thrustmaster Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 77. Thrustmaster Recent Developments/Updates

Table 78. Big Ben Basic Information, Manufacturing Base and Competitors

Table 79. Big Ben Major Business

Table 80. Big Ben Gaming Headsets and Headphones Product and Services

Table 81. Big Ben Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 82. Big Ben Recent Developments/Updates

Table 83. PDP-Pelican Basic Information, Manufacturing Base and Competitors

Table 84. PDP-Pelican Major Business

Table 85. PDP-Pelican Gaming Headsets and Headphones Product and Services

Table 86. PDP-Pelican Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 87. PDP-Pelican Recent Developments/Updates

Table 88. Mad Catz Basic Information, Manufacturing Base and Competitors

Table 89. Mad Catz Major Business

Table 90. Mad Catz Gaming Headsets and Headphones Product and Services

Table 91. Mad Catz Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 92. Mad Catz Recent Developments/Updates

Table 93. Cooler Master Basic Information, Manufacturing Base and Competitors

Table 94. Cooler Master Major Business

Table 95. Cooler Master Gaming Headsets and Headphones Product and Services

Table 96. Cooler Master Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 97. Cooler Master Recent Developments/Updates

Table 98. KYE System Corp (Genius) Basic Information, Manufacturing Base and Competitors

Table 99. KYE System Corp (Genius) Major Business

Table 100. KYE System Corp (Genius) Gaming Headsets and Headphones Product and Services

Table 101. KYE System Corp (Genius) Gaming Headsets and Headphones Sales Quantity (K Units), Average Price (USD/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 102. KYE System Corp (Genius) Recent Developments/Updates

Table 103. Global Gaming Headsets and Headphones Sales Quantity by Manufacturer (2018-2023) & (K Units)

Table 104. Global Gaming Headsets and Headphones Revenue by Manufacturer (2018-2023) & (USD Million)

Table 105. Global Gaming Headsets and Headphones Average Price by Manufacturer (2018-2023) & (USD/Unit)

Table 106. Market Position of Manufacturers in Gaming Headsets and Headphones, (Tier 1, Tier 2, and Tier 3), Based on Consumption Value in 2022

Table 107. Head Office and Gaming Headsets and Headphones Production Site of Key Manufacturer

Table 108. Gaming Headsets and Headphones Market: Company Product Type Footprint

Table 109. Gaming Headsets and Headphones Market: Company Product Application Footprint

Table 110. Gaming Headsets and Headphones New Market Entrants and Barriers to Market Entry

Table 111. Gaming Headsets and Headphones Mergers, Acquisition, Agreements, and Collaborations

Table 112. Global Gaming Headsets and Headphones Sales Quantity by Region (2018-2023) & (K Units)

Table 113. Global Gaming Headsets and Headphones Sales Quantity by Region (2024-2029) & (K Units)

Table 114. Global Gaming Headsets and Headphones Consumption Value by Region (2018-2023) & (USD Million)

Table 115. Global Gaming Headsets and Headphones Consumption Value by Region (2024-2029) & (USD Million)

Table 116. Global Gaming Headsets and Headphones Average Price by Region (2018-2023) & (USD/Unit)

Table 117. Global Gaming Headsets and Headphones Average Price by Region (2024-2029) & (USD/Unit)

Table 118. Global Gaming Headsets and Headphones Sales Quantity by Type (2018-2023) & (K Units)

Table 119. Global Gaming Headsets and Headphones Sales Quantity by Type (2024-2029) & (K Units)

Table 120. Global Gaming Headsets and Headphones Consumption Value by Type (2018-2023) & (USD Million)

Table 121. Global Gaming Headsets and Headphones Consumption Value by Type (2024-2029) & (USD Million)

Table 122. Global Gaming Headsets and Headphones Average Price by Type (2018-2023) & (USD/Unit)

Table 123. Global Gaming Headsets and Headphones Average Price by Type (2024-2029) & (USD/Unit)

Table 124. Global Gaming Headsets and Headphones Sales Quantity by Application (2018-2023) & (K Units)

Table 125. Global Gaming Headsets and Headphones Sales Quantity by Application (2024-2029) & (K Units)

Table 126. Global Gaming Headsets and Headphones Consumption Value by

Application (2018-2023) & (USD Million)

Table 127. Global Gaming Headsets and Headphones Consumption Value by Application (2024-2029) & (USD Million)

Table 128. Global Gaming Headsets and Headphones Average Price by Application (2018-2023) & (USD/Unit)

Table 129. Global Gaming Headsets and Headphones Average Price by Application (2024-2029) & (USD/Unit)

Table 130. North America Gaming Headsets and Headphones Sales Quantity by Type (2018-2023) & (K Units)

Table 131. North America Gaming Headsets and Headphones Sales Quantity by Type (2024-2029) & (K Units)

Table 132. North America Gaming Headsets and Headphones Sales Quantity by Application (2018-2023) & (K Units)

Table 133. North America Gaming Headsets and Headphones Sales Quantity by Application (2024-2029) & (K Units)

Table 134. North America Gaming Headsets and Headphones Sales Quantity by Country (2018-2023) & (K Units)

Table 135. North America Gaming Headsets and Headphones Sales Quantity by Country (2024-2029) & (K Units)

Table 136. North America Gaming Headsets and Headphones Consumption Value by Country (2018-2023) & (USD Million)

Table 137. North America Gaming Headsets and Headphones Consumption Value by Country (2024-2029) & (USD Million)

Table 138. Europe Gaming Headsets and Headphones Sales Quantity by Type (2018-2023) & (K Units)

Table 139. Europe Gaming Headsets and Headphones Sales Quantity by Type (2024-2029) & (K Units)

Table 140. Europe Gaming Headsets and Headphones Sales Quantity by Application (2018-2023) & (K Units)

Table 141. Europe Gaming Headsets and Headphones Sales Quantity by Application (2024-2029) & (K Units)

Table 142. Europe Gaming Headsets and Headphones Sales Quantity by Country (2018-2023) & (K Units)

Table 143. Europe Gaming Headsets and Headphones Sales Quantity by Country (2024-2029) & (K Units)

Table 144. Europe Gaming Headsets and Headphones Consumption Value by Country (2018-2023) & (USD Million)

Table 145. Europe Gaming Headsets and Headphones Consumption Value by Country (2024-2029) & (USD Million)

Table 146. Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Type (2018-2023) & (K Units)

Table 147. Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Type (2024-2029) & (K Units)

Table 148. Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Application (2018-2023) & (K Units)

Table 149. Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Application (2024-2029) & (K Units)

Table 150. Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Region (2018-2023) & (K Units)

Table 151. Asia-Pacific Gaming Headsets and Headphones Sales Quantity by Region (2024-2029) & (K Units)

Table 152. Asia-Pacific Gaming Headsets and Headphones Consumption Value by Region (2018-2023) & (USD Million)

Table 153. Asia-Pacific Gaming Headsets and Headphones Consumption Value by Region (2024-2029) & (USD Million)

Table 154. South America Gaming Headsets and Headphones Sales Quantity by Type (2018-2023) & (K Units)

Table 155. South America Gaming Headsets and Headphones Sales Quantity by Type (2024-2029) & (K Units)

Table 156. South America Gaming Headsets and Headphones Sales Quantity by Application (2018-2023) & (K Units)

Table 157. South America Gaming Headsets and Headphones Sales Quantity by Application (2024-2029) & (K Units)

Table 158. South America Gaming Headsets and Headphones Sales Quantity by Country (2018-2023) & (K Units)

Table 159. South America Gaming Headsets and Headphones Sales Quantity by Country (2024-2029) & (K Units)

Table 160. South America Gaming Headsets and Headphones Consumption Value by Country (2018-2023) & (USD Million)

Table 161. South America Gaming Headsets and Headphones Consumption Value by Country (2024-2029) & (USD Million)

Table 162. Middle East & Africa Gaming Headsets and Headphones Sales Quantity by Type (2018-2023) & (K Units)

Table 163. Middle East & Africa Gaming Headsets and Headphones Sales Quantity by Type (2024-2029) & (K Units)

Table 164. Middle East & Africa Gaming Headsets and Headphones Sales Quantity by Application (2018-2023) & (K Units)

Table 165. Middle East & Africa Gaming Headsets and Headphones Sales Quantity by

Application (2024-2029) & (K Units)

Table 166. Middle East & Africa Gaming Headsets and Headphones Sales Quantity by Region (2018-2023) & (K Units)

Table 167. Middle East & Africa Gaming Headsets and Headphones Sales Quantity by Region (2024-2029) & (K Units)

Table 168. Middle East & Africa Gaming Headsets and Headphones Consumption Value by Region (2018-2023) & (USD Million)

Table 169. Middle East & Africa Gaming Headsets and Headphones Consumption Value by Region (2024-2029) & (USD Million)

Table 170. Gaming Headsets and Headphones Raw Material

Table 171. Key Manufacturers of Gaming Headsets and Headphones Raw Materials

Table 172. Gaming Headsets and Headphones Typical Distributors

Table 173. Gaming Headsets and Headphones Typical Customers

List Of Figures

LIST OF FIGURES

- Figure 1. Gaming Headsets and Headphones Picture
- Figure 2. Global Gaming Headsets and Headphones Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Figure 3. Global Gaming Headsets and Headphones Consumption Value Market Share by Type in 2022
- Figure 4. Gaming Headsets Examples
- Figure 5. Gaming Headphones Examples
- Figure 6. Global Gaming Headsets and Headphones Consumption Value by Application, (USD Million), 2018 & 2022 & 2029
- Figure 7. Global Gaming Headsets and Headphones Consumption Value Market Share by Application in 2022
- Figure 8. Personal Use Examples
- Figure 9. Commercial Use Examples
- Figure 10. Global Gaming Headsets and Headphones Consumption Value, (USD Million): 2018 & 2022 & 2029
- Figure 11. Global Gaming Headsets and Headphones Consumption Value and Forecast (2018-2029) & (USD Million)
- Figure 12. Global Gaming Headsets and Headphones Sales Quantity (2018-2029) & (K Units)
- Figure 13. Global Gaming Headsets and Headphones Average Price (2018-2029) & (USD/Unit)
- Figure 14. Global Gaming Headsets and Headphones Sales Quantity Market Share by Manufacturer in 2022
- Figure 15. Global Gaming Headsets and Headphones Consumption Value Market Share by Manufacturer in 2022
- Figure 16. Producer Shipments of Gaming Headsets and Headphones by Manufacturer Sales Quantity (\$MM) and Market Share (%): 2021
- Figure 17. Top 3 Gaming Headsets and Headphones Manufacturer (Consumption Value) Market Share in 2022
- Figure 18. Top 6 Gaming Headsets and Headphones Manufacturer (Consumption Value) Market Share in 2022
- Figure 19. Global Gaming Headsets and Headphones Sales Quantity Market Share by Region (2018-2029)
- Figure 20. Global Gaming Headsets and Headphones Consumption Value Market Share by Region (2018-2029)

Figure 21. North America Gaming Headsets and Headphones Consumption Value (2018-2029) & (USD Million)

Figure 22. Europe Gaming Headsets and Headphones Consumption Value (2018-2029) & (USD Million)

Figure 23. Asia-Pacific Gaming Headsets and Headphones Consumption Value (2018-2029) & (USD Million)

Figure 24. South America Gaming Headsets and Headphones Consumption Value (2018-2029) & (USD Million)

Figure 25. Middle East & Africa Gaming Headsets and Headphones Consumption Value (2018-2029) & (USD Million)

Figure 26. Global Gaming Headsets and Headphones Sales Quantity Market Share by Type (2018-2029)

Figure 27. Global Gaming Headsets and Headphones Consumption Value Market Share by Type (2018-2029)

Figure 28. Global Gaming Headsets and Headphones Average Price by Type (2018-2029) & (USD/Unit)

Figure 29. Global Gaming Headsets and Headphones Sales Quantity Market Share by Application (2018-2029)

Figure 30. Global Gaming Headsets and Headphones Consumption Value Market Share by Application (2018-2029)

Figure 31. Global Gaming Headsets and Headphones Average Price by Application (2018-2029) & (USD/Unit)

Figure 32. North America Gaming Headsets and Headphones Sales Quantity Market Share by Type (2018-2029)

Figure 33. North America Gaming Headsets and Headphones Sales Quantity Market Share by Application (2018-2029)

Figure 34. North America Gaming Headsets and Headphones Sales Quantity Market Share by Country (2018-2029)

Figure 35. North America Gaming Headsets and Headphones Consumption Value Market Share by Country (2018-2029)

Figure 36. United States Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 37. Canada Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 38. Mexico Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 39. Europe Gaming Headsets and Headphones Sales Quantity Market Share by Type (2018-2029)

Figure 40. Europe Gaming Headsets and Headphones Sales Quantity Market Share by

Application (2018-2029)

Figure 41. Europe Gaming Headsets and Headphones Sales Quantity Market Share by Country (2018-2029)

Figure 42. Europe Gaming Headsets and Headphones Consumption Value Market Share by Country (2018-2029)

Figure 43. Germany Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 44. France Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 45. United Kingdom Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 46. Russia Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 47. Italy Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 48. Asia-Pacific Gaming Headsets and Headphones Sales Quantity Market Share by Type (2018-2029)

Figure 49. Asia-Pacific Gaming Headsets and Headphones Sales Quantity Market Share by Application (2018-2029)

Figure 50. Asia-Pacific Gaming Headsets and Headphones Sales Quantity Market Share by Region (2018-2029)

Figure 51. Asia-Pacific Gaming Headsets and Headphones Consumption Value Market Share by Region (2018-2029)

Figure 52. China Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 53. Japan Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 54. Korea Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 55. India Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 56. Southeast Asia Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 57. Australia Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 58. South America Gaming Headsets and Headphones Sales Quantity Market Share by Type (2018-2029)

Figure 59. South America Gaming Headsets and Headphones Sales Quantity Market Share by Application (2018-2029)

Figure 60. South America Gaming Headsets and Headphones Sales Quantity Market Share by Country (2018-2029)

Figure 61. South America Gaming Headsets and Headphones Consumption Value Market Share by Country (2018-2029)

Figure 62. Brazil Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 63. Argentina Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 64. Middle East & Africa Gaming Headsets and Headphones Sales Quantity Market Share by Type (2018-2029)

Figure 65. Middle East & Africa Gaming Headsets and Headphones Sales Quantity Market Share by Application (2018-2029)

Figure 66. Middle East & Africa Gaming Headsets and Headphones Sales Quantity Market Share by Region (2018-2029)

Figure 67. Middle East & Africa Gaming Headsets and Headphones Consumption Value Market Share by Region (2018-2029)

Figure 68. Turkey Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 69. Egypt Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 70. Saudi Arabia Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 71. South Africa Gaming Headsets and Headphones Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 72. Gaming Headsets and Headphones Market Drivers

Figure 73. Gaming Headsets and Headphones Market Restraints

Figure 74. Gaming Headsets and Headphones Market Trends

Figure 75. Porters Five Forces Analysis

Figure 76. Manufacturing Cost Structure Analysis of Gaming Headsets and Headphones in 2022

Figure 77. Manufacturing Process Analysis of Gaming Headsets and Headphones

Figure 78. Gaming Headsets and Headphones Industrial Chain

Figure 79. Sales Quantity 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

I would like to order

Product name: Global Gaming Headsets and Headphones Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

Product link: <https://marketpublishers.com/r/GCE216E437C8EN.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

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GCE216E437C8EN.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

