

Global USB Microphones For Gaming 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 USB Microphones For Gaming market size was valued at US\$ million in 2024 and is forecast to a readjusted size of USD million by 2031 with a CAGR of %during review period.

Global PC Gaming Peripheral market is projected to reach US\$ 4601.4 million in 2029, increasing from US\$ 3191.8 million in 2022, with the CAGR of 5.3% during the period of 2023 to 2029.

Demand from Distribution Channels and Third-Party Retail Channels are the major drivers for the industry.

The Americas and Asia-Pacific regions are the most important markets, each accounting for about 35% of the market share.

This report is a detailed and comprehensive analysis for global USB Microphones For Gaming 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 USB Microphones For Gaming market size and forecasts, in consumption value

(\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global USB Microphones For Gaming 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 USB Microphones For Gaming 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 USB Microphones For Gaming 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 USB Microphones For Gaming
- 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 USB Microphones For Gaming 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 HyperX, Maono, Razer, Logitech, Tonor, Blue, Elgato, Beyerdynamic, NZXT, Audio-Technica, etc.

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

Market Segmentation

USB Microphones For Gaming 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

Stereo

Omnidirectional

Cardioid

Bidirectional

Market segment by Application

Online

Offline

Major players covered

HyperX

Maono

Razer

Logitech

Tonor

Blue

Elgato

Beyerdynamic

NZXT

Audio-Technica

Shure

Rode

Thronmax

Focusrite

MSI

Anker

ROCCAT

PreSonus

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 USB Microphones For Gaming product scope, market overview, market estimation caveats and base year.

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

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

Chapter 4, the USB Microphones For Gaming 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 USB Microphones For Gaming 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 USB Microphones For Gaming.

Chapter 14 and 15, to describe USB Microphones For Gaming 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 USB Microphones For Gaming Consumption Value by Type: 2020 Versus 2024 Versus 2031

1.3.2 Stereo

1.3.3 Omnidirectional

1.3.4 Cardioid

1.3.5 Bidirectional

1.4 Market Analysis by Application

1.4.1 Overview: Global USB Microphones For Gaming Consumption Value by Application: 2020 Versus 2024 Versus 2031

1.4.2 Online

1.4.3 Offline

1.5 Global USB Microphones For Gaming Market Size & Forecast

1.5.1 Global USB Microphones For Gaming Consumption Value (2020 & 2024 & 2031)

1.5.2 Global USB Microphones For Gaming Sales Quantity (2020-2031)

1.5.3 Global USB Microphones For Gaming Average Price (2020-2031)

2 MANUFACTURERS PROFILES

2.1 HyperX

2.1.1 HyperX Details

2.1.2 HyperX Major Business

2.1.3 HyperX USB Microphones For Gaming Product and Services

2.1.4 HyperX USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.1.5 HyperX Recent Developments/Updates

2.2 Maono

2.2.1 Maono Details

2.2.2 Maono Major Business

2.2.3 Maono USB Microphones For Gaming Product and Services

2.2.4 Maono USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.2.5 Maono Recent Developments/Updates

2.3 Razer

2.3.1 Razer Details

2.3.2 Razer Major Business

2.3.3 Razer USB Microphones For Gaming Product and Services

2.3.4 Razer USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.3.5 Razer Recent Developments/Updates

2.4 Logitech

2.4.1 Logitech Details

2.4.2 Logitech Major Business

2.4.3 Logitech USB Microphones For Gaming Product and Services

2.4.4 Logitech USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.4.5 Logitech Recent Developments/Updates

2.5 Tonor

2.5.1 Tonor Details

2.5.2 Tonor Major Business

2.5.3 Tonor USB Microphones For Gaming Product and Services

2.5.4 Tonor USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.5.5 Tonor Recent Developments/Updates

2.6 Blue

2.6.1 Blue Details

2.6.2 Blue Major Business

2.6.3 Blue USB Microphones For Gaming Product and Services

2.6.4 Blue USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.6.5 Blue Recent Developments/Updates

2.7 Elgato

2.7.1 Elgato Details

2.7.2 Elgato Major Business

2.7.3 Elgato USB Microphones For Gaming Product and Services

2.7.4 Elgato USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.7.5 Elgato Recent Developments/Updates

2.8 Beyerdynamic

2.8.1 Beyerdynamic Details

2.8.2 Beyerdynamic Major Business

2.8.3 Beyerdynamic USB Microphones For Gaming Product and Services

2.8.4 Beyerdynamic USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.8.5 Beyerdynamic Recent Developments/Updates

2.9 NZXT

2.9.1 NZXT Details

2.9.2 NZXT Major Business

2.9.3 NZXT USB Microphones For Gaming Product and Services

2.9.4 NZXT USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.9.5 NZXT Recent Developments/Updates

2.10 Audio-Technica

2.10.1 Audio-Technica Details

2.10.2 Audio-Technica Major Business

2.10.3 Audio-Technica USB Microphones For Gaming Product and Services

2.10.4 Audio-Technica USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.10.5 Audio-Technica Recent Developments/Updates

2.11 Shure

2.11.1 Shure Details

2.11.2 Shure Major Business

2.11.3 Shure USB Microphones For Gaming Product and Services

2.11.4 Shure USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.11.5 Shure Recent Developments/Updates

2.12 Rode

2.12.1 Rode Details

2.12.2 Rode Major Business

2.12.3 Rode USB Microphones For Gaming Product and Services

2.12.4 Rode USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.12.5 Rode Recent Developments/Updates

2.13 Thronmax

2.13.1 Thronmax Details

2.13.2 Thronmax Major Business

2.13.3 Thronmax USB Microphones For Gaming Product and Services

2.13.4 Thronmax USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.13.5 Thronmax Recent Developments/Updates

2.14 Focusrite

- 2.14.1 Focusrite Details
- 2.14.2 Focusrite Major Business
- 2.14.3 Focusrite USB Microphones For Gaming Product and Services
- 2.14.4 Focusrite USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
- 2.14.5 Focusrite Recent Developments/Updates
- 2.15 MSI
 - 2.15.1 MSI Details
 - 2.15.2 MSI Major Business
 - 2.15.3 MSI USB Microphones For Gaming Product and Services
 - 2.15.4 MSI USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.15.5 MSI Recent Developments/Updates
- 2.16 Anker
 - 2.16.1 Anker Details
 - 2.16.2 Anker Major Business
 - 2.16.3 Anker USB Microphones For Gaming Product and Services
 - 2.16.4 Anker USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.16.5 Anker Recent Developments/Updates
- 2.17 ROCCAT
 - 2.17.1 ROCCAT Details
 - 2.17.2 ROCCAT Major Business
 - 2.17.3 ROCCAT USB Microphones For Gaming Product and Services
 - 2.17.4 ROCCAT USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.17.5 ROCCAT Recent Developments/Updates
- 2.18 PreSonus
 - 2.18.1 PreSonus Details
 - 2.18.2 PreSonus Major Business
 - 2.18.3 PreSonus USB Microphones For Gaming Product and Services
 - 2.18.4 PreSonus USB Microphones For Gaming Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.18.5 PreSonus Recent Developments/Updates

3 COMPETITIVE ENVIRONMENT: USB MICROPHONES FOR GAMING BY MANUFACTURER

3.1 Global USB Microphones For Gaming Sales Quantity by Manufacturer (2020-2025)

Global USB Microphones For Gaming Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 203...

- 3.2 Global USB Microphones For Gaming Revenue by Manufacturer (2020-2025)
- 3.3 Global USB Microphones For Gaming Average Price by Manufacturer (2020-2025)
- 3.4 Market Share Analysis (2024)
 - 3.4.1 Producer Shipments of USB Microphones For Gaming by Manufacturer Revenue (\$MM) and Market Share (%): 2024
 - 3.4.2 Top 3 USB Microphones For Gaming Manufacturer Market Share in 2024
 - 3.4.3 Top 6 USB Microphones For Gaming Manufacturer Market Share in 2024
- 3.5 USB Microphones For Gaming Market: Overall Company Footprint Analysis
 - 3.5.1 USB Microphones For Gaming Market: Region Footprint
 - 3.5.2 USB Microphones For Gaming Market: Company Product Type Footprint
 - 3.5.3 USB Microphones For Gaming 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 USB Microphones For Gaming Market Size by Region
 - 4.1.1 Global USB Microphones For Gaming Sales Quantity by Region (2020-2031)
 - 4.1.2 Global USB Microphones For Gaming Consumption Value by Region (2020-2031)
 - 4.1.3 Global USB Microphones For Gaming Average Price by Region (2020-2031)
- 4.2 North America USB Microphones For Gaming Consumption Value (2020-2031)
- 4.3 Europe USB Microphones For Gaming Consumption Value (2020-2031)
- 4.4 Asia-Pacific USB Microphones For Gaming Consumption Value (2020-2031)
- 4.5 South America USB Microphones For Gaming Consumption Value (2020-2031)
- 4.6 Middle East & Africa USB Microphones For Gaming Consumption Value (2020-2031)

5 MARKET SEGMENT BY TYPE

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

6 MARKET SEGMENT BY APPLICATION

- 6.1 Global USB Microphones For Gaming Sales Quantity by Application (2020-2031)
- 6.2 Global USB Microphones For Gaming Consumption Value by Application (2020-2031)

6.3 Global USB Microphones For Gaming Average Price by Application (2020-2031)

7 NORTH AMERICA

7.1 North America USB Microphones For Gaming Sales Quantity by Type (2020-2031)

7.2 North America USB Microphones For Gaming Sales Quantity by Application (2020-2031)

7.3 North America USB Microphones For Gaming Market Size by Country

7.3.1 North America USB Microphones For Gaming Sales Quantity by Country (2020-2031)

7.3.2 North America USB Microphones For Gaming 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 USB Microphones For Gaming Sales Quantity by Type (2020-2031)

8.2 Europe USB Microphones For Gaming Sales Quantity by Application (2020-2031)

8.3 Europe USB Microphones For Gaming Market Size by Country

8.3.1 Europe USB Microphones For Gaming Sales Quantity by Country (2020-2031)

8.3.2 Europe USB Microphones For Gaming 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 USB Microphones For Gaming Sales Quantity by Type (2020-2031)

9.2 Asia-Pacific USB Microphones For Gaming Sales Quantity by Application (2020-2031)

9.3 Asia-Pacific USB Microphones For Gaming Market Size by Region

9.3.1 Asia-Pacific USB Microphones For Gaming Sales Quantity by Region (2020-2031)

9.3.2 Asia-Pacific USB Microphones For Gaming 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 USB Microphones For Gaming Sales Quantity by Type
(2020-2031)

10.2 South America USB Microphones For Gaming Sales Quantity by Application
(2020-2031)

10.3 South America USB Microphones For Gaming Market Size by Country

10.3.1 South America USB Microphones For Gaming Sales Quantity by Country
(2020-2031)

10.3.2 South America USB Microphones For Gaming 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 USB Microphones For Gaming Sales Quantity by Type
(2020-2031)

11.2 Middle East & Africa USB Microphones For Gaming Sales Quantity by Application
(2020-2031)

11.3 Middle East & Africa USB Microphones For Gaming Market Size by Country

11.3.1 Middle East & Africa USB Microphones For Gaming Sales Quantity by Country
(2020-2031)

11.3.2 Middle East & Africa USB Microphones For Gaming 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 USB Microphones For Gaming Market Drivers
- 12.2 USB Microphones For Gaming Market Restraints
- 12.3 USB Microphones For Gaming 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 USB Microphones For Gaming and Key Manufacturers
- 13.2 Manufacturing Costs Percentage of USB Microphones For Gaming
- 13.3 USB Microphones For Gaming 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 USB Microphones For Gaming Typical Distributors
- 14.3 USB Microphones For Gaming 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 USB Microphones For Gaming Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

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

Table 3. HyperX Basic Information, Manufacturing Base and Competitors

Table 4. HyperX Major Business

Table 5. HyperX USB Microphones For Gaming Product and Services

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

Table 7. HyperX Recent Developments/Updates

Table 8. Maono Basic Information, Manufacturing Base and Competitors

Table 9. Maono Major Business

Table 10. Maono USB Microphones For Gaming Product and Services

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

Table 12. Maono Recent Developments/Updates

Table 13. Razer Basic Information, Manufacturing Base and Competitors

Table 14. Razer Major Business

Table 15. Razer USB Microphones For Gaming Product and Services

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

Table 17. Razer Recent Developments/Updates

Table 18. Logitech Basic Information, Manufacturing Base and Competitors

Table 19. Logitech Major Business

Table 20. Logitech USB Microphones For Gaming Product and Services

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

Table 22. Logitech Recent Developments/Updates

Table 23. Tonor Basic Information, Manufacturing Base and Competitors

Table 24. Tonor Major Business

Table 25. Tonor USB Microphones For Gaming Product and Services

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

Table 27. Tonor Recent Developments/Updates

Table 28. Blue Basic Information, Manufacturing Base and Competitors

Table 29. Blue Major Business
Table 30. Blue USB Microphones For Gaming Product and Services
Table 31. Blue USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 32. Blue Recent Developments/Updates
Table 33. Elgato Basic Information, Manufacturing Base and Competitors
Table 34. Elgato Major Business
Table 35. Elgato USB Microphones For Gaming Product and Services
Table 36. Elgato USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 37. Elgato Recent Developments/Updates
Table 38. Beyerdynamic Basic Information, Manufacturing Base and Competitors
Table 39. Beyerdynamic Major Business
Table 40. Beyerdynamic USB Microphones For Gaming Product and Services
Table 41. Beyerdynamic USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 42. Beyerdynamic Recent Developments/Updates
Table 43. NZXT Basic Information, Manufacturing Base and Competitors
Table 44. NZXT Major Business
Table 45. NZXT USB Microphones For Gaming Product and Services
Table 46. NZXT USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 47. NZXT Recent Developments/Updates
Table 48. Audio-Technica Basic Information, Manufacturing Base and Competitors
Table 49. Audio-Technica Major Business
Table 50. Audio-Technica USB Microphones For Gaming Product and Services
Table 51. Audio-Technica USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 52. Audio-Technica Recent Developments/Updates
Table 53. Shure Basic Information, Manufacturing Base and Competitors
Table 54. Shure Major Business
Table 55. Shure USB Microphones For Gaming Product and Services
Table 56. Shure USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 57. Shure Recent Developments/Updates
Table 58. Rode Basic Information, Manufacturing Base and Competitors
Table 59. Rode Major Business

Table 60. Rode USB Microphones For Gaming Product and Services
Table 61. Rode USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 62. Rode Recent Developments/Updates
Table 63. Thronmax Basic Information, Manufacturing Base and Competitors
Table 64. Thronmax Major Business
Table 65. Thronmax USB Microphones For Gaming Product and Services
Table 66. Thronmax USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 67. Thronmax Recent Developments/Updates
Table 68. Focusrite Basic Information, Manufacturing Base and Competitors
Table 69. Focusrite Major Business
Table 70. Focusrite USB Microphones For Gaming Product and Services
Table 71. Focusrite USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 72. Focusrite Recent Developments/Updates
Table 73. MSI Basic Information, Manufacturing Base and Competitors
Table 74. MSI Major Business
Table 75. MSI USB Microphones For Gaming Product and Services
Table 76. MSI USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 77. MSI Recent Developments/Updates
Table 78. Anker Basic Information, Manufacturing Base and Competitors
Table 79. Anker Major Business
Table 80. Anker USB Microphones For Gaming Product and Services
Table 81. Anker USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 82. Anker Recent Developments/Updates
Table 83. ROCCAT Basic Information, Manufacturing Base and Competitors
Table 84. ROCCAT Major Business
Table 85. ROCCAT USB Microphones For Gaming Product and Services
Table 86. ROCCAT USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 87. ROCCAT Recent Developments/Updates
Table 88. PreSonus Basic Information, Manufacturing Base and Competitors
Table 89. PreSonus Major Business
Table 90. PreSonus USB Microphones For Gaming Product and Services
Table 91. PreSonus USB Microphones For Gaming Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 92. PreSonus Recent Developments/Updates

Table 93. Global USB Microphones For Gaming Sales Quantity by Manufacturer (2020-2025) & (K Units)

Table 94. Global USB Microphones For Gaming Revenue by Manufacturer (2020-2025) & (USD Million)

Table 95. Global USB Microphones For Gaming Average Price by Manufacturer (2020-2025) & (US\$/Unit)

Table 96. Market Position of Manufacturers in USB Microphones For Gaming, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2024

Table 97. Head Office and USB Microphones For Gaming Production Site of Key Manufacturer

Table 98. USB Microphones For Gaming Market: Company Product Type Footprint

Table 99. USB Microphones For Gaming Market: Company Product Application Footprint

Table 100. USB Microphones For Gaming New Market Entrants and Barriers to Market Entry

Table 101. USB Microphones For Gaming Mergers, Acquisition, Agreements, and Collaborations

Table 102. Global USB Microphones For Gaming Consumption Value by Region (2020-2024-2031) & (USD Million) & CAGR

Table 103. Global USB Microphones For Gaming Sales Quantity by Region (2020-2025) & (K Units)

Table 104. Global USB Microphones For Gaming Sales Quantity by Region (2026-2031) & (K Units)

Table 105. Global USB Microphones For Gaming Consumption Value by Region (2020-2025) & (USD Million)

Table 106. Global USB Microphones For Gaming Consumption Value by Region (2026-2031) & (USD Million)

Table 107. Global USB Microphones For Gaming Average Price by Region (2020-2025) & (US\$/Unit)

Table 108. Global USB Microphones For Gaming Average Price by Region (2026-2031) & (US\$/Unit)

Table 109. Global USB Microphones For Gaming Sales Quantity by Type (2020-2025) & (K Units)

Table 110. Global USB Microphones For Gaming Sales Quantity by Type (2026-2031) & (K Units)

Table 111. Global USB Microphones For Gaming Consumption Value by Type (2020-2025) & (USD Million)

Table 112. Global USB Microphones For Gaming Consumption Value by Type

(2026-2031) & (USD Million)

Table 113. Global USB Microphones For Gaming Average Price by Type (2020-2025) & (US\$/Unit)

Table 114. Global USB Microphones For Gaming Average Price by Type (2026-2031) & (US\$/Unit)

Table 115. Global USB Microphones For Gaming Sales Quantity by Application (2020-2025) & (K Units)

Table 116. Global USB Microphones For Gaming Sales Quantity by Application (2026-2031) & (K Units)

Table 117. Global USB Microphones For Gaming Consumption Value by Application (2020-2025) & (USD Million)

Table 118. Global USB Microphones For Gaming Consumption Value by Application (2026-2031) & (USD Million)

Table 119. Global USB Microphones For Gaming Average Price by Application (2020-2025) & (US\$/Unit)

Table 120. Global USB Microphones For Gaming Average Price by Application (2026-2031) & (US\$/Unit)

Table 121. North America USB Microphones For Gaming Sales Quantity by Type (2020-2025) & (K Units)

Table 122. North America USB Microphones For Gaming Sales Quantity by Type (2026-2031) & (K Units)

Table 123. North America USB Microphones For Gaming Sales Quantity by Application (2020-2025) & (K Units)

Table 124. North America USB Microphones For Gaming Sales Quantity by Application (2026-2031) & (K Units)

Table 125. North America USB Microphones For Gaming Sales Quantity by Country (2020-2025) & (K Units)

Table 126. North America USB Microphones For Gaming Sales Quantity by Country (2026-2031) & (K Units)

Table 127. North America USB Microphones For Gaming Consumption Value by Country (2020-2025) & (USD Million)

Table 128. North America USB Microphones For Gaming Consumption Value by Country (2026-2031) & (USD Million)

Table 129. Europe USB Microphones For Gaming Sales Quantity by Type (2020-2025) & (K Units)

Table 130. Europe USB Microphones For Gaming Sales Quantity by Type (2026-2031) & (K Units)

Table 131. Europe USB Microphones For Gaming Sales Quantity by Application (2020-2025) & (K Units)

Table 132. Europe USB Microphones For Gaming Sales Quantity by Application
(2026-2031) & (K Units)

Table 133. Europe USB Microphones For Gaming Sales Quantity by Country
(2020-2025) & (K Units)

Table 134. Europe USB Microphones For Gaming Sales Quantity by Country
(2026-2031) & (K Units)

Table 135. Europe USB Microphones For Gaming Consumption Value by Country
(2020-2025) & (USD Million)

Table 136. Europe USB Microphones For Gaming Consumption Value by Country
(2026-2031) & (USD Million)

Table 137. Asia-Pacific USB Microphones For Gaming Sales Quantity by Type
(2020-2025) & (K Units)

Table 138. Asia-Pacific USB Microphones For Gaming Sales Quantity by Type
(2026-2031) & (K Units)

Table 139. Asia-Pacific USB Microphones For Gaming Sales Quantity by Application
(2020-2025) & (K Units)

Table 140. Asia-Pacific USB Microphones For Gaming Sales Quantity by Application
(2026-2031) & (K Units)

Table 141. Asia-Pacific USB Microphones For Gaming Sales Quantity by Region
(2020-2025) & (K Units)

Table 142. Asia-Pacific USB Microphones For Gaming Sales Quantity by Region
(2026-2031) & (K Units)

Table 143. Asia-Pacific USB Microphones For Gaming Consumption Value by Region
(2020-2025) & (USD Million)

Table 144. Asia-Pacific USB Microphones For Gaming Consumption Value by Region
(2026-2031) & (USD Million)

Table 145. South America USB Microphones For Gaming Sales Quantity by Type
(2020-2025) & (K Units)

Table 146. South America USB Microphones For Gaming Sales Quantity by Type
(2026-2031) & (K Units)

Table 147. South America USB Microphones For Gaming Sales Quantity by Application
(2020-2025) & (K Units)

Table 148. South America USB Microphones For Gaming Sales Quantity by Application
(2026-2031) & (K Units)

Table 149. South America USB Microphones For Gaming Sales Quantity by Country
(2020-2025) & (K Units)

Table 150. South America USB Microphones For Gaming Sales Quantity by Country
(2026-2031) & (K Units)

Table 151. South America USB Microphones For Gaming Consumption Value by

Country (2020-2025) & (USD Million)

Table 152. South America USB Microphones For Gaming Consumption Value by Country (2026-2031) & (USD Million)

Table 153. Middle East & Africa USB Microphones For Gaming Sales Quantity by Type (2020-2025) & (K Units)

Table 154. Middle East & Africa USB Microphones For Gaming Sales Quantity by Type (2026-2031) & (K Units)

Table 155. Middle East & Africa USB Microphones For Gaming Sales Quantity by Application (2020-2025) & (K Units)

Table 156. Middle East & Africa USB Microphones For Gaming Sales Quantity by Application (2026-2031) & (K Units)

Table 157. Middle East & Africa USB Microphones For Gaming Sales Quantity by Country (2020-2025) & (K Units)

Table 158. Middle East & Africa USB Microphones For Gaming Sales Quantity by Country (2026-2031) & (K Units)

Table 159. Middle East & Africa USB Microphones For Gaming Consumption Value by Country (2020-2025) & (USD Million)

Table 160. Middle East & Africa USB Microphones For Gaming Consumption Value by Country (2026-2031) & (USD Million)

Table 161. USB Microphones For Gaming Raw Material

Table 162. Key Manufacturers of USB Microphones For Gaming Raw Materials

Table 163. USB Microphones For Gaming Typical Distributors

Table 164. USB Microphones For Gaming Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. USB Microphones For Gaming Picture

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

Figure 3. Global USB Microphones For Gaming Revenue Market Share by Type in 2024

Figure 4. Stereo Examples

Figure 5. Omnidirectional Examples

Figure 6. Cardioid Examples

Figure 7. Bidirectional Examples

Figure 8. Global USB Microphones For Gaming Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Figure 9. Global USB Microphones For Gaming Revenue Market Share by Application in 2024

Figure 10. Online Examples

Figure 11. Offline Examples

Figure 12. Global USB Microphones For Gaming Consumption Value, (USD Million): 2020 & 2024 & 2031

Figure 13. Global USB Microphones For Gaming Consumption Value and Forecast (2020-2031) & (USD Million)

Figure 14. Global USB Microphones For Gaming Sales Quantity (2020-2031) & (K Units)

Figure 15. Global USB Microphones For Gaming Price (2020-2031) & (US\$/Unit)

Figure 16. Global USB Microphones For Gaming Sales Quantity Market Share by Manufacturer in 2024

Figure 17. Global USB Microphones For Gaming Revenue Market Share by Manufacturer in 2024

Figure 18. Producer Shipments of USB Microphones For Gaming by Manufacturer Sales (\$MM) and Market Share (%): 2024

Figure 19. Top 3 USB Microphones For Gaming Manufacturer (Revenue) Market Share in 2024

Figure 20. Top 6 USB Microphones For Gaming Manufacturer (Revenue) Market Share in 2024

Figure 21. Global USB Microphones For Gaming Sales Quantity Market Share by Region (2020-2031)

Figure 22. Global USB Microphones For Gaming Consumption Value Market Share by Region (2020-2031)

Figure 23. North America USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 24. Europe USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 25. Asia-Pacific USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 26. South America USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 27. Middle East & Africa USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 28. Global USB Microphones For Gaming Sales Quantity Market Share by Type (2020-2031)

Figure 29. Global USB Microphones For Gaming Consumption Value Market Share by Type (2020-2031)

Figure 30. Global USB Microphones For Gaming Average Price by Type (2020-2031) & (US\$/Unit)

Figure 31. Global USB Microphones For Gaming Sales Quantity Market Share by Application (2020-2031)

Figure 32. Global USB Microphones For Gaming Revenue Market Share by Application (2020-2031)

Figure 33. Global USB Microphones For Gaming Average Price by Application (2020-2031) & (US\$/Unit)

Figure 34. North America USB Microphones For Gaming Sales Quantity Market Share by Type (2020-2031)

Figure 35. North America USB Microphones For Gaming Sales Quantity Market Share by Application (2020-2031)

Figure 36. North America USB Microphones For Gaming Sales Quantity Market Share by Country (2020-2031)

Figure 37. North America USB Microphones For Gaming Consumption Value Market Share by Country (2020-2031)

Figure 38. United States USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 39. Canada USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 40. Mexico USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 41. Europe USB Microphones For Gaming Sales Quantity Market Share by Type (2020-2031)

Figure 42. Europe USB Microphones For Gaming Sales Quantity Market Share by

Application (2020-2031)

Figure 43. Europe USB Microphones For Gaming Sales Quantity Market Share by Country (2020-2031)

Figure 44. Europe USB Microphones For Gaming Consumption Value Market Share by Country (2020-2031)

Figure 45. Germany USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 46. France USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 47. United Kingdom USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 48. Russia USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 49. Italy USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 50. Asia-Pacific USB Microphones For Gaming Sales Quantity Market Share by Type (2020-2031)

Figure 51. Asia-Pacific USB Microphones For Gaming Sales Quantity Market Share by Application (2020-2031)

Figure 52. Asia-Pacific USB Microphones For Gaming Sales Quantity Market Share by Region (2020-2031)

Figure 53. Asia-Pacific USB Microphones For Gaming Consumption Value Market Share by Region (2020-2031)

Figure 54. China USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 55. Japan USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 56. South Korea USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 57. India USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 58. Southeast Asia USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 59. Australia USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 60. South America USB Microphones For Gaming Sales Quantity Market Share by Type (2020-2031)

Figure 61. South America USB Microphones For Gaming Sales Quantity Market Share by Application (2020-2031)

Figure 62. South America USB Microphones For Gaming Sales Quantity Market Share by Country (2020-2031)

Figure 63. South America USB Microphones For Gaming Consumption Value Market Share by Country (2020-2031)

Figure 64. Brazil USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 65. Argentina USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 66. Middle East & Africa USB Microphones For Gaming Sales Quantity Market Share by Type (2020-2031)

Figure 67. Middle East & Africa USB Microphones For Gaming Sales Quantity Market Share by Application (2020-2031)

Figure 68. Middle East & Africa USB Microphones For Gaming Sales Quantity Market Share by Country (2020-2031)

Figure 69. Middle East & Africa USB Microphones For Gaming Consumption Value Market Share by Country (2020-2031)

Figure 70. Turkey USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 71. Egypt USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 72. Saudi Arabia USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 73. South Africa USB Microphones For Gaming Consumption Value (2020-2031) & (USD Million)

Figure 74. USB Microphones For Gaming Market Drivers

Figure 75. USB Microphones For Gaming Market Restraints

Figure 76. USB Microphones For Gaming Market Trends

Figure 77. Porters Five Forces Analysis

Figure 78. Manufacturing Cost Structure Analysis of USB Microphones For Gaming in 2024

Figure 79. Manufacturing Process Analysis of USB Microphones For Gaming

Figure 80. USB Microphones For Gaming Industrial Chain

Figure 81. Sales Channel: Direct to End-User vs Distributors

Figure 82. Direct Channel Pros & Cons

Figure 83. Indirect Channel Pros & Cons

Figure 84. Methodology

Figure 85. Research Process and Data Source

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