

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

<https://marketpublishers.com/r/W0D68CCE59AEEN.html>

Date: July 2025

Pages: 138

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

ID: W0D68CCE59AEEN

Abstracts

According to our (Global Info Research) latest study, the global Wireless Gaming Earbuds 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 Wireless Gaming Earbuds market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Wireless Gaming Earbuds market size and forecasts, in consumption value (\$

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

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

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

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

The Primary Objectives in This Report Are:

- To determine the size of the total market opportunity of global and key countries
- To assess the growth potential for Wireless Gaming Earbuds
- To forecast future growth in each product and end-use market
- To forecast future factors affecting the marketplace

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

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

Market Segmentation

Wireless Gaming Earbuds market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Below 4 Hours

4-6 Hours

6-8 Hours

8-10 Hours

Above 10 Hours

Market segment by Application

Online

Offline

Major players covered

JBL

Creative

Audeze

Tronsmart

Asus

GravaStar

HyperX

Bose

EPOS

Turtle Beach

Razer

Hecate

1MORE

Logitech

GTW

Porodo

EKSA

Market segment by region, regional analysis covers
North America (United States, Canada, and Mexico)
Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)
Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)
South America (Brazil, Argentina, Colombia, and Rest of South America)
Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

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

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

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

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

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

to 2031.

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

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

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

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

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

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Market Analysis by Type

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

1.3.2 Below 4 Hours

1.3.3 4-6 Hours

1.3.4 6-8 Hours

1.3.5 8-10 Hours

1.3.6 Above 10 Hours

1.4 Market Analysis by Application

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

1.4.2 Online

1.4.3 Offline

1.5 Global Wireless Gaming Earbuds Market Size & Forecast

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

1.5.2 Global Wireless Gaming Earbuds Sales Quantity (2020-2031)

1.5.3 Global Wireless Gaming Earbuds Average Price (2020-2031)

2 MANUFACTURERS PROFILES

2.1 JBL

2.1.1 JBL Details

2.1.2 JBL Major Business

2.1.3 JBL Wireless Gaming Earbuds Product and Services

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

2.1.5 JBL Recent Developments/Updates

2.2 Creative

2.2.1 Creative Details

2.2.2 Creative Major Business

2.2.3 Creative Wireless Gaming Earbuds Product and Services

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

2.2.5 Creative Recent Developments/Updates

2.3 Audeze

2.3.1 Audeze Details

2.3.2 Audeze Major Business

2.3.3 Audeze Wireless Gaming Earbuds Product and Services

2.3.4 Audeze Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.3.5 Audeze Recent Developments/Updates

2.4 Tronsmart

2.4.1 Tronsmart Details

2.4.2 Tronsmart Major Business

2.4.3 Tronsmart Wireless Gaming Earbuds Product and Services

2.4.4 Tronsmart Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.4.5 Tronsmart Recent Developments/Updates

2.5 Asus

2.5.1 Asus Details

2.5.2 Asus Major Business

2.5.3 Asus Wireless Gaming Earbuds Product and Services

2.5.4 Asus Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.5.5 Asus Recent Developments/Updates

2.6 GravaStar

2.6.1 GravaStar Details

2.6.2 GravaStar Major Business

2.6.3 GravaStar Wireless Gaming Earbuds Product and Services

2.6.4 GravaStar Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.6.5 GravaStar Recent Developments/Updates

2.7 HyperX

2.7.1 HyperX Details

2.7.2 HyperX Major Business

2.7.3 HyperX Wireless Gaming Earbuds Product and Services

2.7.4 HyperX Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.7.5 HyperX Recent Developments/Updates

2.8 Bose

2.8.1 Bose Details

2.8.2 Bose Major Business

- 2.8.3 Bose Wireless Gaming Earbuds Product and Services
- 2.8.4 Bose Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
- 2.8.5 Bose Recent Developments/Updates
- 2.9 EPOS
 - 2.9.1 EPOS Details
 - 2.9.2 EPOS Major Business
 - 2.9.3 EPOS Wireless Gaming Earbuds Product and Services
 - 2.9.4 EPOS Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.9.5 EPOS Recent Developments/Updates
- 2.10 Turtle Beach
 - 2.10.1 Turtle Beach Details
 - 2.10.2 Turtle Beach Major Business
 - 2.10.3 Turtle Beach Wireless Gaming Earbuds Product and Services
 - 2.10.4 Turtle Beach Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.10.5 Turtle Beach Recent Developments/Updates
- 2.11 Razer
 - 2.11.1 Razer Details
 - 2.11.2 Razer Major Business
 - 2.11.3 Razer Wireless Gaming Earbuds Product and Services
 - 2.11.4 Razer Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.11.5 Razer Recent Developments/Updates
- 2.12 Hecate
 - 2.12.1 Hecate Details
 - 2.12.2 Hecate Major Business
 - 2.12.3 Hecate Wireless Gaming Earbuds Product and Services
 - 2.12.4 Hecate Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.12.5 Hecate Recent Developments/Updates
- 2.13 1MORE
 - 2.13.1 1MORE Details
 - 2.13.2 1MORE Major Business
 - 2.13.3 1MORE Wireless Gaming Earbuds Product and Services
 - 2.13.4 1MORE Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)
 - 2.13.5 1MORE Recent Developments/Updates

2.14 Logitech

2.14.1 Logitech Details

2.14.2 Logitech Major Business

2.14.3 Logitech Wireless Gaming Earbuds Product and Services

2.14.4 Logitech Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.14.5 Logitech Recent Developments/Updates

2.15 GTW

2.15.1 GTW Details

2.15.2 GTW Major Business

2.15.3 GTW Wireless Gaming Earbuds Product and Services

2.15.4 GTW Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.15.5 GTW Recent Developments/Updates

2.16 Porodo

2.16.1 Porodo Details

2.16.2 Porodo Major Business

2.16.3 Porodo Wireless Gaming Earbuds Product and Services

2.16.4 Porodo Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.16.5 Porodo Recent Developments/Updates

2.17 EKSA

2.17.1 EKSA Details

2.17.2 EKSA Major Business

2.17.3 EKSA Wireless Gaming Earbuds Product and Services

2.17.4 EKSA Wireless Gaming Earbuds Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.17.5 EKSA Recent Developments/Updates

3 COMPETITIVE ENVIRONMENT: WIRELESS GAMING EARBUDS BY MANUFACTURER

3.1 Global Wireless Gaming Earbuds Sales Quantity by Manufacturer (2020-2025)

3.2 Global Wireless Gaming Earbuds Revenue by Manufacturer (2020-2025)

3.3 Global Wireless Gaming Earbuds Average Price by Manufacturer (2020-2025)

3.4 Market Share Analysis (2024)

3.4.1 Producer Shipments of Wireless Gaming Earbuds by Manufacturer Revenue (\$MM) and Market Share (%): 2024

3.4.2 Top 3 Wireless Gaming Earbuds Manufacturer Market Share in 2024

- 3.4.3 Top 6 Wireless Gaming Earbuds Manufacturer Market Share in 2024
- 3.5 Wireless Gaming Earbuds Market: Overall Company Footprint Analysis
 - 3.5.1 Wireless Gaming Earbuds Market: Region Footprint
 - 3.5.2 Wireless Gaming Earbuds Market: Company Product Type Footprint
 - 3.5.3 Wireless Gaming Earbuds Market: Company Product Application Footprint
- 3.6 New Market Entrants and Barriers to Market Entry
- 3.7 Mergers, Acquisition, Agreements, and Collaborations

4 CONSUMPTION ANALYSIS BY REGION

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

5 MARKET SEGMENT BY TYPE

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

6 MARKET SEGMENT BY APPLICATION

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

7 NORTH AMERICA

- 7.1 North America Wireless Gaming Earbuds Sales Quantity by Type (2020-2031)
- 7.2 North America Wireless Gaming Earbuds Sales Quantity by Application (2020-2031)
- 7.3 North America Wireless Gaming Earbuds Market Size by Country
 - 7.3.1 North America Wireless Gaming Earbuds Sales Quantity by Country (2020-2031)
 - 7.3.2 North America Wireless Gaming Earbuds Consumption Value by Country

(2020-2031)

7.3.3 United States Market Size and Forecast (2020-2031)

7.3.4 Canada Market Size and Forecast (2020-2031)

7.3.5 Mexico Market Size and Forecast (2020-2031)

8 EUROPE

8.1 Europe Wireless Gaming Earbuds Sales Quantity by Type (2020-2031)

8.2 Europe Wireless Gaming Earbuds Sales Quantity by Application (2020-2031)

8.3 Europe Wireless Gaming Earbuds Market Size by Country

8.3.1 Europe Wireless Gaming Earbuds Sales Quantity by Country (2020-2031)

8.3.2 Europe Wireless Gaming Earbuds Consumption Value by Country (2020-2031)

8.3.3 Germany Market Size and Forecast (2020-2031)

8.3.4 France Market Size and Forecast (2020-2031)

8.3.5 United Kingdom Market Size and Forecast (2020-2031)

8.3.6 Russia Market Size and Forecast (2020-2031)

8.3.7 Italy Market Size and Forecast (2020-2031)

9 ASIA-PACIFIC

9.1 Asia-Pacific Wireless Gaming Earbuds Sales Quantity by Type (2020-2031)

9.2 Asia-Pacific Wireless Gaming Earbuds Sales Quantity by Application (2020-2031)

9.3 Asia-Pacific Wireless Gaming Earbuds Market Size by Region

9.3.1 Asia-Pacific Wireless Gaming Earbuds Sales Quantity by Region (2020-2031)

9.3.2 Asia-Pacific Wireless Gaming Earbuds Consumption Value by Region

(2020-2031)

9.3.3 China Market Size and Forecast (2020-2031)

9.3.4 Japan Market Size and Forecast (2020-2031)

9.3.5 South Korea Market Size and Forecast (2020-2031)

9.3.6 India Market Size and Forecast (2020-2031)

9.3.7 Southeast Asia Market Size and Forecast (2020-2031)

9.3.8 Australia Market Size and Forecast (2020-2031)

10 SOUTH AMERICA

10.1 South America Wireless Gaming Earbuds Sales Quantity by Type (2020-2031)

10.2 South America Wireless Gaming Earbuds Sales Quantity by Application
(2020-2031)

10.3 South America Wireless Gaming Earbuds Market Size by Country

10.3.1 South America Wireless Gaming Earbuds Sales Quantity by Country
(2020-2031)

10.3.2 South America Wireless Gaming Earbuds Consumption Value by Country
(2020-2031)

10.3.3 Brazil Market Size and Forecast (2020-2031)

10.3.4 Argentina Market Size and Forecast (2020-2031)

11 MIDDLE EAST & AFRICA

11.1 Middle East & Africa Wireless Gaming Earbuds Sales Quantity by Type
(2020-2031)

11.2 Middle East & Africa Wireless Gaming Earbuds Sales Quantity by Application
(2020-2031)

11.3 Middle East & Africa Wireless Gaming Earbuds Market Size by Country

11.3.1 Middle East & Africa Wireless Gaming Earbuds Sales Quantity by Country
(2020-2031)

11.3.2 Middle East & Africa Wireless Gaming Earbuds Consumption Value by Country
(2020-2031)

11.3.3 Turkey Market Size and Forecast (2020-2031)

11.3.4 Egypt Market Size and Forecast (2020-2031)

11.3.5 Saudi Arabia Market Size and Forecast (2020-2031)

11.3.6 South Africa Market Size and Forecast (2020-2031)

12 MARKET DYNAMICS

12.1 Wireless Gaming Earbuds Market Drivers

12.2 Wireless Gaming Earbuds Market Restraints

12.3 Wireless Gaming Earbuds Trends Analysis

12.4 Porters Five Forces Analysis

12.4.1 Threat of New Entrants

12.4.2 Bargaining Power of Suppliers

12.4.3 Bargaining Power of Buyers

12.4.4 Threat of Substitutes

12.4.5 Competitive Rivalry

13 RAW MATERIAL AND INDUSTRY CHAIN

13.1 Raw Material of Wireless Gaming Earbuds and Key Manufacturers

13.2 Manufacturing Costs Percentage of Wireless Gaming Earbuds

13.3 Wireless Gaming Earbuds Production Process

13.4 Industry Value Chain Analysis

14 SHIPMENTS BY DISTRIBUTION CHANNEL

14.1 Sales Channel

14.1.1 Direct to End-User

14.1.2 Distributors

14.2 Wireless Gaming Earbuds Typical Distributors

14.3 Wireless Gaming Earbuds Typical Customers

15 RESEARCH FINDINGS AND CONCLUSION

16 APPENDIX

16.1 Methodology

16.2 Research Process and Data Source

16.3 Disclaimer

List Of Tables

LIST OF TABLES

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

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

Table 3. JBL Basic Information, Manufacturing Base and Competitors

Table 4. JBL Major Business

Table 5. JBL Wireless Gaming Earbuds Product and Services

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

Table 7. JBL Recent Developments/Updates

Table 8. Creative Basic Information, Manufacturing Base and Competitors

Table 9. Creative Major Business

Table 10. Creative Wireless Gaming Earbuds Product and Services

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

Table 12. Creative Recent Developments/Updates

Table 13. Audeze Basic Information, Manufacturing Base and Competitors

Table 14. Audeze Major Business

Table 15. Audeze Wireless Gaming Earbuds Product and Services

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

Table 17. Audeze Recent Developments/Updates

Table 18. Tronsmart Basic Information, Manufacturing Base and Competitors

Table 19. Tronsmart Major Business

Table 20. Tronsmart Wireless Gaming Earbuds Product and Services

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

Table 22. Tronsmart Recent Developments/Updates

Table 23. Asus Basic Information, Manufacturing Base and Competitors

Table 24. Asus Major Business

Table 25. Asus Wireless Gaming Earbuds Product and Services

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

Table 27. Asus Recent Developments/Updates

Table 28. GravaStar Basic Information, Manufacturing Base and Competitors

Table 29. GravaStar Major Business

Table 30. GravaStar Wireless Gaming Earbuds Product and Services

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

Table 32. GravaStar Recent Developments/Updates

Table 33. HyperX Basic Information, Manufacturing Base and Competitors

Table 34. HyperX Major Business

Table 35. HyperX Wireless Gaming Earbuds Product and Services

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

Table 37. HyperX Recent Developments/Updates

Table 38. Bose Basic Information, Manufacturing Base and Competitors

Table 39. Bose Major Business

Table 40. Bose Wireless Gaming Earbuds Product and Services

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

Table 42. Bose Recent Developments/Updates

Table 43. EPOS Basic Information, Manufacturing Base and Competitors

Table 44. EPOS Major Business

Table 45. EPOS Wireless Gaming Earbuds Product and Services

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

Table 47. EPOS Recent Developments/Updates

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

Table 49. Turtle Beach Major Business

Table 50. Turtle Beach Wireless Gaming Earbuds Product and Services

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

Table 52. Turtle Beach Recent Developments/Updates

Table 53. Razer Basic Information, Manufacturing Base and Competitors

Table 54. Razer Major Business

Table 55. Razer Wireless Gaming Earbuds Product and Services

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

Table 57. Razer Recent Developments/Updates

Table 58. Hecate Basic Information, Manufacturing Base and Competitors

Table 59. Hecate Major Business

Table 60. Hecate Wireless Gaming Earbuds Product and Services

Table 61. Hecate Wireless Gaming Earbuds Sales Quantity (K Units), Average Price

(US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 62. Hecate Recent Developments/Updates

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

Table 64. 1MORE Major Business

Table 65. 1MORE Wireless Gaming Earbuds Product and Services

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

Table 67. 1MORE Recent Developments/Updates

Table 68. Logitech Basic Information, Manufacturing Base and Competitors

Table 69. Logitech Major Business

Table 70. Logitech Wireless Gaming Earbuds Product and Services

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

Table 72. Logitech Recent Developments/Updates

Table 73. GTW Basic Information, Manufacturing Base and Competitors

Table 74. GTW Major Business

Table 75. GTW Wireless Gaming Earbuds Product and Services

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

Table 77. GTW Recent Developments/Updates

Table 78. Porodo Basic Information, Manufacturing Base and Competitors

Table 79. Porodo Major Business

Table 80. Porodo Wireless Gaming Earbuds Product and Services

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

Table 82. Porodo Recent Developments/Updates

Table 83. EKSA Basic Information, Manufacturing Base and Competitors

Table 84. EKSA Major Business

Table 85. EKSA Wireless Gaming Earbuds Product and Services

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

Table 87. EKSA Recent Developments/Updates

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

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

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

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

and Tier 3), Based on Revenue in 2024

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

Table 93. Wireless Gaming Earbuds Market: Company Product Type Footprint

Table 94. Wireless Gaming Earbuds Market: Company Product Application Footprint

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 112. Global Wireless Gaming Earbuds Consumption Value by Application

(2020-2025) & (USD Million)

Table 113. Global Wireless Gaming Earbuds Consumption Value by Application

(2026-2031) & (USD Million)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 151. Middle East & Africa Wireless Gaming Earbuds Sales Quantity by

Application (2026-2031) & (K Units)

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

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

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

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

Table 156. Wireless Gaming Earbuds Raw Material

Table 157. Key Manufacturers of Wireless Gaming Earbuds Raw Materials

Table 158. Wireless Gaming Earbuds Typical Distributors

Table 159. Wireless Gaming Earbuds Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Wireless Gaming Earbuds Picture

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

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

Figure 4. Below 4 Hours Examples

Figure 5. 4-6 Hours Examples

Figure 6. 6-8 Hours Examples

Figure 7. 8-10 Hours Examples

Figure 8. Above 10 Hours Examples

Figure 9. Global Wireless Gaming Earbuds Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Figure 10. Global Wireless Gaming Earbuds Revenue Market Share by Application in 2024

Figure 11. Online Examples

Figure 12. Offline Examples

Figure 13. Global Wireless Gaming Earbuds Consumption Value, (USD Million): 2020 & 2024 & 2031

Figure 14. Global Wireless Gaming Earbuds Consumption Value and Forecast (2020-2031) & (USD Million)

Figure 15. Global Wireless Gaming Earbuds Sales Quantity (2020-2031) & (K Units)

Figure 16. Global Wireless Gaming Earbuds Price (2020-2031) & (US\$/Unit)

Figure 17. Global Wireless Gaming Earbuds Sales Quantity Market Share by Manufacturer in 2024

Figure 18. Global Wireless Gaming Earbuds Revenue Market Share by Manufacturer in 2024

Figure 19. Producer Shipments of Wireless Gaming Earbuds by Manufacturer Sales (\$MM) and Market Share (%): 2024

Figure 20. Top 3 Wireless Gaming Earbuds Manufacturer (Revenue) Market Share in 2024

Figure 21. Top 6 Wireless Gaming Earbuds Manufacturer (Revenue) Market Share in 2024

Figure 22. Global Wireless Gaming Earbuds Sales Quantity Market Share by Region (2020-2031)

Figure 23. Global Wireless Gaming Earbuds Consumption Value Market Share by Region (2020-2031)

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

Figure 25. Europe Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 26. Asia-Pacific Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 27. South America Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 28. Middle East & Africa Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

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

Figure 30. Global Wireless Gaming Earbuds Consumption Value Market Share by Type (2020-2031)

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

Figure 32. Global Wireless Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 33. Global Wireless Gaming Earbuds Revenue Market Share by Application (2020-2031)

Figure 34. Global Wireless Gaming Earbuds Average Price by Application (2020-2031) & (US\$/Unit)

Figure 35. North America Wireless Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 36. North America Wireless Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 37. North America Wireless Gaming Earbuds Sales Quantity Market Share by Country (2020-2031)

Figure 38. North America Wireless Gaming Earbuds Consumption Value Market Share by Country (2020-2031)

Figure 39. United States Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 40. Canada Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 41. Mexico Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 42. Europe Wireless Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 43. Europe Wireless Gaming Earbuds Sales Quantity Market Share by

Application (2020-2031)

Figure 44. Europe Wireless Gaming Earbuds Sales Quantity Market Share by Country (2020-2031)

Figure 45. Europe Wireless Gaming Earbuds Consumption Value Market Share by Country (2020-2031)

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

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

Figure 48. United Kingdom Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 49. Russia Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 50. Italy Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 51. Asia-Pacific Wireless Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 52. Asia-Pacific Wireless Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 53. Asia-Pacific Wireless Gaming Earbuds Sales Quantity Market Share by Region (2020-2031)

Figure 54. Asia-Pacific Wireless Gaming Earbuds Consumption Value Market Share by Region (2020-2031)

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

Figure 56. Japan Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 57. South Korea Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 58. India Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 59. Southeast Asia Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 60. Australia Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 61. South America Wireless Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 62. South America Wireless Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 63. South America Wireless Gaming Earbuds Sales Quantity Market Share by Country (2020-2031)

Figure 64. South America Wireless Gaming Earbuds Consumption Value Market Share by Country (2020-2031)

Figure 65. Brazil Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 66. Argentina Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 67. Middle East & Africa Wireless Gaming Earbuds Sales Quantity Market Share by Type (2020-2031)

Figure 68. Middle East & Africa Wireless Gaming Earbuds Sales Quantity Market Share by Application (2020-2031)

Figure 69. Middle East & Africa Wireless Gaming Earbuds Sales Quantity Market Share by Country (2020-2031)

Figure 70. Middle East & Africa Wireless Gaming Earbuds Consumption Value Market Share by Country (2020-2031)

Figure 71. Turkey Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 72. Egypt Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 73. Saudi Arabia Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 74. South Africa Wireless Gaming Earbuds Consumption Value (2020-2031) & (USD Million)

Figure 75. Wireless Gaming Earbuds Market Drivers

Figure 76. Wireless Gaming Earbuds Market Restraints

Figure 77. Wireless Gaming Earbuds Market Trends

Figure 78. Porters Five Forces Analysis

Figure 79. Manufacturing Cost Structure Analysis of Wireless Gaming Earbuds in 2024

Figure 80. Manufacturing Process Analysis of Wireless Gaming Earbuds

Figure 81. Wireless Gaming Earbuds Industrial Chain

Figure 82. Sales Channel: Direct to End-User vs Distributors

Figure 83. Direct Channel Pros & Cons

Figure 84. Indirect Channel Pros & Cons

Figure 85. Methodology

Figure 86. Research Process and Data Source

I would like to order

Product name: Global Wireless Gaming Earbuds Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

Product link: <https://marketpublishers.com/r/W0D68CCE59AEEN.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/W0D68CCE59AEEN.html>