

# COVID-19 Global & USA Headphone Market Research by Company, Type & Application 2015-2026

<https://marketpublishers.com/r/CDFE900AE7B0EN.html>

Date: June 2021

Pages: 129

Price: US\$ 2,000.00 (Single User License)

ID: CDFE900AE7B0EN

## Abstracts

### SUMMARY

Headphones (or head-phones in the early days of telephony and radio) are a pair of small listening devices that are designed to be worn on or around the head over a user's ears. They are electroacoustic transducers, which convert an electrical signal to a corresponding sound in the user's ear. Headphones are designed to allow a single user to listen to an audio source privately, in contrast to a loudspeaker, which emits sound into the open air, for anyone nearby to hear. Headphones are also known as earspeakers, earphones or, colloquially, cans. Circumaural and supra-aural headphones use a band over the top of the head to hold the speakers in place. The other type, known as earbuds or earphones consist of individual units that plug into the user's ear canal. In the context of telecommunication, a headset is a combination of headphone and microphone. Headphones either connect directly to a signal source such as an audio amplifier, radio, CD player, portable media player, mobile phone, video game consoles, electronic musical instrument, or use wireless technology such as Bluetooth or FM radio. Early headphones were first used by radio pioneers (crystal sets) and also by radio telephone and telegraph operators allowing a better audio reception without disturbing others around. Initially the audio quality was mediocre and a step forward was the invention of high fidelity headphones.

HeyReport estimates that the Headphone market size will grow from xxx Million USD in 2020 to xxxx Million USD by 2025, and with a CAGR of xx%. The base year considered for this report is 2019, and the market forecast is projected from 2021 to 2025.

In this report, HeyReport discusses the Global & USA industrial policies, economic environment, and the impact of covid-19 on the Headphone industry and its cost structure. Besides, this report covers the basic market dynamics, market size and

companies competition data. In addition, the report also conducts basic market research on major product type, market end-use and regional trade.

Market Segment as follows:

Product Type Segmentation Includes

Wired Headphone

Wireless Headphones

Application Segmentation Includes

Sports

Gaming

Ordinary

Others

Companies Includes

Foster

CRESYN

Gerotek

Fujikon

Merry

Foxlink

Cosonic

Hosiden

AAC

DUNU

Eastern Technologies

Voxtech

SoundMAGIC

OVC

Sun Young

DZL

Beats

Plantronics

Sennheiser

Sony

GN Netcom

Harman

Bose

JVC

Philips

Logitech

Skullcandy

## Audio-Technica

The main contents of the report including:

Section 1:

Product definition, type and application, Global & USA market overview;

Section 2:

Global & USA Market competition by company;

Section 3:

Global & USA sales revenue, volume and price by type;

Section 4:

Global & USA sales revenue, volume and price by application;

Section 5:

USA export and import;

Section 6:

Company information, business overview, sales data and product specifications;

Section 7:

Industry chain and raw materials;

Section 8:

Industrial policies & economic environment

Section 9:

Conclusion.

For any other requirements, please feel free to contact HeyReport for customized contents.

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