

Asia Pacific Wireless Earphone Market By Application (Music & Entertainment, Gaming, Virtual Reality and Fitness), By Distribution Channel (Offline and Online), By Country, Industry Analysis and Forecast, 2020 - 2026

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Abstracts

The Asia Pacific Wireless Earphone Market would witness market growth of 9.3% CAGR during the forecast period (2020-2026).

The disappearance of the headphone jack paved the way for the introduction of a wireless earphone. Technologically sophisticated wireless earphones have been designed to concentrate on providing a range of real-time applications aside from playing music and answering calls. In addition, the availability of high-quality sound clarity, voice elevation, superior noise reduction, and improved audio performance are some of the features that contribute to the market for wireless earphones.

Bose, Sennheiser, Apple, Sony, and Samsung are some of the major names in the industry. Manufacturers are integrating portable devices with high-tech technologies, such as speech amplification and layered hearing, to speed up the use of wireless earphones. The rising music industry and the increasing popularity of rapping were projected to have a positive effect on the acceptance of earless headphones sponsored by singers and celebrities. Manufacturers are now partnering with leading music artists to promote their new wireless editions, which are expected to fuel demand.

Significant use of smartphones was the primary explanation for the growing prevalence of wireless earphones. Advances in these video and audio sharing tools allow users to invest in high-quality and advanced wireless headphones. Fast-growing augmented reality and the health and club industry, along with a rising number of fitness

enthusiasts, are expected to fuel market growth.

Based on Application, the market is segmented into Music & Entertainment, Gaming, Virtual Reality and Fitness. Based on Distribution Channel, the market is segmented into Offline and Online. Based on countries, the market is segmented into China, Japan, India, South Korea, Singapore, Malaysia, and Rest of Asia Pacific.

The market research report covers the analysis of key stake holders of the market. Key companies profiled in the report include Sony Corporation, Apple, Inc., Samsung Electronics Co., Ltd. (Samsung Group), Koninklijke Philips N.V., Logitech International S.A., Panasonic Corporation, Pioneer Corporation, Plantronics, Inc., Grado Labs, Inc., and Shure, Inc.

Scope of the Study

Market Segmentation:

By Application

Music & Entertainment

Gaming

Virtual Reality and

Fitness

By Distribution Channel

Offline and

Online

By Country

China

Japan

India

South Korea

Singapore

Malaysia

Rest of Asia Pacific

Companies Profiled

Sony Corporation

Apple, Inc.

Samsung Electronics Co., Ltd. (Samsung Group)

Koninklijke Philips N.V.

Logitech International S.A.

Panasonic Corporation

Pioneer Corporation

Plantronics, Inc.

Grado Labs, Inc.

Shure, Inc.

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