

Europe 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 Europe Wireless Earphone Market would witness market growth of 7.6% CAGR during the forecast period (2020-2026).

In the wide world of video gaming devices, over-ear headphones continue to be thought of as rulers. They are excellent at isolating the sound of the game in the ears of the player, and they aim to offer outstanding sound quality overall. Nevertheless, some players favor ear gaming headphones, also known as console earbuds. They appear to be much smaller, and, as their name implies, they are put in the ear of the player. They have some benefits and downsides, much like any gadget, and not all earbuds are equal.

Wireless Bluetooth earphones have been very common in the last few years. In reality, a recent consumer survey reveals that more than half of Americans buy any type of Bluetooth product every year. The best wireless headphones deliver comfort and functionality that are geared to satisfying the changing expectations of users.

Increasing consumer acceptance of wireless earphones for multitasking while listening or viewing music and entertainment videos is a major factor in the industry. In comparison, improved audio efficiency is a crucial element in rising the popularity of wireless earphones.

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 Germany, UK, France, Russia, Spain, Italy, and Rest of Europe.

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

Germany

UK

France

Russia

Spain

Italy

Rest of Europe

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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Contents

CHAPTER 1. MARKET SCOPE & METHODOLOGY

- 1.1 Market Definition
- 1.2 Objectives
- 1.3 Market Scope
- 1.4 Segmentation
 - 1.4.1 Europe Wireless Earphone Market, by Application
 - 1.4.2 Europe Wireless Earphone Market, by Distribution Channel
 - 1.4.3 Europe Wireless Earphone Market, by Country
- 1.5 Methodology for the research

CHAPTER 2. MARKET OVERVIEW

- 2.1 Introduction
 - 2.1.1 Overview
 - 2.1.2 Market Composition and Scenario
- 2.2 Key Factors Impacting the Market
 - 2.2.1 Market Drivers
 - 2.2.2 Market Restraints

CHAPTER 3. COMPETITION ANALYSIS - GLOBAL

- 3.1 KBV Cardinal Matrix
- 3.2 Recent Industry Wide Strategic Developments
 - 3.2.1 Partnerships, Collaborations and Agreements
 - 3.2.2 Product Launches and Product Expansions
 - 3.2.3 Mergers & Acquisitions
- 3.3 Top Winning Strategies
 - 3.3.1 Key Leading Strategies: Percentage Distribution (2016-2020)
 - 3.3.2 Key Strategic Move: (Product Launches and Product Expansions : 2017, Sep – 2020, Aug) Leading Players

CHAPTER 4. EUROPE WIRELESS EARPHONE MARKET BY APPLICATION

- 4.1 Europe Music & Entertainment Market by Country
- 4.2 Europe Gaming Market by Country
- 4.3 Europe Virtual Reality Market by Country

4.4 Europe Fitness Market by Country

CHAPTER 5. EUROPE WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL

5.1 Europe Offline Market by Country

5.2 Europe Online Market by Country

CHAPTER 6. EUROPE WIRELESS EARPHONE MARKET BY COUNTRY

6.1 Germany Wireless Earphone Market

6.1.1 Germany Wireless Earphone Market by Application

6.1.2 Germany Wireless Earphone Market by Distribution Channel

6.2 UK Wireless Earphone Market

6.2.1 UK Wireless Earphone Market by Application

6.2.2 UK Wireless Earphone Market by Distribution Channel

6.3 France Wireless Earphone Market

6.3.1 France Wireless Earphone Market by Application

6.3.2 France Wireless Earphone Market by Distribution Channel

6.4 Russia Wireless Earphone Market

6.4.1 Russia Wireless Earphone Market by Application

6.4.2 Russia Wireless Earphone Market by Distribution Channel

6.5 Spain Wireless Earphone Market

6.5.1 Spain Wireless Earphone Market by Application

6.5.2 Spain Wireless Earphone Market by Distribution Channel

6.6 Italy Wireless Earphone Market

6.6.1 Italy Wireless Earphone Market by Application

6.6.2 Italy Wireless Earphone Market by Distribution Channel

6.7 Rest of Europe Wireless Earphone Market

6.7.1 Rest of Europe Wireless Earphone Market by Application

6.7.2 Rest of Europe Wireless Earphone Market by Distribution Channel

CHAPTER 7. COMPANY PROFILES

7.1 Sony Corporation

7.1.1 Company Overview

7.1.2 Financial Analysis

7.1.3 Segmental and Regional Analysis

7.1.4 Research and Development Expense

7.1.5 Recent strategies and developments:

7.1.5.1 Product Launches and Product Expansions:

7.1.6 SWOT Analysis

7.2 Apple, Inc.

7.2.1 Company Overview

7.2.2 Financial Analysis

7.2.3 Product and Regional Analysis

7.2.4 Research & Development Expense

7.2.5 Recent strategies and developments:

7.2.5.1 Product Launches and Product Expansions:

7.2.6 SWOT Analysis

7.3 Samsung Electronics Co., Ltd. (Samsung Group)

7.3.1 Company Overview

7.3.2 Financial Analysis

7.3.3 Segmental and Regional Analysis

7.3.4 Research & Development Expense

7.3.5 Recent strategies and developments:

7.3.5.1 Product Launches and Product Expansions:

7.3.6 SWOT Analysis

7.4 Koninklijke Philips N.V.

7.4.1 Company Overview

7.4.2 Financial Analysis

7.4.3 Segmental and Regional Analysis

7.4.4 Research & Development Expenses

7.4.5 Recent strategies and developments:

7.4.5.1 Product Launches and Product Expansions:

7.4.6 SWOT Analysis

7.5 Logitech International S.A.

7.5.1 Company Overview

7.5.2 Financial Analysis

7.5.3 Regional Analysis

7.5.4 Research & Development Expense

7.5.5 Recent strategies and developments:

7.5.5.1 Acquisition and Mergers:

7.6 Panasonic Corporation

7.6.1 Company Overview

7.6.2 Financial Analysis

7.6.3 Segmental Analysis

7.6.4 Research & Development Expense

7.6.5 Recent strategies and developments:

7.6.5.1 Product Launches and Product Expansions:

7.6.6 SWOT Analysis

7.7 Pioneer Corporation

7.7.1 Company Overview

7.7.2 Recent strategies and developments:

7.7.2.1 Partnerships, Collaborations, and Agreements:

7.8 Plantronics, Inc.

7.8.1 Company Overview

7.8.2 Financial Analysis

7.8.3 Segmental and Regional Analysis

7.8.4 Research & Development Expenses

7.8.5 Recent strategies and developments:

7.8.5.1 Product Launches and Product Expansions:

7.9 Grado Labs, Inc.

7.9.1 Company Overview

7.1 Shure, Inc.

7.10.1 Company overview

7.10.2 Recent strategies and developments:

7.10.2.1 Product Launches and Product Expansions:

List Of Tables

LIST OF TABLES

TABLE 1 EUROPE WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 2 EUROPE WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

TABLE 3 PARTNERSHIPS, COLLABORATIONS AND AGREEMENTS– WIRELESS EARPHONE MARKET

TABLE 4 PRODUCT LAUNCHES AND PRODUCT EXPANSIONS– WIRELESS EARPHONE MARKET

TABLE 5 MERGERS & ACQUISITIONS – WIRELESS EARPHONE MARKET

TABLE 6 EUROPE WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 7 EUROPE WIRELESS EARPHONE MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 8 EUROPE MUSIC & ENTERTAINMENT MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 9 EUROPE MUSIC & ENTERTAINMENT MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 10 EUROPE GAMING MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 11 EUROPE GAMING MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 12 EUROPE VIRTUAL REALITY MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 13 EUROPE VIRTUAL REALITY MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 14 EUROPE FITNESS MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 15 EUROPE FITNESS MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 16 EUROPE WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 17 EUROPE WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 18 EUROPE OFFLINE MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 19 EUROPE OFFLINE MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 20 EUROPE ONLINE MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 21 EUROPE ONLINE MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 22 EUROPE WIRELESS EARPHONE MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 23 EUROPE WIRELESS EARPHONE MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 24 GERMANY WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 25 GERMANY WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

TABLE 26 GERMANY WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 27 GERMANY WIRELESS EARPHONE MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 28 GERMANY WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 29 GERMANY WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 30 UK WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 31 UK WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

TABLE 32 UK WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 33 UK WIRELESS EARPHONE MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 34 UK WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 35 UK WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 36 FRANCE WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 37 FRANCE WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

TABLE 38 FRANCE WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 39 FRANCE WIRELESS EARPHONE MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 40 FRANCE WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 41 FRANCE WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 42 RUSSIA WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 43 RUSSIA WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

TABLE 44 RUSSIA WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 45 RUSSIA WIRELESS EARPHONE MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 46 RUSSIA WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 47 RUSSIA WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL,

2020 - 2026, USD MILLION

TABLE 48 SPAIN WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 49 SPAIN WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

TABLE 50 SPAIN WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 51 SPAIN WIRELESS EARPHONE MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 52 SPAIN WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 53 SPAIN WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 54 ITALY WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 55 ITALY WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

TABLE 56 ITALY WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 57 ITALY WIRELESS EARPHONE MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 58 ITALY WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 59 ITALY WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 60 REST OF EUROPE WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 61 REST OF EUROPE WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

TABLE 62 REST OF EUROPE WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 63 REST OF EUROPE WIRELESS EARPHONE MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 64 REST OF EUROPE WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 65 REST OF EUROPE WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 66 KEY INFORMATION – SONY CORPORATION

TABLE 67 KEY INFORMATION – APPLE, INC.

TABLE 68 KEY INFORMATION –SAMSUNG ELECTRONICS CO., LTD.

TABLE 69 KEY INFORMATION – KONINKLIJKE PHILIPS N.V.

TABLE 70 KEY INFORMATION – LOGITECH INTERNATIONAL S.A.

TABLE 71 KEY INFORMATION – PANASONIC CORPORATION

TABLE 72 KEY INFORMATION – PIONEER CORPORATION
TABLE 73 KEY INFORMATION – PLANTRONICS, INC.
TABLE 74 KEY INFORMATION – GRADO LABS, INC.
TABLE 75 KEY INFORMATION – SHURE, INC.

List Of Figures

LIST OF FIGURES

FIG 1 METHODOLOGY FOR THE RESEARCH

FIG 2 KBV CARDINAL MATRIX

FIG 3 KEY LEADING STRATEGIES: PERCENTAGE DISTRIBUTION (2016-2020)

FIG 4 KEY STRATEGIC MOVE: (PRODUCT LAUNCHES AND PRODUCT EXPANSIONS : 2017, SEP – 2020, AUG) LEADING PLAYERS

FIG 5 SWOT ANALYSIS: SONY CORPORATION

FIG 6 SWOT ANALYSIS: APPLE, INC.

FIG 7 SWOT ANALYSIS: SAMSUNG ELECTRONICS CO. LTD.

FIG 8 SWOT ANALYSIS: KONINKLIJKE PHILIPS N.V.

FIG 9 SWOT ANALYSIS: PANASONIC CORPORATION

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