

LAMEA 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 Latin America, Middle East and Africa Wireless Earphone Market would witness market growth of 8.7% CAGR during the forecast period (2020-2026).

Growing preference for wireless devices, coupled with the increased use of smart technology, is a major factor projected to fuel demand for wireless earphones and drive growth in the global market over the forecast period. In addition, the increasing rise of wireless contact lenses, as they offer freedom of movement and can be used during gym exercises, sports, or other physical activities, is another aspect projected to fuel the growth of the global market.

Wireless earphones also have features such as echo cancellation, noise insulation, and frequency response. The variety of various types of wireless earphones makes users more likely to use it. In addition, increasing disposable income and the introduction of compatible wireless earphones to smartphones by consumer electronics manufacturers are two of the other reasons projected to fuel the growth of the global demand for wireless earphones in the near future.

Smart wireless earbuds can execute tasks on a broader spectrum than merely answering calls and streaming music using Bluetooth, and include water resistance, gesture recognition, alarms, and biometric recognition. The expansion of the fast-moving music industry and the growing demand for music listening by customers during their day-to-day activities are growing the growth of the smart wireless earbuds segment

of the earbuds market.

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 Brazil, Argentina, UAE, Saudi Arabia, South Africa, Nigeria, and Rest of LAMEA.

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

Brazil

Argentina

UAE

Saudi Arabia

South Africa

Nigeria

Rest of LAMEA

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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