

## 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 fastmoving 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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## Contents

### CHAPTER 1. MARKET SCOPE & METHODOLOGY

- 1.1 Market Definition
- 1.2 Objectives
- 1.3 Market Scope
- 1.4 Segmentation
- 1.4.1 LAMEA Wireless Earphone Market, by Application
- 1.4.2 LAMEA Wireless Earphone Market, by Distribution Channel
- 1.4.3 LAMEA 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. LAMEA WIRELESS EARPHONE MARKET BY APPLICATION

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



### 4.4 LAMEA Fitness Market by Country

# CHAPTER 5. LAMEA WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL

- 5.1 LAMEA Offline Market by Country
- 5.2 LAMEA Online Market by Country

### CHAPTER 6. LAMEA WIRELESS EARPHONE MARKET BY COUNTRY

6.1 Brazil Wireless Earphone Market 6.1.1 Brazil Wireless Earphone Market by Application 6.1.2 Brazil Wireless Earphone Market by Distribution Channel 6.2 Argentina Wireless Earphone Market 6.2.1 Argentina Wireless Earphone Market by Application 6.2.2 Argentina Wireless Earphone Market by Distribution Channel 6.3 UAE Wireless Earphone Market 6.3.1 UAE Wireless Earphone Market by Application 6.3.2 UAE Wireless Earphone Market by Distribution Channel 6.4 Saudi Arabia Wireless Earphone Market 6.4.1 Saudi Arabia Wireless Earphone Market by Application 6.4.2 Saudi Arabia Wireless Earphone Market by Distribution Channel 6.5 South Africa Wireless Earphone Market 6.5.1 South Africa Wireless Earphone Market by Application 6.5.2 South Africa Wireless Earphone Market by Distribution Channel 6.6 Nigeria Wireless Earphone Market 6.6.1 Nigeria Wireless Earphone Market by Application 6.6.2 Nigeria Wireless Earphone Market by Distribution Channel 6.7 Rest of LAMEA Wireless Earphone Market 6.7.1 Rest of LAMEA Wireless Earphone Market by Application 6.7.2 Rest of LAMEA 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 LAMEA WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION TABLE 2 LAMEA 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 LAMEA WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

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

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

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

TABLE 10 LAMEA GAMING MARKET BY COUNTRY, 2016 - 2019, USD MILLION TABLE 11 LAMEA GAMING MARKET BY COUNTRY, 2020 - 2026, USD MILLION TABLE 12 LAMEA VIRTUAL REALITY MARKET BY COUNTRY, 2016 - 2019, USD MILLION

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

TABLE 14 LAMEA FITNESS MARKET BY COUNTRY, 2016 - 2019, USD MILLION TABLE 15 LAMEA FITNESS MARKET BY COUNTRY, 2020 - 2026, USD MILLION TABLE 16 LAMEA WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

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

TABLE 18 LAMEA OFFLINE MARKET BY COUNTRY, 2016 - 2019, USD MILLION TABLE 19 LAMEA OFFLINE MARKET BY COUNTRY, 2020 - 2026, USD MILLION TABLE 20 LAMEA ONLINE MARKET BY COUNTRY, 2016 - 2019, USD MILLION TABLE 21 LAMEA ONLINE MARKET BY COUNTRY, 2020 - 2026, USD MILLION TABLE 22 LAMEA WIRELESS EARPHONE MARKET BY COUNTRY, 2016 - 2019, USD MILLION

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



TABLE 24 BRAZIL WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION TABLE 25 BRAZIL WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION TABLE 26 BRAZIL WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

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

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

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

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

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

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

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

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

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

TABLE 36 UAE WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION TABLE 37 UAE WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION TABLE 38 UAE WIRELESS EARPHONE MARKET BY APPLICATION, 2016 - 2019, USD MILLION

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

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

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

TABLE 42 SAUDI ARABIA WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 43 SAUDI ARABIA WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

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

TABLE 45 SAUDI ARABIA WIRELESS EARPHONE MARKET BY APPLICATION, 2020



- 2026, USD MILLION

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

TABLE 47 SAUDI ARABIA WIRELESS EARPHONE MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 48 SOUTH AFRICA WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION

TABLE 49 SOUTH AFRICA WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION

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

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

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

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

TABLE 54 NIGERIA WIRELESS EARPHONE MARKET, 2016 - 2019, USD MILLION TABLE 55 NIGERIA WIRELESS EARPHONE MARKET, 2020 - 2026, USD MILLION TABLE 56 NIGERIA WIRELESS EARPHONE MARKET BY APPLICATION, 2016 -2019, USD MILLION

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

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

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

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

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

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

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

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

TABLE 65 REST OF LAMEA 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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