

North America Home Entertainment Devices Market (2016 - 2022)

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Abstracts

Home entertainment devices market includes products and systems majorly used in domestic or personal space. Growing disposable income among the consumers has given rise to significant rise in consumer investments.

Product bundling, growing demand for connected products, growth in disposable income, and decrease in prices of entertainment products are some of the major factors that would drive the market. The market growth is also supplemented by factors such as digitization of electronic goods, innovations in existing product lines and significantly growing tech-savvy urban population in developing countries. Nevertheless, increasing inclination towards mobile platforms and health concerns due to the use of audio equipment and wireless devices are factors that would limit the market.

Based on the type, the Home Entertainment Devices market is segmented into Video Devices, Audio Devices and Gaming Consoles. The Video Devices market is segmented into Televisions, DVD & Blue Ray players, Projectors, Digital video recorders and Others. Audio Devices are further segmented into Audio systems, Headphones, Home theatre in-a-box, Home radios, Sound bars and Others. Based on the Connectivity Type, the market is segmented Wireless and Wired.

Based on Country, North America Home Entertainment Devices market is segmented into US, Canada, Mexico and Rest of North America. US remained the dominant Country in the North America Home Entertainment Devices market in 2015. Canada would witness promising CAGR during the forecast period (2016-2022).

The report covers the analysis of key stake holders of the Home Entertainment Devices market. Key companies profiled in the report include Samsung Electronics Co. Ltd, LG



Corporation, Sony Corporation, Toshiba Corporation, Apple Inc., Panasonic Corporation, Microsoft Corporation, Koninklijke Philips N.V. and Bose Corporation.



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