

North America 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 North America Wireless Earphone Market would witness market growth of 7.2% CAGR during the forecast period (2020-2026).

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.

Leading companies offer a range of features to control ambient sound and provide a customized listening experience that fuels the global market demand for smart wireless earbuds. Many of the features of these smart wireless earbuds include voice support tools such as Siri, Google Now, and Alexa.

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 U.S., Mexico, Canada, and Rest of North America.

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

US

Canada

Mexico

Rest of North America

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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