

# Global Wired Gaming Headset Market Growth 2023-2029

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## Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

The global Wired Gaming Headset market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Wired Gaming Headset is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Wired Gaming Headset is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Wired Gaming Headset is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Wired Gaming Headset players cover Turtle Beach, Sony, Logitech, Hyperx, Somic, Razer, Corsair, SteelSeries and Plantronics, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

LPI (LP Information)' newest research report, the "Wired Gaming Headset Industry Forecast" looks at past sales and reviews total world Wired Gaming Headset sales in 2022, providing a comprehensive analysis by region and market sector of projected Wired Gaming Headset sales for 2023 through 2029. With Wired Gaming Headset sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Wired Gaming Headset industry.

This Insight Report provides a comprehensive analysis of the global Wired Gaming

Headset landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Wired Gaming Headset portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Wired Gaming Headset market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Wired Gaming Headset and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Wired Gaming Headset.

This report presents a comprehensive overview, market shares, and growth opportunities of Wired Gaming Headset market by product type, application, key manufacturers and key regions and countries.

#### Market Segmentation:

##### Segmentation by type

In-ear

Over-ear

##### Segmentation by application

Online Sales

Offline Sales

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Turtle Beach

Sony

Logitech

Hyperx

Somic

Razer

Corsair

SteelSeries

Plantronics

Audio-Technica

Kotion Electronic

Trust International

Creative Technology

Thrustmaster

Big Ben

Mad Catz

Cooler Master

### Key Questions Addressed in this Report

What is the 10-year outlook for the global Wired Gaming Headset market?

What factors are driving Wired Gaming Headset market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Wired Gaming Headset market opportunities vary by end market size?

How does Wired Gaming Headset break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?

## Contents

### 1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

### 2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
  - 2.1.1 Global Wired Gaming Headset Annual Sales 2018-2029
  - 2.1.2 World Current & Future Analysis for Wired Gaming Headset by Geographic Region, 2018, 2022 & 2029
  - 2.1.3 World Current & Future Analysis for Wired Gaming Headset by Country/Region, 2018, 2022 & 2029
- 2.2 Wired Gaming Headset Segment by Type
  - 2.2.1 In-ear
  - 2.2.2 Over-ear
- 2.3 Wired Gaming Headset Sales by Type
  - 2.3.1 Global Wired Gaming Headset Sales Market Share by Type (2018-2023)
  - 2.3.2 Global Wired Gaming Headset Revenue and Market Share by Type (2018-2023)
  - 2.3.3 Global Wired Gaming Headset Sale Price by Type (2018-2023)
- 2.4 Wired Gaming Headset Segment by Application
  - 2.4.1 Online Sales
  - 2.4.2 Offline Sales
- 2.5 Wired Gaming Headset Sales by Application
  - 2.5.1 Global Wired Gaming Headset Sale Market Share by Application (2018-2023)
  - 2.5.2 Global Wired Gaming Headset Revenue and Market Share by Application (2018-2023)
  - 2.5.3 Global Wired Gaming Headset Sale Price by Application (2018-2023)

### 3 GLOBAL WIRED GAMING HEADSET BY COMPANY

- 3.1 Global Wired Gaming Headset Breakdown Data by Company
  - 3.1.1 Global Wired Gaming Headset Annual Sales by Company (2018-2023)
  - 3.1.2 Global Wired Gaming Headset Sales Market Share by Company (2018-2023)
- 3.2 Global Wired Gaming Headset Annual Revenue by Company (2018-2023)
  - 3.2.1 Global Wired Gaming Headset Revenue by Company (2018-2023)
  - 3.2.2 Global Wired Gaming Headset Revenue Market Share by Company (2018-2023)
- 3.3 Global Wired Gaming Headset Sale Price by Company
- 3.4 Key Manufacturers Wired Gaming Headset Producing Area Distribution, Sales Area, Product Type
  - 3.4.1 Key Manufacturers Wired Gaming Headset Product Location Distribution
  - 3.4.2 Players Wired Gaming Headset Products Offered
- 3.5 Market Concentration Rate Analysis
  - 3.5.1 Competition Landscape Analysis
  - 3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)
- 3.6 New Products and Potential Entrants
- 3.7 Mergers & Acquisitions, Expansion

## **4 WORLD HISTORIC REVIEW FOR WIRED GAMING HEADSET BY GEOGRAPHIC REGION**

- 4.1 World Historic Wired Gaming Headset Market Size by Geographic Region (2018-2023)
  - 4.1.1 Global Wired Gaming Headset Annual Sales by Geographic Region (2018-2023)
  - 4.1.2 Global Wired Gaming Headset Annual Revenue by Geographic Region (2018-2023)
- 4.2 World Historic Wired Gaming Headset Market Size by Country/Region (2018-2023)
  - 4.2.1 Global Wired Gaming Headset Annual Sales by Country/Region (2018-2023)
  - 4.2.2 Global Wired Gaming Headset Annual Revenue by Country/Region (2018-2023)
- 4.3 Americas Wired Gaming Headset Sales Growth
- 4.4 APAC Wired Gaming Headset Sales Growth
- 4.5 Europe Wired Gaming Headset Sales Growth
- 4.6 Middle East & Africa Wired Gaming Headset Sales Growth

## **5 AMERICAS**

- 5.1 Americas Wired Gaming Headset Sales by Country
  - 5.1.1 Americas Wired Gaming Headset Sales by Country (2018-2023)
  - 5.1.2 Americas Wired Gaming Headset Revenue by Country (2018-2023)
- 5.2 Americas Wired Gaming Headset Sales by Type

### 5.3 Americas Wired Gaming Headset Sales by Application

#### 5.4 United States

#### 5.5 Canada

#### 5.6 Mexico

#### 5.7 Brazil

## 6 APAC

### 6.1 APAC Wired Gaming Headset Sales by Region

#### 6.1.1 APAC Wired Gaming Headset Sales by Region (2018-2023)

#### 6.1.2 APAC Wired Gaming Headset Revenue by Region (2018-2023)

### 6.2 APAC Wired Gaming Headset Sales by Type

### 6.3 APAC Wired Gaming Headset Sales by Application

#### 6.4 China

#### 6.5 Japan

#### 6.6 South Korea

#### 6.7 Southeast Asia

#### 6.8 India

#### 6.9 Australia

#### 6.10 China Taiwan

## 7 EUROPE

### 7.1 Europe Wired Gaming Headset by Country

#### 7.1.1 Europe Wired Gaming Headset Sales by Country (2018-2023)

#### 7.1.2 Europe Wired Gaming Headset Revenue by Country (2018-2023)

### 7.2 Europe Wired Gaming Headset Sales by Type

### 7.3 Europe Wired Gaming Headset Sales by Application

#### 7.4 Germany

#### 7.5 France

#### 7.6 UK

#### 7.7 Italy

#### 7.8 Russia

## 8 MIDDLE EAST & AFRICA

### 8.1 Middle East & Africa Wired Gaming Headset by Country

#### 8.1.1 Middle East & Africa Wired Gaming Headset Sales by Country (2018-2023)

#### 8.1.2 Middle East & Africa Wired Gaming Headset Revenue by Country (2018-2023)



- 8.2 Middle East & Africa Wired Gaming Headset Sales by Type
- 8.3 Middle East & Africa Wired Gaming Headset Sales by Application
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

## **9 MARKET DRIVERS, CHALLENGES AND TRENDS**

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

## **10 MANUFACTURING COST STRUCTURE ANALYSIS**

- 10.1 Raw Material and Suppliers
- 10.2 Manufacturing Cost Structure Analysis of Wired Gaming Headset
- 10.3 Manufacturing Process Analysis of Wired Gaming Headset
- 10.4 Industry Chain Structure of Wired Gaming Headset

## **11 MARKETING, DISTRIBUTORS AND CUSTOMER**

- 11.1 Sales Channel
  - 11.1.1 Direct Channels
  - 11.1.2 Indirect Channels
- 11.2 Wired Gaming Headset Distributors
- 11.3 Wired Gaming Headset Customer

## **12 WORLD FORECAST REVIEW FOR WIRED GAMING HEADSET BY GEOGRAPHIC REGION**

- 12.1 Global Wired Gaming Headset Market Size Forecast by Region
  - 12.1.1 Global Wired Gaming Headset Forecast by Region (2024-2029)
  - 12.1.2 Global Wired Gaming Headset Annual Revenue Forecast by Region (2024-2029)
- 12.2 Americas Forecast by Country
- 12.3 APAC Forecast by Region
- 12.4 Europe Forecast by Country

- 12.5 Middle East & Africa Forecast by Country
- 12.6 Global Wired Gaming Headset Forecast by Type
- 12.7 Global Wired Gaming Headset Forecast by Application

## **13 KEY PLAYERS ANALYSIS**

### **13.1 Turtle Beach**

- 13.1.1 Turtle Beach Company Information
- 13.1.2 Turtle Beach Wired Gaming Headset Product Portfolios and Specifications
- 13.1.3 Turtle Beach Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
- 13.1.4 Turtle Beach Main Business Overview
- 13.1.5 Turtle Beach Latest Developments

### **13.2 Sony**

- 13.2.1 Sony Company Information
- 13.2.2 Sony Wired Gaming Headset Product Portfolios and Specifications
- 13.2.3 Sony Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
- 13.2.4 Sony Main Business Overview
- 13.2.5 Sony Latest Developments

### **13.3 Logitech**

- 13.3.1 Logitech Company Information
- 13.3.2 Logitech Wired Gaming Headset Product Portfolios and Specifications
- 13.3.3 Logitech Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
- 13.3.4 Logitech Main Business Overview
- 13.3.5 Logitech Latest Developments

### **13.4 Hyperx**

- 13.4.1 Hyperx Company Information
- 13.4.2 Hyperx Wired Gaming Headset Product Portfolios and Specifications
- 13.4.3 Hyperx Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
- 13.4.4 Hyperx Main Business Overview
- 13.4.5 Hyperx Latest Developments

### **13.5 Somic**

- 13.5.1 Somic Company Information
- 13.5.2 Somic Wired Gaming Headset Product Portfolios and Specifications
- 13.5.3 Somic Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)

- 13.5.4 Somic Main Business Overview
- 13.5.5 Somic Latest Developments
- 13.6 Razer
  - 13.6.1 Razer Company Information
  - 13.6.2 Razer Wired Gaming Headset Product Portfolios and Specifications
  - 13.6.3 Razer Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.6.4 Razer Main Business Overview
  - 13.6.5 Razer Latest Developments
- 13.7 Corsair
  - 13.7.1 Corsair Company Information
  - 13.7.2 Corsair Wired Gaming Headset Product Portfolios and Specifications
  - 13.7.3 Corsair Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.7.4 Corsair Main Business Overview
  - 13.7.5 Corsair Latest Developments
- 13.8 SteelSeries
  - 13.8.1 SteelSeries Company Information
  - 13.8.2 SteelSeries Wired Gaming Headset Product Portfolios and Specifications
  - 13.8.3 SteelSeries Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.8.4 SteelSeries Main Business Overview
  - 13.8.5 SteelSeries Latest Developments
- 13.9 Plantronics
  - 13.9.1 Plantronics Company Information
  - 13.9.2 Plantronics Wired Gaming Headset Product Portfolios and Specifications
  - 13.9.3 Plantronics Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.9.4 Plantronics Main Business Overview
  - 13.9.5 Plantronics Latest Developments
- 13.10 Audio-Technica
  - 13.10.1 Audio-Technica Company Information
  - 13.10.2 Audio-Technica Wired Gaming Headset Product Portfolios and Specifications
  - 13.10.3 Audio-Technica Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.10.4 Audio-Technica Main Business Overview
  - 13.10.5 Audio-Technica Latest Developments
- 13.11 Kotion Electronic
  - 13.11.1 Kotion Electronic Company Information

- 13.11.2 Kotion Electronic Wired Gaming Headset Product Portfolios and Specifications
- 13.11.3 Kotion Electronic Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
- 13.11.4 Kotion Electronic Main Business Overview
- 13.11.5 Kotion Electronic Latest Developments
- 13.12 Trust International
  - 13.12.1 Trust International Company Information
  - 13.12.2 Trust International Wired Gaming Headset Product Portfolios and Specifications
  - 13.12.3 Trust International Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.12.4 Trust International Main Business Overview
  - 13.12.5 Trust International Latest Developments
- 13.13 Creative Technology
  - 13.13.1 Creative Technology Company Information
  - 13.13.2 Creative Technology Wired Gaming Headset Product Portfolios and Specifications
  - 13.13.3 Creative Technology Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.13.4 Creative Technology Main Business Overview
  - 13.13.5 Creative Technology Latest Developments
- 13.14 Thrustmaster
  - 13.14.1 Thrustmaster Company Information
  - 13.14.2 Thrustmaster Wired Gaming Headset Product Portfolios and Specifications
  - 13.14.3 Thrustmaster Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.14.4 Thrustmaster Main Business Overview
  - 13.14.5 Thrustmaster Latest Developments
- 13.15 Big Ben
  - 13.15.1 Big Ben Company Information
  - 13.15.2 Big Ben Wired Gaming Headset Product Portfolios and Specifications
  - 13.15.3 Big Ben Wired Gaming Headset Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.15.4 Big Ben Main Business Overview
  - 13.15.5 Big Ben Latest Developments
- 13.16 Mad Catz
  - 13.16.1 Mad Catz Company Information
  - 13.16.2 Mad Catz Wired Gaming Headset Product Portfolios and Specifications
  - 13.16.3 Mad Catz Wired Gaming Headset Sales, Revenue, Price and Gross Margin

(2018-2023)

13.16.4 Mad Catz Main Business Overview

13.16.5 Mad Catz Latest Developments

13.17 Cooler Master

13.17.1 Cooler Master Company Information

13.17.2 Cooler Master Wired Gaming Headset Product Portfolios and Specifications

13.17.3 Cooler Master Wired Gaming Headset Sales, Revenue, Price and Gross

Margin (2018-2023)

13.17.4 Cooler Master Main Business Overview

13.17.5 Cooler Master Latest Developments

## **14 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

Table 1. Wired Gaming Headset Annual Sales CAGR by Geographic Region (2018, 2022 & 2029) & (\$ millions)

Table 2. Wired Gaming Headset Annual Sales CAGR by Country/Region (2018, 2022 & 2029) & (\$ millions)

Table 3. Major Players of In-ear

Table 4. Major Players of Over-ear

Table 5. Global Wired Gaming Headset Sales by Type (2018-2023) & (K Units)

Table 6. Global Wired Gaming Headset Sales Market Share by Type (2018-2023)

Table 7. Global Wired Gaming Headset Revenue by Type (2018-2023) & (\$ million)

Table 8. Global Wired Gaming Headset Revenue Market Share by Type (2018-2023)

Table 9. Global Wired Gaming Headset Sale Price by Type (2018-2023) & (US\$/Unit)

Table 10. Global Wired Gaming Headset Sales by Application (2018-2023) & (K Units)

Table 11. Global Wired Gaming Headset Sales Market Share by Application (2018-2023)

Table 12. Global Wired Gaming Headset Revenue by Application (2018-2023)

Table 13. Global Wired Gaming Headset Revenue Market Share by Application (2018-2023)

Table 14. Global Wired Gaming Headset Sale Price by Application (2018-2023) & (US\$/Unit)

Table 15. Global Wired Gaming Headset Sales by Company (2018-2023) & (K Units)

Table 16. Global Wired Gaming Headset Sales Market Share by Company (2018-2023)

Table 17. Global Wired Gaming Headset Revenue by Company (2018-2023) (\$ Millions)

Table 18. Global Wired Gaming Headset Revenue Market Share by Company (2018-2023)

Table 19. Global Wired Gaming Headset Sale Price by Company (2018-2023) & (US\$/Unit)

Table 20. Key Manufacturers Wired Gaming Headset Producing Area Distribution and Sales Area

Table 21. Players Wired Gaming Headset Products Offered

Table 22. Wired Gaming Headset Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)

Table 23. New Products and Potential Entrants

Table 24. Mergers & Acquisitions, Expansion

Table 25. Global Wired Gaming Headset Sales by Geographic Region (2018-2023) & (K

Units)

Table 26. Global Wired Gaming Headset Sales Market Share Geographic Region (2018-2023)

Table 27. Global Wired Gaming Headset Revenue by Geographic Region (2018-2023) & (\$ millions)

Table 28. Global Wired Gaming Headset Revenue Market Share by Geographic Region (2018-2023)

Table 29. Global Wired Gaming Headset Sales by Country/Region (2018-2023) & (K Units)

Table 30. Global Wired Gaming Headset Sales Market Share by Country/Region (2018-2023)

Table 31. Global Wired Gaming Headset Revenue by Country/Region (2018-2023) & (\$ millions)

Table 32. Global Wired Gaming Headset Revenue Market Share by Country/Region (2018-2023)

Table 33. Americas Wired Gaming Headset Sales by Country (2018-2023) & (K Units)

Table 34. Americas Wired Gaming Headset Sales Market Share by Country (2018-2023)

Table 35. Americas Wired Gaming Headset Revenue by Country (2018-2023) & (\$ Millions)

Table 36. Americas Wired Gaming Headset Revenue Market Share by Country (2018-2023)

Table 37. Americas Wired Gaming Headset Sales by Type (2018-2023) & (K Units)

Table 38. Americas Wired Gaming Headset Sales by Application (2018-2023) & (K Units)

Table 39. APAC Wired Gaming Headset Sales by Region (2018-2023) & (K Units)

Table 40. APAC Wired Gaming Headset Sales Market Share by Region (2018-2023)

Table 41. APAC Wired Gaming Headset Revenue by Region (2018-2023) & (\$ Millions)

Table 42. APAC Wired Gaming Headset Revenue Market Share by Region (2018-2023)

Table 43. APAC Wired Gaming Headset Sales by Type (2018-2023) & (K Units)

Table 44. APAC Wired Gaming Headset Sales by Application (2018-2023) & (K Units)

Table 45. Europe Wired Gaming Headset Sales by Country (2018-2023) & (K Units)

Table 46. Europe Wired Gaming Headset Sales Market Share by Country (2018-2023)

Table 47. Europe Wired Gaming Headset Revenue by Country (2018-2023) & (\$ Millions)

Table 48. Europe Wired Gaming Headset Revenue Market Share by Country (2018-2023)

Table 49. Europe Wired Gaming Headset Sales by Type (2018-2023) & (K Units)

Table 50. Europe Wired Gaming Headset Sales by Application (2018-2023) & (K Units)



Table 51. Middle East & Africa Wired Gaming Headset Sales by Country (2018-2023) & (K Units)

Table 52. Middle East & Africa Wired Gaming Headset Sales Market Share by Country (2018-2023)

Table 53. Middle East & Africa Wired Gaming Headset Revenue by Country (2018-2023) & (\$ Millions)

Table 54. Middle East & Africa Wired Gaming Headset Revenue Market Share by Country (2018-2023)

Table 55. Middle East & Africa Wired Gaming Headset Sales by Type (2018-2023) & (K Units)

Table 56. Middle East & Africa Wired Gaming Headset Sales by Application (2018-2023) & (K Units)

Table 57. Key Market Drivers & Growth Opportunities of Wired Gaming Headset

Table 58. Key Market Challenges & Risks of Wired Gaming Headset

Table 59. Key Industry Trends of Wired Gaming Headset

Table 60. Wired Gaming Headset Raw Material

Table 61. Key Suppliers of Raw Materials

Table 62. Wired Gaming Headset Distributors List

Table 63. Wired Gaming Headset Customer List

Table 64. Global Wired Gaming Headset Sales Forecast by Region (2024-2029) & (K Units)

Table 65. Global Wired Gaming Headset Revenue Forecast by Region (2024-2029) & (\$ millions)

Table 66. Americas Wired Gaming Headset Sales Forecast by Country (2024-2029) & (K Units)

Table 67. Americas Wired Gaming Headset Revenue Forecast by Country (2024-2029) & (\$ millions)

Table 68. APAC Wired Gaming Headset Sales Forecast by Region (2024-2029) & (K Units)

Table 69. APAC Wired Gaming Headset Revenue Forecast by Region (2024-2029) & (\$ millions)

Table 70. Europe Wired Gaming Headset Sales Forecast by Country (2024-2029) & (K Units)

Table 71. Europe Wired Gaming Headset Revenue Forecast by Country (2024-2029) & (\$ millions)

Table 72. Middle East & Africa Wired Gaming Headset Sales Forecast by Country (2024-2029) & (K Units)

Table 73. Middle East & Africa Wired Gaming Headset Revenue Forecast by Country (2024-2029) & (\$ millions)



Table 74. Global Wired Gaming Headset Sales Forecast by Type (2024-2029) & (K Units)

Table 75. Global Wired Gaming Headset Revenue Forecast by Type (2024-2029) & (\$ Millions)

Table 76. Global Wired Gaming Headset Sales Forecast by Application (2024-2029) & (K Units)

Table 77. Global Wired Gaming Headset Revenue Forecast by Application (2024-2029) & (\$ Millions)

Table 78. Turtle Beach Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 79. Turtle Beach Wired Gaming Headset Product Portfolios and Specifications

Table 80. Turtle Beach Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 81. Turtle Beach Main Business

Table 82. Turtle Beach Latest Developments

Table 83. Sony Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 84. Sony Wired Gaming Headset Product Portfolios and Specifications

Table 85. Sony Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 86. Sony Main Business

Table 87. Sony Latest Developments

Table 88. Logitech Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 89. Logitech Wired Gaming Headset Product Portfolios and Specifications

Table 90. Logitech Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 91. Logitech Main Business

Table 92. Logitech Latest Developments

Table 93. Hyperx Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 94. Hyperx Wired Gaming Headset Product Portfolios and Specifications

Table 95. Hyperx Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 96. Hyperx Main Business

Table 97. Hyperx Latest Developments

Table 98. Somic Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 99. Somic Wired Gaming Headset Product Portfolios and Specifications

Table 100. Somic Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 101. Somic Main Business

Table 102. Somic Latest Developments

Table 103. Razer Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 104. Razer Wired Gaming Headset Product Portfolios and Specifications

Table 105. Razer Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 106. Razer Main Business

Table 107. Razer Latest Developments

Table 108. Corsair Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 109. Corsair Wired Gaming Headset Product Portfolios and Specifications

Table 110. Corsair Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 111. Corsair Main Business

Table 112. Corsair Latest Developments

Table 113. SteelSeries Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 114. SteelSeries Wired Gaming Headset Product Portfolios and Specifications

Table 115. SteelSeries Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 116. SteelSeries Main Business

Table 117. SteelSeries Latest Developments

Table 118. Plantronics Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 119. Plantronics Wired Gaming Headset Product Portfolios and Specifications

Table 120. Plantronics Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 121. Plantronics Main Business

Table 122. Plantronics Latest Developments

Table 123. Audio-Technica Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 124. Audio-Technica Wired Gaming Headset Product Portfolios and Specifications

Table 125. Audio-Technica Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 126. Audio-Technica Main Business

Table 127. Audio-Technica Latest Developments

Table 128. Kotion Electronic Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 129. Kotion Electronic Wired Gaming Headset Product Portfolios and Specifications

Table 130. Kotion Electronic Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 131. Kotion Electronic Main Business

Table 132. Kotion Electronic Latest Developments

Table 133. Trust International Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 134. Trust International Wired Gaming Headset Product Portfolios and Specifications

Table 135. Trust International Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 136. Trust International Main Business

Table 137. Trust International Latest Developments

Table 138. Creative Technology Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 139. Creative Technology Wired Gaming Headset Product Portfolios and Specifications

Table 140. Creative Technology Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 141. Creative Technology Main Business

Table 142. Creative Technology Latest Developments

Table 143. Thrustmaster Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 144. Thrustmaster Wired Gaming Headset Product Portfolios and Specifications

Table 145. Thrustmaster Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 146. Thrustmaster Main Business

Table 147. Thrustmaster Latest Developments

Table 148. Big Ben Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 149. Big Ben Wired Gaming Headset Product Portfolios and Specifications

Table 150. Big Ben Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 151. Big Ben Main Business

Table 152. Big Ben Latest Developments

Table 153. Mad Catz Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 154. Mad Catz Wired Gaming Headset Product Portfolios and Specifications

Table 155. Mad Catz Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 156. Mad Catz Main Business

Table 157. Mad Catz Latest Developments

Table 158. Cooler Master Basic Information, Wired Gaming Headset Manufacturing Base, Sales Area and Its Competitors

Table 159. Cooler Master Wired Gaming Headset Product Portfolios and Specifications

Table 160. Cooler Master Wired Gaming Headset Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 161. Cooler Master Main Business

Table 162. Cooler Master Latest Developments

## List Of Figures

### LIST OF FIGURES

- Figure 1. Picture of Wired Gaming Headset
- Figure 2. Wired Gaming Headset Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global Wired Gaming Headset Sales Growth Rate 2018-2029 (K Units)
- Figure 7. Global Wired Gaming Headset Revenue Growth Rate 2018-2029 (\$ Millions)
- Figure 8. Wired Gaming Headset Sales by Region (2018, 2022 & 2029) & (\$ Millions)
- Figure 9. Product Picture of In-ear
- Figure 10. Product Picture of Over-ear
- Figure 11. Global Wired Gaming Headset Sales Market Share by Type in 2022
- Figure 12. Global Wired Gaming Headset Revenue Market Share by Type (2018-2023)
- Figure 13. Wired Gaming Headset Consumed in Online Sales
- Figure 14. Global Wired Gaming Headset Market: Online Sales (2018-2023) & (K Units)
- Figure 15. Wired Gaming Headset Consumed in Offline Sales
- Figure 16. Global Wired Gaming Headset Market: Offline Sales (2018-2023) & (K Units)
- Figure 17. Global Wired Gaming Headset Sales Market Share by Application (2022)
- Figure 18. Global Wired Gaming Headset Revenue Market Share by Application in 2022
- Figure 19. Wired Gaming Headset Sales Market by Company in 2022 (K Units)
- Figure 20. Global Wired Gaming Headset Sales Market Share by Company in 2022
- Figure 21. Wired Gaming Headset Revenue Market by Company in 2022 (\$ Million)
- Figure 22. Global Wired Gaming Headset Revenue Market Share by Company in 2022
- Figure 23. Global Wired Gaming Headset Sales Market Share by Geographic Region (2018-2023)
- Figure 24. Global Wired Gaming Headset Revenue Market Share by Geographic Region in 2022
- Figure 25. Americas Wired Gaming Headset Sales 2018-2023 (K Units)
- Figure 26. Americas Wired Gaming Headset Revenue 2018-2023 (\$ Millions)
- Figure 27. APAC Wired Gaming Headset Sales 2018-2023 (K Units)
- Figure 28. APAC Wired Gaming Headset Revenue 2018-2023 (\$ Millions)
- Figure 29. Europe Wired Gaming Headset Sales 2018-2023 (K Units)
- Figure 30. Europe Wired Gaming Headset Revenue 2018-2023 (\$ Millions)
- Figure 31. Middle East & Africa Wired Gaming Headset Sales 2018-2023 (K Units)
- Figure 32. Middle East & Africa Wired Gaming Headset Revenue 2018-2023 (\$ Millions)
- Figure 33. Americas Wired Gaming Headset Sales Market Share by Country in 2022



Figure 34. Americas Wired Gaming Headset Revenue Market Share by Country in 2022

Figure 35. Americas Wired Gaming Headset Sales Market Share by Type (2018-2023)

Figure 36. Americas Wired Gaming Headset Sales Market Share by Application (2018-2023)

Figure 37. United States Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 38. Canada Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 39. Mexico Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 40. Brazil Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 41. APAC Wired Gaming Headset Sales Market Share by Region in 2022

Figure 42. APAC Wired Gaming Headset Revenue Market Share by Regions in 2022

Figure 43. APAC Wired Gaming Headset Sales Market Share by Type (2018-2023)

Figure 44. APAC Wired Gaming Headset Sales Market Share by Application (2018-2023)

Figure 45. China Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 46. Japan Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 47. South Korea Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 48. Southeast Asia Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 49. India Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 50. Australia Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 51. China Taiwan Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 52. Europe Wired Gaming Headset Sales Market Share by Country in 2022

Figure 53. Europe Wired Gaming Headset Revenue Market Share by Country in 2022

Figure 54. Europe Wired Gaming Headset Sales Market Share by Type (2018-2023)

Figure 55. Europe Wired Gaming Headset Sales Market Share by Application (2018-2023)

Figure 56. Germany Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 57. France Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 58. UK Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 59. Italy Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 60. Russia Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 61. Middle East & Africa Wired Gaming Headset Sales Market Share by Country in 2022

Figure 62. Middle East & Africa Wired Gaming Headset Revenue Market Share by Country in 2022

Figure 63. Middle East & Africa Wired Gaming Headset Sales Market Share by Type (2018-2023)

Figure 64. Middle East & Africa Wired Gaming Headset Sales Market Share by Application (2018-2023)

Figure 65. Egypt Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 66. South Africa Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 67. Israel Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 68. Turkey Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 69. GCC Country Wired Gaming Headset Revenue Growth 2018-2023 (\$ Millions)

Figure 70. Manufacturing Cost Structure Analysis of Wired Gaming Headset in 2022

Figure 71. Manufacturing Process Analysis of Wired Gaming Headset

Figure 72. Industry Chain Structure of Wired Gaming Headset

Figure 73. Channels of Distribution

Figure 74. Global Wired Gaming Headset Sales Market Forecast by Region (2024-2029)

Figure 75. Global Wired Gaming Headset Revenue Market Share Forecast by Region (2024-2029)

Figure 76. Global Wired Gaming Headset Sales Market Share Forecast by Type (2024-2029)

Figure 77. Global Wired Gaming Headset Revenue Market Share Forecast by Type (2024-2029)

Figure 78. Global Wired Gaming Headset Sales Market Share Forecast by Application (2024-2029)

Figure 79. Global Wired Gaming Headset Revenue Market Share Forecast by Application (2024-2029)

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