

### PC Gaming Headsets-Global Market Status and Trend Report 2013-2023

https://marketpublishers.com/r/PED065D5096EN.html

Date: January 2018

Pages: 156

Price: US\$ 2,480.00 (Single User License)

ID: PED065D5096EN

### **Abstracts**

#### Report Summary

PC Gaming Headsets-Global Market Status and Trend Report 2013-2023 offers a comprehensive analysis on PC Gaming Headsets industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Worldwide and Regional Market Size of PC Gaming Headsets 2013-2017, and development forecast 2018-2023

Main manufacturers/suppliers of PC Gaming Headsets worldwide, with company and product introduction, position in the PC Gaming Headsets market Market status and development trend of PC Gaming Headsets by types and applications

Cost and profit status of PC Gaming Headsets, and marketing status Market growth drivers and challenges

The report segments the global PC Gaming Headsets market as:

Global PC Gaming Headsets Market: Regional Segment Analysis (Regional Production Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

North America Europe

China

Japan



#### **Rest APAC**

Latin America

Global PC Gaming Headsets Market: Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

Wired Headsets

Wireless Headsets

Global PC Gaming Headsets Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

PC Gaming Headsets for each application, including Professional

Global PC Gaming Headsets Market: Manufacturers Segment Analysis (Company and Product introduction, PC Gaming Headsets Sales Volume, Revenue, Price and Gross Margin):

Logitech

Amateur

Razer

HyperX

Sennheiser

**ASTRO** 

Mad Catz

Cooler Master

**SteelSeries** 

Creative

Sentey

**Philips** 

Beyerdynamic

Audio Technica

Gioteck

Skullcandy

Kotion Electronic

SADES

**Turtle Beach** 



In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.



### **Contents**

#### CHAPTER 1 OVERVIEW OF PC GAMING HEADSETS

- 1.1 Definition of PC Gaming Headsets in This Report
- 1.2 Commercial Types of PC Gaming Headsets
  - 1.2.1 Wired Headsets
  - 1.2.2 Wireless Headsets
- 1.3 Downstream Application of PC Gaming Headsets
  - 1.3.1 PC Gaming Headsets for each application, including
  - 1.3.2 Professional
  - 1.3.3 Amateur
- 1.4 Development History of PC Gaming Headsets
- 1.5 Market Status and Trend of PC Gaming Headsets 2013-2023
  - 1.5.1 Global PC Gaming Headsets Market Status and Trend 2013-2023
  - 1.5.2 Regional PC Gaming Headsets Market Status and Trend 2013-2023

#### **CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS**

- 2.1 Market Development of PC Gaming Headsets 2013-2017
- 2.2 Production Market of PC Gaming Headsets by Regions
  - 2.2.1 Production Volume of PC Gaming Headsets by Regions
  - 2.2.2 Production Value of PC Gaming Headsets by Regions
- 2.3 Demand Market of PC Gaming Headsets by Regions
- 2.4 Production and Demand Status of PC Gaming Headsets by Regions
  - 2.4.1 Production and Demand Status of PC Gaming Headsets by Regions 2013-2017
  - 2.4.2 Import and Export Status of PC Gaming Headsets by Regions 2013-2017

#### **CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES**

- 3.1 Production Volume of PC Gaming Headsets by Types
- 3.2 Production Value of PC Gaming Headsets by Types
- 3.3 Market Forecast of PC Gaming Headsets by Types

# CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of PC Gaming Headsets by Downstream Industry
- 4.2 Market Forecast of PC Gaming Headsets by Downstream Industry



#### CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF PC GAMING HEADSETS

- 5.1 Global Economy Situation and Trend Overview
- 5.2 PC Gaming Headsets Downstream Industry Situation and Trend Overview

# CHAPTER 6 PC GAMING HEADSETS MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

- 6.1 Production Volume of PC Gaming Headsets by Major Manufacturers
- 6.2 Production Value of PC Gaming Headsets by Major Manufacturers
- 6.3 Basic Information of PC Gaming Headsets by Major Manufacturers
- 6.3.1 Headquarters Location and Established Time of PC Gaming Headsets Major Manufacturer
- 6.3.2 Employees and Revenue Level of PC Gaming Headsets Major Manufacturer
- 6.4 Market Competition News and Trend
  - 6.4.1 Merger, Consolidation or Acquisition News
  - 6.4.2 Investment or Disinvestment News
  - 6.4.3 New Product Development and Launch

# CHAPTER 7 PC GAMING HEADSETS MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 7.1 Logitech
  - 7.1.1 Company profile
  - 7.1.2 Representative PC Gaming Headsets Product
  - 7.1.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Logitech
- 7.2 Razer
  - 7.2.1 Company profile
  - 7.2.2 Representative PC Gaming Headsets Product
- 7.2.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Razer
- 7.3 HyperX
  - 7.3.1 Company profile
  - 7.3.2 Representative PC Gaming Headsets Product
  - 7.3.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of HyperX
- 7.4 Sennheiser
  - 7.4.1 Company profile
  - 7.4.2 Representative PC Gaming Headsets Product
- 7.4.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Sennheiser



#### 7.5 ASTRO

- 7.5.1 Company profile
- 7.5.2 Representative PC Gaming Headsets Product
- 7.5.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of ASTRO
- 7.6 Mad Catz
  - 7.6.1 Company profile
  - 7.6.2 Representative PC Gaming Headsets Product
  - 7.6.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Mad Catz
- 7.7 Cooler Master
  - 7.7.1 Company profile
  - 7.7.2 Representative PC Gaming Headsets Product
  - 7.7.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Cooler Master
- 7.8 SteelSeries
  - 7.8.1 Company profile
  - 7.8.2 Representative PC Gaming Headsets Product
- 7.8.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of SteelSeries
- 7.9 Creative
  - 7.9.1 Company profile
  - 7.9.2 Representative PC Gaming Headsets Product
  - 7.9.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Creative
- 7.10 Sentey
  - 7.10.1 Company profile
  - 7.10.2 Representative PC Gaming Headsets Product
  - 7.10.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Sentey
- 7.11 Philips
  - 7.11.1 Company profile
  - 7.11.2 Representative PC Gaming Headsets Product
  - 7.11.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Philips
- 7.12 Beyerdynamic
  - 7.12.1 Company profile
  - 7.12.2 Representative PC Gaming Headsets Product
  - 7.12.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of

#### Beyerdynamic

- 7.13 Audio Technica
  - 7.13.1 Company profile
  - 7.13.2 Representative PC Gaming Headsets Product
  - 7.13.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Audio

#### **Technica**

7.14 Gioteck



- 7.14.1 Company profile
- 7.14.2 Representative PC Gaming Headsets Product
- 7.14.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Gioteck
- 7.15 Skullcandy
  - 7.15.1 Company profile
  - 7.15.2 Representative PC Gaming Headsets Product
- 7.15.3 PC Gaming Headsets Sales, Revenue, Price and Gross Margin of Skullcandy
- 7.16 Kotion Electronic
- **7.17 SADES**
- 7.18 Turtle Beach

# CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF PC GAMING HEADSETS

- 8.1 Industry Chain of PC Gaming Headsets
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

#### CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF PC GAMING HEADSETS

- 9.1 Cost Structure Analysis of PC Gaming Headsets
- 9.2 Raw Materials Cost Analysis of PC Gaming Headsets
- 9.3 Labor Cost Analysis of PC Gaming Headsets
- 9.4 Manufacturing Expenses Analysis of PC Gaming Headsets

#### CHAPTER 10 MARKETING STATUS ANALYSIS OF PC GAMING HEADSETS

- 10.1 Marketing Channel
  - 10.1.1 Direct Marketing
  - 10.1.2 Indirect Marketing
  - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
  - 10.2.1 Pricing Strategy
  - 10.2.2 Brand Strategy
  - 10.2.3 Target Client
- 10.3 Distributors/Traders List

#### CHAPTER 11 REPORT CONCLUSION



#### **CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE**

- 12.1 Methodology/Research Approach
  - 12.1.1 Research Programs/Design
  - 12.1.2 Market Size Estimation
  - 12.1.3 Market Breakdown and Data Triangulation
- 12.2 Data Source
  - 12.2.1 Secondary Sources
  - 12.2.2 Primary Sources
- 12.3 Reference



#### I would like to order

Product name: PC Gaming Headsets-Global Market Status and Trend Report 2013-2023

Product link: https://marketpublishers.com/r/PED065D5096EN.html

Price: US\$ 2,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer

Service:

info@marketpublishers.com

### **Payment**

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <a href="https://marketpublishers.com/r/PED065D5096EN.html">https://marketpublishers.com/r/PED065D5096EN.html</a>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:	
Last name:	
Email:	
Company:	
Address:	
City:	
Zip code:	
Country:	
Tel:	
Fax:	
Your message:	
	**All fields are required
	Custumer signature

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <a href="https://marketpublishers.com/docs/terms.html">https://marketpublishers.com/docs/terms.html</a>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970