

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

https://marketpublishers.com/r/W307B40CB414EN.html

Date: August 2019 Pages: 140 Price: US\$ 2,980.00 (Single User License) ID: W307B40CB414EN

### Abstracts

#### **Report Summary**

Wireless Gaming Headsets -Global Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Wireless 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 Wireless Gaming Headsets 2013-2017, and development forecast 2018-2023

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

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

The report segments the global Wireless Gaming Headsets market as:

Global Wireless 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 Wireless Gaming Headsets Market: Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023): Infrared M Wave Decimeter Wave

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

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

Razer Corsair Cooler Master SteelSeries Sennheiser **Turtle Beach** Logitech Mad Catz Creative Technology Gioteck Somic Sentey **ASTRO Gaming Kotion Electronic** Sades Audio-Technica Skullcandy

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 WIRELESS GAMING HEADSETS

- 1.1 Definition of Wireless Gaming Headsets in This Report
- 1.2 Commercial Types of Wireless Gaming Headsets
- 1.2.1 Infrared
- 1.2.2 M Wave
- 1.2.3 Decimeter Wave
- 1.3 Downstream Application of Wireless Gaming Headsets
- 1.3.1 Personal Use
- 1.3.2 Commercial Use
- 1.4 Development History of Wireless Gaming Headsets
- 1.5 Market Status and Trend of Wireless Gaming Headsets 2013-2023
- 1.5.1 Global Wireless Gaming Headsets Market Status and Trend 2013-2023
- 1.5.2 Regional Wireless Gaming Headsets Market Status and Trend 2013-2023

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

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

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

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

# CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

4.1 Demand Volume of Wireless Gaming Headsets by Downstream Industry



4.2 Market Forecast of Wireless Gaming Headsets by Downstream Industry

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

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

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

6.1 Production Volume of Wireless Gaming Headsets by Major Manufacturers

- 6.2 Production Value of Wireless Gaming Headsets by Major Manufacturers
- 6.3 Basic Information of Wireless Gaming Headsets by Major Manufacturers

6.3.1 Headquarters Location and Established Time of Wireless Gaming Headsets Major Manufacturer

6.3.2 Employees and Revenue Level of Wireless 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 WIRELESS GAMING HEADSETS MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

7.1 Razer

7.1.1 Company profile

- 7.1.2 Representative Wireless Gaming Headsets Product
- 7.1.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Razer

7.2 Corsair

7.2.1 Company profile

- 7.2.2 Representative Wireless Gaming Headsets Product
- 7.2.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Corsair

7.3 Cooler Master

7.3.1 Company profile

- 7.3.2 Representative Wireless Gaming Headsets Product
- 7.3.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Cooler Master



#### 7.4 SteelSeries

- 7.4.1 Company profile
- 7.4.2 Representative Wireless Gaming Headsets Product

7.4.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of

SteelSeries

7.5 Sennheiser

7.5.1 Company profile

7.5.2 Representative Wireless Gaming Headsets Product

7.5.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of

Sennheiser

7.6 Turtle Beach

7.6.1 Company profile

7.6.2 Representative Wireless Gaming Headsets Product

7.6.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Turtle Beach

7.7 Logitech

7.7.1 Company profile

7.7.2 Representative Wireless Gaming Headsets Product

7.7.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Logitech

7.8 Mad Catz

7.8.1 Company profile

7.8.2 Representative Wireless Gaming Headsets Product

7.8.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Mad Catz

7.9 Creative Technology

7.9.1 Company profile

7.9.2 Representative Wireless Gaming Headsets Product

7.9.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Creative

Technology

7.10 Gioteck

7.10.1 Company profile

7.10.2 Representative Wireless Gaming Headsets Product

7.10.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Gioteck

7.11 Somic

- 7.11.1 Company profile
- 7.11.2 Representative Wireless Gaming Headsets Product
- 7.11.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Somic

7.12 Sentey

7.12.1 Company profile



7.12.2 Representative Wireless Gaming Headsets Product

7.12.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Sentey

7.13 ASTRO Gaming

7.13.1 Company profile

7.13.2 Representative Wireless Gaming Headsets Product

7.13.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of ASTRO Gaming

7.14 Kotion Electronic

7.14.1 Company profile

7.14.2 Representative Wireless Gaming Headsets Product

7.14.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Kotion Electronic

7.15 Sades

- 7.15.1 Company profile
- 7.15.2 Representative Wireless Gaming Headsets Product
- 7.15.3 Wireless Gaming Headsets Sales, Revenue, Price and Gross Margin of Sades

7.16 Audio-Technica

7.17 Skullcandy

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

- 8.1 Industry Chain of Wireless 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 WIRELESS GAMING HEADSETS

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

### CHAPTER 10 MARKETING STATUS ANALYSIS OF WIRELESS 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: Wireless Gaming Headsets -Global Market Status and Trend Report 2013-2023 Product link: <u>https://marketpublishers.com/r/W307B40CB414EN.html</u>

Price: US\$ 2,980.00 (Single User License / Electronic Delivery) If you want to order Corporate License or Hard Copy, please, contact our Customer Service: <u>info@marketpublishers.com</u>

#### Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <u>https://marketpublishers.com/r/W307B40CB414EN.html</u>

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 <u>https://marketpublishers.com/docs/terms.html</u>

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