

Digital Entertainment in the Home Market, Global Outlook and Forecast 2022-2028

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Abstracts

Digital Home Entertainment is the application of technology for amusement and enjoyment in personal context.

This report contains market size and forecasts of Digital Entertainment in the Home in Global, including the following market information:

Global Digital Entertainment in the Home Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Digital Entertainment in the Home market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Audio Devices Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Digital Entertainment in the Home include Sony Corporation, Neusoft, Panasonic, LG Electronics Inc., Sennheiser electronic GmbH & Co. KG, Microsoft, Siemens, Mitsubishi Electric and Bose Corporation, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Digital Entertainment in the Home companies, and industry experts on this industry, involving the revenue,

demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Digital Entertainment in the Home Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Digital Entertainment in the Home Market Segment Percentages, by Type, 2021 (%)

Audio Devices

Video Devices

Gaming Consoles

Global Digital Entertainment in the Home Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Digital Entertainment in the Home Market Segment Percentages, by Application, 2021 (%)

Home Theater

Home Entertainment

Global Digital Entertainment in the Home Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Digital Entertainment in the Home Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Digital Entertainment in the Home revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Digital Entertainment in the Home revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Sony Corporation

Neusoft

Panasonic

LG Electronics Inc.

Sennheiser electronic GmbH & Co. KG

Microsoft

Siemens

Mitsubishi Electric

Bose Corporation

Huawei Technologies Co., Ltd.

Samsung Electronics Co., Ltd.

Sonodyne

Harman Kardon

Klipsch Group, Inc.

Koninklijke Philips N.V.

Haier Inc.

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