

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

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Abstracts

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

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

Global Digital Home Entertainment Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Digital Home Entertainment companies in 2021 (%)

The global Digital Home Entertainment 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 Equipment Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Digital Home Entertainment include Sony, Neusoft, Panasonic, LG Electronics, Sennheiser Electronic, Microsoft, Siemens, Mitsubishi Electric and NXP Semiconductors, 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 Home Entertainment manufacturers, suppliers, distributors and industry experts on this

industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Digital Home Entertainment Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

Audio Equipment

Video Devices

Gaming Consoles

Global Digital Home Entertainment Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

Home Theater

Home Entertainment

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

Global Digital Home Entertainment 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 Home Entertainment revenues in global market, 2017-2022
(Estimated), (\$ millions)

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

Key companies Digital Home Entertainment sales in global market, 2017-2022
(Estimated), (K Units)

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

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

Sony

Neusoft

Panasonic

LG Electronics

Sennheiser Electronic

Microsoft

Siemens

Mitsubishi Electric

NXP Semiconductors

NetSpeed Systems

Jinpeng

Sonodyne

Harman Kardon

Klipsch

Samsung

Huawei

Bose Corporation

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