

# Entertainment Consumer Electronics Market in Indonesia - Manufacturing and Consumption, Outlook and Forecast 2020-2026

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## Abstracts

Entertainment consumer electronics is the consumer electronics that is used for entertainment.

This report contains market size and forecasts of Entertainment Consumer Electronics in Indonesia, including the following market information:

Indonesia Entertainment Consumer Electronics Market Revenue, 2015-2020, 2021-2026, (\$ millions)

Indonesia Entertainment Consumer Electronics Market Consumption, 2015-2020, 2021-2026, (M Units)

Indonesia Entertainment Consumer Electronics Production Capacity, 2015-2020, 2021-2026, (M Units)

Top Five Competitors in Indonesia Entertainment Consumer Electronics Market 2019 (%)

The global Entertainment Consumer Electronics market was valued at 240320 million in 2019 and is projected to reach US\$ 270030 million by 2026, at a CAGR of 3.0% during the forecast period. While the Entertainment Consumer Electronics market size in Indonesia was US\$ XX million in 2019, and it is expected to reach US\$ XX million by the end of 2026, with a CAGR of XX% during 2020-2026.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Entertainment Consumer Electronics manufacturers, suppliers, distributors and industry experts on the impacts of the COVID-19 pandemic on businesses, with top challenges including ingredients and raw material delays, component and packaging shortages, reduced/cancelled orders from clients and consumers, and closures of production lines in some impacted areas. This report also analyses and evaluates the COVID-19 impact on Entertainment Consumer Electronics production and consumption in Indonesia

## Total Market by Segment:

Indonesia Entertainment Consumer Electronics Market, By Type, 2015-2020,  
2021-2026 (\$ millions) & (M Units)

Indonesia Entertainment Consumer Electronics Market Segment Percentages, By Type,  
2019 (%)

Flatscreen TVs

DVD Players

Video Games

Remote Control Cars

Other

Indonesia Entertainment Consumer Electronics Market, By Application, 2015-2020,  
2021-2026 (\$ millions) & (M Units)

Indonesia Entertainment Consumer Electronics Market Segment Percentages, By  
Application, 2019 (%)

Online Sales

Offline Sales

## Competitor Analysis

The report also provides analysis of leading market participants including:

Total Entertainment Consumer Electronics Market Competitors Revenues in Indonesia,  
by Players 2015-2020 (Estimated), (\$ millions)

Total Entertainment Consumer Electronics Market Competitors Revenues Share in  
Indonesia, by Players 2019 (%)

Total Indonesia Entertainment Consumer Electronics Market Competitors Sales, by  
Players 2015-2020 (Estimated), (M Units)

Total Indonesia Entertainment Consumer Electronics Market Competitors Sales Market

Share by Players 2019 (\$ millions)

Further, the report presents profiles of competitors in the market, including the following:

LG

Sony

Samsung

Nintendo

Panasonic

Pioneer

Philips

Microsoft

HUALU

Bose

Yamaha

Harman

VIZIO

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