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Entertainment Consumer Electronics Market in South Korea - 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 South Korea, including the following market information:
South Korea Entertainment Consumer Electronics Market Revenue, 2015-2020, 2021-2026, ($ millions)
South Korea Entertainment Consumer Electronics Market Consumption, 2015-2020, 2021-2026, (M Units)
South Korea Entertainment Consumer Electronics Production Capacity, 2015-2020, 2021-2026, (M Units)
Top Five Competitors in South Korea 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 South Korea 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 South Korea

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Total Market by Segment:

South Korea Entertainment Consumer Electronics Market, By Type, 2015-2020, 2021-2026 ($ millions) & (M Units)
South Korea Entertainment Consumer Electronics Market Segment Percentages, By Type, 2019 (%)

Flatscreen TVs

DVD Players

Video Games

Remote Control Cars

Other

South Korea Entertainment Consumer Electronics Market, By Application, 2015-2020, 2021-2026 ($ millions) & (M Units)
South Korea 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 South Korea, by Players 2015-2020 (Estimated), ($ millions)
Total Entertainment Consumer Electronics Market Competitors Revenues Share in South Korea, by Players 2019 (%)
Total South Korea Entertainment Consumer Electronics Market Competitors Sales, by Players 2015-2020 (Estimated), (M Units)
Total South Korea Entertainment Consumer Electronics Market Competitors Sales

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Market Share by Players 2019 ($ millions)

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

LG

Sony

Sumsung

Nintendo

Pansonic

Pioneer

Philips

Microsoft

HUALU

Bose

Yamaha

Harman

VIZIO

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