

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

<https://marketpublishers.com/r/E23CF3764F30EN.html>

Date: April 2020

Pages: 100

Price: US\$ 2,700.00 (Single User License)

ID: E23CF3764F30EN

## 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 US, including the following market information:

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

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

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

Top Five Competitors in US 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 US 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 US

### Total Market by Segment:

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

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

Flatscreen TVs

DVD Players

Video Games

Remote Control Cars

Other

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

US 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 US, by Players 2015-2020 (Estimated), (\$ millions)

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

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

Total US 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

## Contents

### **1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS**

- 1.1 Entertainment Consumer Electronics Market Definition
- 1.2 Market Segments
  - 1.2.1 Segment by Type
  - 1.2.2 Segment by Application
- 1.3 US Entertainment Consumer Electronics Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
  - 1.5.1 Research Methodology
  - 1.5.2 Research Process
  - 1.5.3 Base Year
  - 1.5.4 Report Assumptions & Caveats

### **2 COVID-19 IMPACT: US ENTERTAINMENT CONSUMER ELECTRONICS OVERALL MARKET SIZE**

- 2.1 US Entertainment Consumer Electronics Market Size: 2020 VS 2026
- 2.2 US Entertainment Consumer Electronics Revenue, Prospects & Forecasts: 2015-2026
- 2.3 US Entertainment Consumer Electronics Sales (Consumption): 2015-2026

### **3 COMPANY LANDSCAPE**

- 3.1 Top Entertainment Consumer Electronics Players in US (including Foreign and Local Companies)
- 3.2 Top US Entertainment Consumer Electronics Companies Ranked by Revenue
- 3.3 US Entertainment Consumer Electronics Revenue by Companies (including Foreign and Local Companies)
- 3.4 US Entertainment Consumer Electronics Sales by Companies (including Foreign and Local Companies)
- 3.5 US Entertainment Consumer Electronics Price by Manufacturer (2015-2020)
- 3.6 Top 3 and Top 5 Entertainment Consumer Electronics Companies in US, by Revenue in 2019
- 3.7 US Manufacturers Entertainment Consumer Electronics Product Type
- 3.8 Tier 1, Tier 2 and Tier 3 Entertainment Consumer Electronics Players in US
  - 3.8.1 List of US Tier 1 Entertainment Consumer Electronics Companies

### 3.8.2 List of US Tier 2 and Tier 3 Entertainment Consumer Electronics Companies

## 4 SIGHTS BY PRODUCT

### 4.1 Overview

4.1.1 By Type - US Entertainment Consumer Electronics Market Size Markets, 2020 & 2026

4.1.2 Flatscreen TVs

4.1.3 DVD Players

4.1.4 Video Games

4.1.5 Remote Control Cars

4.1.6 Other

4.2 By Type - US Entertainment Consumer Electronics Revenue & Forecasts

4.2.1 By Type - US Entertainment Consumer Electronics Revenue, 2015-2020

4.2.2 By Type - US Entertainment Consumer Electronics Revenue, 2021-2026

4.2.3 By Type - US Entertainment Consumer Electronics Revenue Market Share, 2015-2026

4.3 By Type - US Entertainment Consumer Electronics Sales & Forecasts

4.3.1 By Type - US Entertainment Consumer Electronics Sales, 2015-2020

4.3.2 By Type - US Entertainment Consumer Electronics Sales, 2021-2026

4.3.3 By Type - US Entertainment Consumer Electronics Sales Market Share, 2015-2026

4.4 By Type - US Entertainment Consumer Electronics Price (Manufacturers Selling Prices), 2015-2026

## 5 SIGHTS BY APPLICATION

### 5.1 Overview

5.1.1 By Application - US Entertainment Consumer Electronics Market Size, 2020 & 2026

5.1.2 Online Sales

5.1.3 Offline Sales

5.2 By Application - US Entertainment Consumer Electronics Revenue & Forecasts

5.2.1 By Application - US Entertainment Consumer Electronics Revenue, 2015-2020

5.2.2 By Application - US Entertainment Consumer Electronics Revenue, 2021-2026

5.2.3 By Application - US Entertainment Consumer Electronics Revenue Market Share, 2015-2026

5.3 By Application - US Entertainment Consumer Electronics Sales & Forecasts

5.3.1 By Application - US Entertainment Consumer Electronics Sales, 2015-2020

- 5.3.2 By Application - US Entertainment Consumer Electronics Sales, 2021-2026
- 5.3.3 By Application - US Entertainment Consumer Electronics Sales Market Share, 2015-2026
- 5.4 By Application - US Entertainment Consumer Electronics Price (Manufacturers Selling Prices), 2015-2026

## **6 MANUFACTURERS & BRANDS PROFILES**

### **6.1 LG**

- 6.1.1 LG Corporate Summary
- 6.1.2 LG Business Overview
- 6.1.3 LG Entertainment Consumer Electronics Major Product Offerings
- 6.1.4 LG Sales and Revenue in US (2015-2020)
- 6.1.5 LG Key News

### **6.2 Sony**

- 6.2.1 Sony Corporate Summary
- 6.2.2 Sony Business Overview
- 6.2.3 Sony Entertainment Consumer Electronics Major Product Offerings
- 6.2.4 Sony Sales and Revenue in US (2015-2020)
- 6.2.5 Sony Key News

### **6.3 Sumsung**

- 6.3.1 Sumsung Corporate Summary
- 6.3.2 Sumsung Business Overview
- 6.3.3 Sumsung Entertainment Consumer Electronics Major Product Offerings
- 6.3.4 Sumsung Sales and Revenue in US (2015-2020)
- 6.3.5 Sumsung Key News

### **6.4 Nintendo**

- 6.4.1 Nintendo Corporate Summary
- 6.4.2 Nintendo Business Overview
- 6.4.3 Nintendo Entertainment Consumer Electronics Major Product Offerings
- 6.4.4 Nintendo Sales and Revenue in US (2015-2020)
- 6.4.5 Nintendo Key News

### **6.5 Panasonic**

- 6.5.1 Panasonic Corporate Summary
- 6.5.2 Panasonic Business Overview
- 6.5.3 Panasonic Entertainment Consumer Electronics Major Product Offerings
- 6.5.4 Panasonic Sales and Revenue in US (2015-2020)
- 6.5.5 Panasonic Key News

### **6.6 Pioneer**

- 6.6.1 Pioneer Corporate Summary
- 6.6.2 Pioneer Business Overview
- 6.6.3 Pioneer Entertainment Consumer Electronics Major Product Offerings
- 6.6.4 Pioneer Sales and Revenue in US (2015-2020)
- 6.6.5 Pioneer Key News
- 6.7 Philips
  - 6.6.1 Philips Corporate Summary
  - 6.6.2 Philips Business Overview
  - 6.6.3 Philips Entertainment Consumer Electronics Major Product Offerings
  - 6.4.4 Philips Sales and Revenue in US (2015-2020)
  - 6.7.5 Philips Key News
- 6.8 Microsoft
  - 6.8.1 Microsoft Corporate Summary
  - 6.8.2 Microsoft Business Overview
  - 6.8.3 Microsoft Entertainment Consumer Electronics Major Product Offerings
  - 6.8.4 Microsoft Sales and Revenue in US (2015-2020)
  - 6.8.5 Microsoft Key News
- 6.9 HUALU
  - 6.9.1 HUALU Corporate Summary
  - 6.9.2 HUALU Business Overview
  - 6.9.3 HUALU Entertainment Consumer Electronics Major Product Offerings
  - 6.9.4 HUALU Sales and Revenue in US (2015-2020)
  - 6.9.5 HUALU Key News
- 6.10 Bose
  - 6.10.1 Bose Corporate Summary
  - 6.10.2 Bose Business Overview
  - 6.10.3 Bose Entertainment Consumer Electronics Major Product Offerings
  - 6.10.4 Bose Sales and Revenue in US (2015-2020)
  - 6.10.5 Bose Key News
- 6.11 Yamaha
  - 6.11.1 Yamaha Corporate Summary
  - 6.11.2 Yamaha Entertainment Consumer Electronics Business Overview
  - 6.11.3 Yamaha Entertainment Consumer Electronics Major Product Offerings
  - 6.11.4 Yamaha Sales and Revenue in US (2015-2020)
  - 6.11.5 Yamaha Key News
- 6.12 Harman
  - 6.12.1 Harman Corporate Summary
  - 6.12.2 Harman Entertainment Consumer Electronics Business Overview
  - 6.12.3 Harman Entertainment Consumer Electronics Major Product Offerings

6.12.4 Harman Sales and Revenue in US (2015-2020)

6.12.5 Harman Key News

6.13 VIZIO

6.13.1 VIZIO Corporate Summary

6.13.2 VIZIO Entertainment Consumer Electronics Business Overview

6.13.3 VIZIO Entertainment Consumer Electronics Major Product Offerings

6.13.4 VIZIO Sales and Revenue in US (2015-2020)

6.13.5 VIZIO Key News

6.14 HPI Racing

6.14.1 HPI Racing Corporate Summary

6.14.2 HPI Racing Entertainment Consumer Electronics Business Overview

6.14.3 HPI Racing Entertainment Consumer Electronics Major Product Offerings

6.14.4 HPI Racing Sales and Revenue in US (2015-2020)

6.14.5 HPI Racing Key News

## **7 ENTERTAINMENT CONSUMER ELECTRONICS PRODUCTION CAPACITY, EXPORT AND IMPORT ANALYSIS**

7.1 Entertainment Consumer Electronics Production Capacity and Value in US, Situation Analysis and Prediction, 2015-2026

7.1.1 US Entertainment Consumer Electronics Production Capacity, 2015-2026

7.1.2 US Entertainment Consumer Electronics Production 2015-2026

7.1.3 US Entertainment Consumer Electronics Production Value 2015-2026

7.2 Key Local Entertainment Consumer Electronics Manufacturers in US

7.2.1 US Key Local Entertainment Consumer Electronics Manufacturers Production Capacity

7.2.2 US Key Local Entertainment Consumer Electronics Manufacturers Production

7.2.3 US Key Local Entertainment Consumer Electronics Manufacturers Production Value

7.2.4 The Proportion of Entertainment Consumer Electronics Production Sold in US and Sold Other Than US by Manufacturers

7.3 Entertainment Consumer Electronics Export and Import in US

7.3.1 US Entertainment Consumer Electronics Export Market

7.3.2 US Entertainment Consumer Electronics Source of Imports

## **8 COVID-19 IMPACT: KEY MARKET TRENDS, OPPORTUNITY, DRIVERS AND RESTRAINTS**

8.1 PESTLE Analysis for US Entertainment Consumer Electronics Market



8.2 Market Opportunities & Trends

8.3 Market Drivers

8.4 Market Restraints

## **9 COVID-19 IMPACT ON ENTERTAINMENT CONSUMER ELECTRONICS SUPPLY CHAIN ANALYSIS**

9.1 Supply Chain Analysis

9.2 Upstream Market Analysis

9.3 Downstream and Clients Market Analysis

9.4 Marketing Channels Analysis

9.4.1 Marketing Channels

9.4.2 Entertainment Consumer Electronics Distributors and Sales Agents in US

## **10 CONCLUSION**

## **11 APPENDIX**

11.1 Note

11.2 Examples of Clients

11.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Key Players of Entertainment Consumer Electronics in US

Table 2. Top Players in US, Ranking by Revenue (2019)

Table 3. US Entertainment Consumer Electronics Revenue by Companies, (US\$, Mn), 2015-2020

Table 4. US Entertainment Consumer Electronics Revenue Share by Companies, 2015-2020

Table 5. US Entertainment Consumer Electronics Sales by Companies, (M Units), 2015-2020

Table 6. US Entertainment Consumer Electronics Sales Share by Companies, 2015-2020

Table 7. Key Manufacturers Entertainment Consumer Electronics Price (2015-2020) (USD/Unit)

Table 8. US Manufacturers Entertainment Consumer Electronics Product Type

Table 9. List of US Tier 1 Entertainment Consumer Electronics Companies, Revenue (US\$, Mn) in 2019 and Market Share

Table 10. List of US Tier 2 and Tier 3 Entertainment Consumer Electronics Companies, Revenue (US\$, Mn) in 2019 and Market Share

Table 11. By Type - Entertainment Consumer Electronics Revenue in US (US\$, Mn), 2015-2020

Table 12. By Type - Entertainment Consumer Electronics Revenue in US (US\$, Mn), 2021-2026

Table 13. By Type - Entertainment Consumer Electronics Sales in US (M Units), 2015-2020

Table 14. By Type - Entertainment Consumer Electronics Sales in US (M Units), 2021-2026

Table 15. By Application - Entertainment Consumer Electronics Revenue in US, (US\$, Mn), 2015-2020

Table 16. By Application - Entertainment Consumer Electronics Revenue in US, (US\$, Mn), 2021-2026

Table 17. By Application - Entertainment Consumer Electronics Sales in US, (M Units), 2015-2020

Table 18. By Application - Entertainment Consumer Electronics Sales in US, (M Units), 2021-2026

Table 19. LG Corporate Summary

Table 20. LG Entertainment Consumer Electronics Product Offerings

- Table 21. LG Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 22. Sony Corporate Summary
- Table 23. Sony Entertainment Consumer Electronics Product Offerings
- Table 24. Sony Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 25. Sumsung Corporate Summary
- Table 26. Sumsung Entertainment Consumer Electronics Product Offerings
- Table 27. Sumsung Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 28. Nintendo Corporate Summary
- Table 29. Nintendo Entertainment Consumer Electronics Product Offerings
- Table 30. Nintendo Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 31. Panasonic Corporate Summary
- Table 32. Panasonic Entertainment Consumer Electronics Product Offerings
- Table 33. Panasonic Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 34. Pioneer Corporate Summary
- Table 35. Pioneer Entertainment Consumer Electronics Product Offerings
- Table 36. Pioneer Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 37. Philips Corporate Summary
- Table 38. Philips Entertainment Consumer Electronics Product Offerings
- Table 39. Philips Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 40. Microsoft Corporate Summary
- Table 41. Microsoft Entertainment Consumer Electronics Product Offerings
- Table 42. Microsoft Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 43. HUALU Corporate Summary
- Table 44. HUALU Entertainment Consumer Electronics Product Offerings
- Table 45. HUALU Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 46. Bose Corporate Summary
- Table 47. Bose Entertainment Consumer Electronics Product Offerings
- Table 48. Bose Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 49. Yamaha Corporate Summary

- Table 50. Yamaha Entertainment Consumer Electronics Product Offerings
- Table 51. Yamaha Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 52. Harman Corporate Summary
- Table 53. Harman Entertainment Consumer Electronics Product Offerings
- Table 54. Harman Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 55. VIZIO Corporate Summary
- Table 56. VIZIO Entertainment Consumer Electronics Product Offerings
- Table 57. VIZIO Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 58. HPI Racing Corporate Summary
- Table 59. HPI Racing Entertainment Consumer Electronics Product Offerings
- Table 60. HPI Racing Entertainment Consumer Electronics Sales (M Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2015-2020)
- Table 61. Entertainment Consumer Electronics Production Capacity (M Units) of Local Manufacturers in US, 2015-2020
- Table 62. Entertainment Consumer Electronics Production (M Units) of Local Manufacturers in US, 2015-2020
- Table 63. US Entertainment Consumer Electronics Production Market Share of Local Manufacturers, 2015-2020
- Table 64. Entertainment Consumer Electronics Production Value (US\$, Mn) of Local Manufacturers in US, 2015-2020
- Table 65. US Entertainment Consumer Electronics Production Value Market Share of Local Manufacturers, 2015-2020
- Table 66. The Percentage of Entertainment Consumer Electronics Production Sold in US and Sold Other Than US by Manufacturers
- Table 67. The Percentage of Entertainment Consumer Electronics Production Sold in US and Sold Other Than US by Manufacturers
- Table 68. Dangeguojia Entertainment Consumer Electronics Sales (Consumption), Production, Export and Import, 2015-2020
- Table 69. Raw Materials and Suppliers
- Table 70. Entertainment Consumer Electronics Downstream Clients in US
- Table 71. Entertainment Consumer Electronics Distributors and Sales Agents in US

## List Of Figures

### LIST OF FIGURES

- Figure 1. Entertainment Consumer Electronics Segment by Type
- Figure 2. Entertainment Consumer Electronics Segment by Application
- Figure 3. Dangeguojia Entertainment Consumer Electronics Market Overview: 2020
- Figure 4. Key Caveats
- Figure 5. Entertainment Consumer Electronics Market Size in US, (US\$, Mn) & (M Units): 2020 VS 2026
- Figure 6. US Entertainment Consumer Electronics Revenue, 2015-2026 (US\$, Mn)
- Figure 7. Entertainment Consumer Electronics Sales in US: 2015-2026 (M Units)
- Figure 8. The Top 3 and 5 Players Market Share by Entertainment Consumer Electronics Revenue in 2019
- Figure 9. By Type - US Entertainment Consumer Electronics Incremental Growth, (US\$, Mn), 2015-2026
- Figure 10. By Type - US Entertainment Consumer Electronics Market Share, 2015-2020
- Figure 11. By Type - US Entertainment Consumer Electronics Market Share, 2020-2026
- Figure 12. By Type - US Entertainment Consumer Electronics Price (USD/Unit), 2015-2026
- Figure 13. By Application - Entertainment Consumer Electronics Revenue in US (US\$, Mn), 2020 & 2026
- Figure 14. By Application - US Entertainment Consumer Electronics Market Share, 2015-2020
- Figure 15. By Application - US Entertainment Consumer Electronics Market Share, 2020-2026
- Figure 16. By Application -US Entertainment Consumer Electronics Price (USD/Unit), 2015-2026
- Figure 17. US Entertainment Consumer Electronics Production Capacity (M Units), 2015-2026
- Figure 18. US Entertainment Consumer Electronics Actual Output (M Units), 2015-2026
- Figure 19. US Entertainment Consumer Electronics Production Value (US\$, Mn), 2015-2026
- Figure 20. The Percentage of US Entertainment Consumer Electronics Export Destination, 2019
- Figure 21. The Source of Imports of US Entertainment Consumer Electronics, 2019
- Figure 22. PEST Analysis for US Entertainment Consumer Electronics Market in 2020
- Figure 23. Entertainment Consumer Electronics Market Opportunities & Trends in US
- Figure 24. Entertainment Consumer Electronics Market Drivers in US

Figure 25. Entertainment Consumer Electronics Market Restraints in US

Figure 26. Entertainment Consumer Electronics Industry Value Chain

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