

Home Entertainment Devices Market - Global Outlook and Forecast 2022-2028

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Abstracts

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

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

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

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

The global Home Entertainment Devices market was valued at 203640 million in 2021 and is projected to reach US\$ 263400 million by 2028, at a CAGR of 3.7% during the forecast period.

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

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

The global key manufacturers of Home Entertainment Devices include Sony, Samsung, Panasonic, Nintendo, Microsoft, Cisco Systems and Pace, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Home Entertainment Devices 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 Home Entertainment Devices Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

TV Box

Video Game Consoles

Others

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

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

Household

Commercial

Others

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

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

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

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

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

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

Sony

Samsung

Panasonic

Nintendo

Microsoft

Cisco Systems

Pace

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