

Wireless Gaming Headsets Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/WA51ED723318EN.html>

Date: February 2022

Pages: 114

Price: US\$ 3,250.00 (Single User License)

ID: WA51ED723318EN

Abstracts

E-sports are becoming more and more popular around the world. Because it turns online gaming into a spectator sport and offers the experience of watching professional sporting events. Wireless gaming headset is replaced by waves in the middle of the line, from export is connected to the computer audio transmitter, then the transmitter sent via radio waves to accept the suitable for use in playing games in the headsets, it can let the players in the game to experience immersive feeling, also can assist gamers, enhance battle effectiveness.

This report contains market size and forecasts of Wireless Gaming Headsets in global, including the following market information:

Global Wireless Gaming Headsets Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Wireless Gaming Headsets Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Wireless Gaming Headsets companies in 2021 (%)

The global Wireless Gaming Headsets 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.

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

The global key manufacturers of Wireless Gaming Headsets include Sennheiser,

SteelSeries, Turtle Beach, Cooler Master, Creative Technology, Mad Catz, Razer, Corsair and Giateck, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Wireless Gaming Headsets Market Segment Percentages, by Type, 2021 (%)

Infrared

M Wave

Decimeter Wave

Global Wireless Gaming Headsets Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Wireless Gaming Headsets Market Segment Percentages, by Application, 2021 (%)

Personal Use

Commercial Use

Global Wireless Gaming Headsets Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Wireless Gaming Headsets 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 Wireless Gaming Headsets revenues in global market, 2017-2022
(Estimated), (\$ millions)

Key companies Wireless Gaming Headsets revenues share in global market, 2021 (%)

Key companies Wireless Gaming Headsets sales in global market, 2017-2022
(Estimated), (K Units)

Key companies Wireless Gaming Headsets sales share in global market, 2021 (%)

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

Sennheiser

SteelSeries

Turtle Beach

Cooler Master

Creative Technology

Mad Catz

Razer

Corsair

Gigabyte

Logitech

Sennheiser

Sades

Skullcandy

Kotion Electronic

Somic

ASTRO Gaming

Audio-Technica

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Wireless Gaming Headsets Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Wireless Gaming Headsets 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 GLOBAL WIRELESS GAMING HEADSETS OVERALL MARKET SIZE

- 2.1 Global Wireless Gaming Headsets Market Size: 2021 VS 2028
- 2.2 Global Wireless Gaming Headsets Revenue, Prospects & Forecasts: 2017-2028
- 2.3 Global Wireless Gaming Headsets Sales: 2017-2028

3 COMPANY LANDSCAPE

- 3.1 Top Wireless Gaming Headsets Players in Global Market
- 3.2 Top Global Wireless Gaming Headsets Companies Ranked by Revenue
- 3.3 Global Wireless Gaming Headsets Revenue by Companies
- 3.4 Global Wireless Gaming Headsets Sales by Companies
- 3.5 Global Wireless Gaming Headsets Price by Manufacturer (2017-2022)
- 3.6 Top 3 and Top 5 Wireless Gaming Headsets Companies in Global Market, by Revenue in 2021
- 3.7 Global Manufacturers Wireless Gaming Headsets Product Type
- 3.8 Tier 1, Tier 2 and Tier 3 Wireless Gaming Headsets Players in Global Market
 - 3.8.1 List of Global Tier 1 Wireless Gaming Headsets Companies
 - 3.8.2 List of Global Tier 2 and Tier 3 Wireless Gaming Headsets Companies

4 SIGHTS BY PRODUCT

- 4.1 Overview

- 4.1.1 By Type - Global Wireless Gaming Headsets Market Size Markets, 2021 & 2028
- 4.1.2 Infrared
- 4.1.3 M Wave
- 4.1.4 Decimeter Wave
- 4.2 By Type - Global Wireless Gaming Headsets Revenue & Forecasts
 - 4.2.1 By Type - Global Wireless Gaming Headsets Revenue, 2017-2022
 - 4.2.2 By Type - Global Wireless Gaming Headsets Revenue, 2023-2028
 - 4.2.3 By Type - Global Wireless Gaming Headsets Revenue Market Share, 2017-2028
- 4.3 By Type - Global Wireless Gaming Headsets Sales & Forecasts
 - 4.3.1 By Type - Global Wireless Gaming Headsets Sales, 2017-2022
 - 4.3.2 By Type - Global Wireless Gaming Headsets Sales, 2023-2028
 - 4.3.3 By Type - Global Wireless Gaming Headsets Sales Market Share, 2017-2028
- 4.4 By Type - Global Wireless Gaming Headsets Price (Manufacturers Selling Prices), 2017-2028

5 SIGHTS BY APPLICATION

- 5.1 Overview
 - 5.1.1 By Application - Global Wireless Gaming Headsets Market Size, 2021 & 2028
 - 5.1.2 Personal Use
 - 5.1.3 Commercial Use
- 5.2 By Application - Global Wireless Gaming Headsets Revenue & Forecasts
 - 5.2.1 By Application - Global Wireless Gaming Headsets Revenue, 2017-2022
 - 5.2.2 By Application - Global Wireless Gaming Headsets Revenue, 2023-2028
 - 5.2.3 By Application - Global Wireless Gaming Headsets Revenue Market Share, 2017-2028
- 5.3 By Application - Global Wireless Gaming Headsets Sales & Forecasts
 - 5.3.1 By Application - Global Wireless Gaming Headsets Sales, 2017-2022
 - 5.3.2 By Application - Global Wireless Gaming Headsets Sales, 2023-2028
 - 5.3.3 By Application - Global Wireless Gaming Headsets Sales Market Share, 2017-2028
- 5.4 By Application - Global Wireless Gaming Headsets Price (Manufacturers Selling Prices), 2017-2028

6 SIGHTS BY REGION

- 6.1 By Region - Global Wireless Gaming Headsets Market Size, 2021 & 2028
- 6.2 By Region - Global Wireless Gaming Headsets Revenue & Forecasts
 - 6.2.1 By Region - Global Wireless Gaming Headsets Revenue, 2017-2022

- 6.2.2 By Region - Global Wireless Gaming Headsets Revenue, 2023-2028
- 6.2.3 By Region - Global Wireless Gaming Headsets Revenue Market Share, 2017-2028
- 6.3 By Region - Global Wireless Gaming Headsets Sales & Forecasts
 - 6.3.1 By Region - Global Wireless Gaming Headsets Sales, 2017-2022
 - 6.3.2 By Region - Global Wireless Gaming Headsets Sales, 2023-2028
 - 6.3.3 By Region - Global Wireless Gaming Headsets Sales Market Share, 2017-2028
- 6.4 North America
 - 6.4.1 By Country - North America Wireless Gaming Headsets Revenue, 2017-2028
 - 6.4.2 By Country - North America Wireless Gaming Headsets Sales, 2017-2028
 - 6.4.3 US Wireless Gaming Headsets Market Size, 2017-2028
 - 6.4.4 Canada Wireless Gaming Headsets Market Size, 2017-2028
 - 6.4.5 Mexico Wireless Gaming Headsets Market Size, 2017-2028
- 6.5 Europe
 - 6.5.1 By Country - Europe Wireless Gaming Headsets Revenue, 2017-2028
 - 6.5.2 By Country - Europe Wireless Gaming Headsets Sales, 2017-2028
 - 6.5.3 Germany Wireless Gaming Headsets Market Size, 2017-2028
 - 6.5.4 France Wireless Gaming Headsets Market Size, 2017-2028
 - 6.5.5 U.K. Wireless Gaming Headsets Market Size, 2017-2028
 - 6.5.6 Italy Wireless Gaming Headsets Market Size, 2017-2028
 - 6.5.7 Russia Wireless Gaming Headsets Market Size, 2017-2028
 - 6.5.8 Nordic Countries Wireless Gaming Headsets Market Size, 2017-2028
 - 6.5.9 Benelux Wireless Gaming Headsets Market Size, 2017-2028
- 6.6 Asia
 - 6.6.1 By Region - Asia Wireless Gaming Headsets Revenue, 2017-2028
 - 6.6.2 By Region - Asia Wireless Gaming Headsets Sales, 2017-2028
 - 6.6.3 China Wireless Gaming Headsets Market Size, 2017-2028
 - 6.6.4 Japan Wireless Gaming Headsets Market Size, 2017-2028
 - 6.6.5 South Korea Wireless Gaming Headsets Market Size, 2017-2028
 - 6.6.6 Southeast Asia Wireless Gaming Headsets Market Size, 2017-2028
 - 6.6.7 India Wireless Gaming Headsets Market Size, 2017-2028
- 6.7 South America
 - 6.7.1 By Country - South America Wireless Gaming Headsets Revenue, 2017-2028
 - 6.7.2 By Country - South America Wireless Gaming Headsets Sales, 2017-2028
 - 6.7.3 Brazil Wireless Gaming Headsets Market Size, 2017-2028
 - 6.7.4 Argentina Wireless Gaming Headsets Market Size, 2017-2028
- 6.8 Middle East & Africa
 - 6.8.1 By Country - Middle East & Africa Wireless Gaming Headsets Revenue, 2017-2028

- 6.8.2 By Country - Middle East & Africa Wireless Gaming Headsets Sales, 2017-2028
- 6.8.3 Turkey Wireless Gaming Headsets Market Size, 2017-2028
- 6.8.4 Israel Wireless Gaming Headsets Market Size, 2017-2028
- 6.8.5 Saudi Arabia Wireless Gaming Headsets Market Size, 2017-2028
- 6.8.6 UAE Wireless Gaming Headsets Market Size, 2017-2028

7 MANUFACTURERS & BRANDS PROFILES

7.1 Sennheiser

- 7.1.1 Sennheiser Corporate Summary
- 7.1.2 Sennheiser Business Overview
- 7.1.3 Sennheiser Wireless Gaming Headsets Major Product Offerings
- 7.1.4 Sennheiser Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
- 7.1.5 Sennheiser Key News

7.2 SteelSeries

- 7.2.1 SteelSeries Corporate Summary
- 7.2.2 SteelSeries Business Overview
- 7.2.3 SteelSeries Wireless Gaming Headsets Major Product Offerings
- 7.2.4 SteelSeries Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
- 7.2.5 SteelSeries Key News

7.3 Turtle Beach

- 7.3.1 Turtle Beach Corporate Summary
- 7.3.2 Turtle Beach Business Overview
- 7.3.3 Turtle Beach Wireless Gaming Headsets Major Product Offerings
- 7.3.4 Turtle Beach Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
- 7.3.5 Turtle Beach Key News

7.4 Cooler Master

- 7.4.1 Cooler Master Corporate Summary
- 7.4.2 Cooler Master Business Overview
- 7.4.3 Cooler Master Wireless Gaming Headsets Major Product Offerings
- 7.4.4 Cooler Master Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
- 7.4.5 Cooler Master Key News

7.5 Creative Technology

- 7.5.1 Creative Technology Corporate Summary
- 7.5.2 Creative Technology Business Overview

- 7.5.3 Creative Technology Wireless Gaming Headsets Major Product Offerings
- 7.5.4 Creative Technology Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
- 7.5.5 Creative Technology Key News
- 7.6 Mad Catz
 - 7.6.1 Mad Catz Corporate Summary
 - 7.6.2 Mad Catz Business Overview
 - 7.6.3 Mad Catz Wireless Gaming Headsets Major Product Offerings
 - 7.6.4 Mad Catz Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.6.5 Mad Catz Key News
- 7.7 Razer
 - 7.7.1 Razer Corporate Summary
 - 7.7.2 Razer Business Overview
 - 7.7.3 Razer Wireless Gaming Headsets Major Product Offerings
 - 7.7.4 Razer Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.7.5 Razer Key News
- 7.8 Corsair
 - 7.8.1 Corsair Corporate Summary
 - 7.8.2 Corsair Business Overview
 - 7.8.3 Corsair Wireless Gaming Headsets Major Product Offerings
 - 7.8.4 Corsair Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.8.5 Corsair Key News
- 7.9 Giateck
 - 7.9.1 Giateck Corporate Summary
 - 7.9.2 Giateck Business Overview
 - 7.9.3 Giateck Wireless Gaming Headsets Major Product Offerings
 - 7.9.4 Giateck Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.9.5 Giateck Key News
- 7.10 Logitech
 - 7.10.1 Logitech Corporate Summary
 - 7.10.2 Logitech Business Overview
 - 7.10.3 Logitech Wireless Gaming Headsets Major Product Offerings
 - 7.10.4 Logitech Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.10.5 Logitech Key News
- 7.11 Sentey
 - 7.11.1 Sentey Corporate Summary
 - 7.11.2 Sentey Wireless Gaming Headsets Business Overview
 - 7.11.3 Sentey Wireless Gaming Headsets Major Product Offerings
 - 7.11.4 Sentey Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)

- 7.11.5 Sentey Key News
- 7.12 Sades
 - 7.12.1 Sades Corporate Summary
 - 7.12.2 Sades Wireless Gaming Headsets Business Overview
 - 7.12.3 Sades Wireless Gaming Headsets Major Product Offerings
 - 7.12.4 Sades Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.12.5 Sades Key News
- 7.13 Skullcandy
 - 7.13.1 Skullcandy Corporate Summary
 - 7.13.2 Skullcandy Wireless Gaming Headsets Business Overview
 - 7.13.3 Skullcandy Wireless Gaming Headsets Major Product Offerings
 - 7.13.4 Skullcandy Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.13.5 Skullcandy Key News
- 7.14 Kotion Electronic
 - 7.14.1 Kotion Electronic Corporate Summary
 - 7.14.2 Kotion Electronic Business Overview
 - 7.14.3 Kotion Electronic Wireless Gaming Headsets Major Product Offerings
 - 7.14.4 Kotion Electronic Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.14.5 Kotion Electronic Key News
- 7.15 Somic
 - 7.15.1 Somic Corporate Summary
 - 7.15.2 Somic Business Overview
 - 7.15.3 Somic Wireless Gaming Headsets Major Product Offerings
 - 7.15.4 Somic Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.15.5 Somic Key News
- 7.16 ASTRO Gaming
 - 7.16.1 ASTRO Gaming Corporate Summary
 - 7.16.2 ASTRO Gaming Business Overview
 - 7.16.3 ASTRO Gaming Wireless Gaming Headsets Major Product Offerings
 - 7.16.4 ASTRO Gaming Wireless Gaming Headsets Sales and Revenue in Global (2017-2022)
 - 7.16.5 ASTRO Gaming Key News
- 7.17 Audio-Technica
 - 7.17.1 Audio-Technica Corporate Summary
 - 7.17.2 Audio-Technica Business Overview
 - 7.17.3 Audio-Technica Wireless Gaming Headsets Major Product Offerings
 - 7.17.4 Audio-Technica Wireless Gaming Headsets Sales and Revenue in Global

(2017-2022)

7.17.5 Audio-Technica Key News

8 GLOBAL WIRELESS GAMING HEADSETS PRODUCTION CAPACITY, ANALYSIS

8.1 Global Wireless Gaming Headsets Production Capacity, 2017-2028

8.2 Wireless Gaming Headsets Production Capacity of Key Manufacturers in Global Market

8.3 Global Wireless Gaming Headsets Production by Region

9 KEY MARKET TRENDS, OPPORTUNITY, DRIVERS AND RESTRAINTS

9.1 Market Opportunities & Trends

9.2 Market Drivers

9.3 Market Restraints

10 WIRELESS GAMING HEADSETS SUPPLY CHAIN ANALYSIS

10.1 Wireless Gaming Headsets Industry Value Chain

10.2 Wireless Gaming Headsets Upstream Market

10.3 Wireless Gaming Headsets Downstream and Clients

10.4 Marketing Channels Analysis

10.4.1 Marketing Channels

10.4.2 Wireless Gaming Headsets Distributors and Sales Agents in Global

11 CONCLUSION

12 APPENDIX

12.1 Note

12.2 Examples of Clients

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Key Players of Wireless Gaming Headsets in Global Market

Table 2. Top Wireless Gaming Headsets Players in Global Market, Ranking by Revenue (2021)

Table 3. Global Wireless Gaming Headsets Revenue by Companies, (US\$, Mn), 2017-2022

Table 4. Global Wireless Gaming Headsets Revenue Share by Companies, 2017-2022

Table 5. Global Wireless Gaming Headsets Sales by Companies, (K Units), 2017-2022

Table 6. Global Wireless Gaming Headsets Sales Share by Companies, 2017-2022

Table 7. Key Manufacturers Wireless Gaming Headsets Price (2017-2022) & (USD/Unit)

Table 8. Global Manufacturers Wireless Gaming Headsets Product Type

Table 9. List of Global Tier 1 Wireless Gaming Headsets Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Wireless Gaming Headsets Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Wireless Gaming Headsets Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Global Wireless Gaming Headsets Revenue (US\$, Mn), 2017-2022

Table 13. By Type - Global Wireless Gaming Headsets Revenue (US\$, Mn), 2023-2028

Table 14. By Type - Global Wireless Gaming Headsets Sales (K Units), 2017-2022

Table 15. By Type - Global Wireless Gaming Headsets Sales (K Units), 2023-2028

Table 16. By Application – Global Wireless Gaming Headsets Revenue, (US\$, Mn), 2021 & 2028

Table 17. By Application - Global Wireless Gaming Headsets Revenue (US\$, Mn), 2017-2022

Table 18. By Application - Global Wireless Gaming Headsets Revenue (US\$, Mn), 2023-2028

Table 19. By Application - Global Wireless Gaming Headsets Sales (K Units), 2017-2022

Table 20. By Application - Global Wireless Gaming Headsets Sales (K Units), 2023-2028

Table 21. By Region – Global Wireless Gaming Headsets Revenue, (US\$, Mn), 2021 VS 2028

Table 22. By Region - Global Wireless Gaming Headsets Revenue (US\$, Mn), 2017-2022

Table 23. By Region - Global Wireless Gaming Headsets Revenue (US\$, Mn), 2023-2028

Table 24. By Region - Global Wireless Gaming Headsets Sales (K Units), 2017-2022

Table 25. By Region - Global Wireless Gaming Headsets Sales (K Units), 2023-2028

Table 26. By Country - North America Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - North America Wireless Gaming Headsets Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - North America Wireless Gaming Headsets Sales, (K Units), 2017-2022

Table 29. By Country - North America Wireless Gaming Headsets Sales, (K Units), 2023-2028

Table 30. By Country - Europe Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2022

Table 31. By Country - Europe Wireless Gaming Headsets Revenue, (US\$, Mn), 2023-2028

Table 32. By Country - Europe Wireless Gaming Headsets Sales, (K Units), 2017-2022

Table 33. By Country - Europe Wireless Gaming Headsets Sales, (K Units), 2023-2028

Table 34. By Region - Asia Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2022

Table 35. By Region - Asia Wireless Gaming Headsets Revenue, (US\$, Mn), 2023-2028

Table 36. By Region - Asia Wireless Gaming Headsets Sales, (K Units), 2017-2022

Table 37. By Region - Asia Wireless Gaming Headsets Sales, (K Units), 2023-2028

Table 38. By Country - South America Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2022

Table 39. By Country - South America Wireless Gaming Headsets Revenue, (US\$, Mn), 2023-2028

Table 40. By Country - South America Wireless Gaming Headsets Sales, (K Units), 2017-2022

Table 41. By Country - South America Wireless Gaming Headsets Sales, (K Units), 2023-2028

Table 42. By Country - Middle East & Africa Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2022

Table 43. By Country - Middle East & Africa Wireless Gaming Headsets Revenue, (US\$, Mn), 2023-2028

Table 44. By Country - Middle East & Africa Wireless Gaming Headsets Sales, (K Units), 2017-2022

Table 45. By Country - Middle East & Africa Wireless Gaming Headsets Sales, (K

Units), 2023-2028

Table 46. Sennheiser Corporate Summary

Table 47. Sennheiser Wireless Gaming Headsets Product Offerings

Table 48. Sennheiser Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 49. SteelSeries Corporate Summary

Table 50. SteelSeries Wireless Gaming Headsets Product Offerings

Table 51. SteelSeries Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 52. Turtle Beach Corporate Summary

Table 53. Turtle Beach Wireless Gaming Headsets Product Offerings

Table 54. Turtle Beach Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 55. Cooler Master Corporate Summary

Table 56. Cooler Master Wireless Gaming Headsets Product Offerings

Table 57. Cooler Master Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 58. Creative Technology Corporate Summary

Table 59. Creative Technology Wireless Gaming Headsets Product Offerings

Table 60. Creative Technology Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 61. Mad Catz Corporate Summary

Table 62. Mad Catz Wireless Gaming Headsets Product Offerings

Table 63. Mad Catz Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 64. Razer Corporate Summary

Table 65. Razer Wireless Gaming Headsets Product Offerings

Table 66. Razer Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 67. Corsair Corporate Summary

Table 68. Corsair Wireless Gaming Headsets Product Offerings

Table 69. Corsair Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 70. Giateck Corporate Summary

Table 71. Giateck Wireless Gaming Headsets Product Offerings

Table 72. Giateck Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 73. Logitech Corporate Summary

Table 74. Logitech Wireless Gaming Headsets Product Offerings

Table 75. Logitech Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 76. Sentey Corporate Summary

Table 77. Sentey Wireless Gaming Headsets Product Offerings

Table 78. Sentey Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 79. Sades Corporate Summary

Table 80. Sades Wireless Gaming Headsets Product Offerings

Table 81. Sades Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 82. Skullcandy Corporate Summary

Table 83. Skullcandy Wireless Gaming Headsets Product Offerings

Table 84. Skullcandy Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 85. Kotion Electronic Corporate Summary

Table 86. Kotion Electronic Wireless Gaming Headsets Product Offerings

Table 87. Kotion Electronic Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 88. Somic Corporate Summary

Table 89. Somic Wireless Gaming Headsets Product Offerings

Table 90. Somic Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 91. ASTRO Gaming Corporate Summary

Table 92. ASTRO Gaming Wireless Gaming Headsets Product Offerings

Table 93. ASTRO Gaming Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 94. Audio-Technica Corporate Summary

Table 95. Audio-Technica Wireless Gaming Headsets Product Offerings

Table 96. Audio-Technica Wireless Gaming Headsets Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 97. Wireless Gaming Headsets Production Capacity (K Units) of Key Manufacturers in Global Market, 2020-2022 (K Units)

Table 98. Global Wireless Gaming Headsets Capacity Market Share of Key Manufacturers, 2020-2022

Table 99. Global Wireless Gaming Headsets Production by Region, 2017-2022 (K Units)

Table 100. Global Wireless Gaming Headsets Production by Region, 2023-2028 (K Units)

Table 101. Wireless Gaming Headsets Market Opportunities & Trends in Global Market

Table 102. Wireless Gaming Headsets Market Drivers in Global Market

Table 103. Wireless Gaming Headsets Market Restraints in Global Market

Table 104. Wireless Gaming Headsets Raw Materials

Table 105. Wireless Gaming Headsets Raw Materials Suppliers in Global Market

Table 106. Typical Wireless Gaming Headsets Downstream

Table 107. Wireless Gaming Headsets Downstream Clients in Global Market

Table 108. Wireless Gaming Headsets Distributors and Sales Agents in Global Market

List Of Figures

LIST OF FIGURES

Figure 1. Wireless Gaming Headsets Segment by Type

Figure 2. Wireless Gaming Headsets Segment by Application

Figure 3. Global Wireless Gaming Headsets Market Overview: 2021

Figure 4. Key Caveats

Figure 5. Global Wireless Gaming Headsets Market Size: 2021 VS 2028 (US\$, Mn)

Figure 6. Global Wireless Gaming Headsets Revenue, 2017-2028 (US\$, Mn)

Figure 7. Wireless Gaming Headsets Sales in Global Market: 2017-2028 (K Units)

Figure 8. The Top 3 and 5 Players Market Share by Wireless Gaming Headsets Revenue in 2021

Figure 9. By Type - Global Wireless Gaming Headsets Sales Market Share, 2017-2028

Figure 10. By Type - Global Wireless Gaming Headsets Revenue Market Share, 2017-2028

Figure 11. By Type - Global Wireless Gaming Headsets Price (USD/Unit), 2017-2028

Figure 12. By Application - Global Wireless Gaming Headsets Sales Market Share, 2017-2028

Figure 13. By Application - Global Wireless Gaming Headsets Revenue Market Share, 2017-2028

Figure 14. By Application - Global Wireless Gaming Headsets Price (USD/Unit), 2017-2028

Figure 15. By Region - Global Wireless Gaming Headsets Sales Market Share, 2017-2028

Figure 16. By Region - Global Wireless Gaming Headsets Revenue Market Share, 2017-2028

Figure 17. By Country - North America Wireless Gaming Headsets Revenue Market Share, 2017-2028

Figure 18. By Country - North America Wireless Gaming Headsets Sales Market Share, 2017-2028

Figure 19. US Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 20. Canada Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 21. Mexico Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 22. By Country - Europe Wireless Gaming Headsets Revenue Market Share, 2017-2028

Figure 23. By Country - Europe Wireless Gaming Headsets Sales Market Share, 2017-2028

Figure 24. Germany Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 25. France Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 26. U.K. Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 27. Italy Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 28. Russia Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 29. Nordic Countries Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 30. Benelux Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 31. By Region - Asia Wireless Gaming Headsets Revenue Market Share, 2017-2028

Figure 32. By Region - Asia Wireless Gaming Headsets Sales Market Share, 2017-2028

Figure 33. China Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 34. Japan Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 35. South Korea Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 36. Southeast Asia Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 37. India Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 38. By Country - South America Wireless Gaming Headsets Revenue Market Share, 2017-2028

Figure 39. By Country - South America Wireless Gaming Headsets Sales Market Share, 2017-2028

Figure 40. Brazil Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 41. Argentina Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 42. By Country - Middle East & Africa Wireless Gaming Headsets Revenue Market Share, 2017-2028

Figure 43. By Country - Middle East & Africa Wireless Gaming Headsets Sales Market Share, 2017-2028

Figure 44. Turkey Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 45. Israel Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 46. Saudi Arabia Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 47. UAE Wireless Gaming Headsets Revenue, (US\$, Mn), 2017-2028

Figure 48. Global Wireless Gaming Headsets Production Capacity (K Units), 2017-2028

Figure 49. The Percentage of Production Wireless Gaming Headsets by Region, 2021 VS 2028

Figure 50. Wireless Gaming Headsets Industry Value Chain

Figure 51. Marketing Channels

I would like to order

Product name: Wireless Gaming Headsets Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/WA51ED723318EN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/WA51ED723318EN.html>