

# Wireless Headset for Gaming Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/W33573947C4CEN.html>

Date: April 2022

Pages: 118

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

ID: W33573947C4CEN

## Abstracts

The gaming headset, generally designed and used purely for gaming.

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

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

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

Global top five Wireless Headset for Gaming companies in 2021 (%)

The global Wireless Headset for Gaming 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 Headset for Gaming include Sennheiser, Sony, Logitech, Somic, Razer, SteelSeries, Audio-Technica, Kotion Electronic and Trust International, 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 Headset for

Gaming 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 Headset for Gaming Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

Infrared

M Wave

Decimeter Wave

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

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

Personal Use

Commercial Use

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

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

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

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

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

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

Sennheiser

Sony

Logitech

Somic

Razer

SteelSeries

Audio-Technica

Kotion Electronic

Trust International

Creative Technology

Thrustmaster

Big Ben

PDP-Pelican

Mad Catz

Cooler Master

KYE System Corp (Genius)

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