

# China PC Game Headsets Market Research Report 2017

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## Abstracts

The global PC Game Headsets market is valued at XX million USD in 2016 and is expected to reach XX million USD by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

China plays an important role in global market, with market size of xx million USD in 2016 and will be xx million USD in 2022, with a CAGR of xx%.

This report studies the PC Game Headsets development status and future trend in China, focuses on top players in China, also splits PC Game Headsets by type and by applications, to fully and deeply research and reveal the market general situation and future forecast.

The major players in China market include

Sennheiser

SteelSeries

Turtle Beach

Cooler Master

Creative Technology

Tritton

Hyperx?Kingston?

Corsair

Giateck

Logitech

ASTRO Gaming

Audio-Technica

Sony Interactive Entertainment (SIE)

beyerdynamic

AKG (HARMAN)

Klipsch Group

Pioneer Electronics

Geographically, this report splits the China market into six regions,

South China

East China

Southwest China

Northeast China

North China

Central China

Northwest China

On the basis of product, this report displays the sales volume (K Units), revenue (Million USD), product price (USD/Unit), market share and growth rate of each type, primarily split into

Type I

Type II

On the basis of the end users/application, this report covers

Wired Gaming Headset

Wireless Gaming Headset

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