

# COVID-19 Impact on Global Sound Cards for Gaming Market Insights, Forecast to 2026

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## Abstracts

Sound card is the most basic component of multimedia technology, and it is a kind of hardware to realize the conversion of sound wave/digital signal.

Since the COVID-19 virus outbreak in December 2019, the disease has spread to almost 100 countries around the globe with the World Health Organization declaring it a public health emergency. The global impacts of the coronavirus disease 2019 (COVID-19) are already starting to be felt, and will significantly affect the Sound Cards for Gaming market in 2020.

COVID-19 can affect the global economy in three main ways: by directly affecting production and demand, by creating supply chain and market disruption, and by its financial impact on firms and financial markets.

The outbreak of COVID-19 has brought effects on many aspects, like flight cancellations; travel bans and quarantines; restaurants closed; all indoor events restricted; over forty countries state of emergency declared; massive slowing of the supply chain; stock market volatility; falling business confidence, growing panic among the population, and uncertainty about future.

This report also analyses the impact of Coronavirus COVID-19 on the Sound Cards for Gaming industry.

Based on our recent survey, we have several different scenarios about the Sound Cards for Gaming YoY growth rate for 2020. The probable scenario is expected to grow by a xx% in 2020 and the revenue will be xx in 2020 from US\$ xx million in 2019. The market size of Sound Cards for Gaming will reach xx in 2026, with a CAGR of xx% from 2020 to 2026.

With industry-standard accuracy in analysis and high data integrity, the report makes a brilliant attempt to unveil key opportunities available in the global Sound Cards for Gaming market to help players in achieving a strong market position. Buyers of the report can access verified and reliable market forecasts, including those for the overall size of the global Sound Cards for Gaming market in terms of both revenue and volume.

Players, stakeholders, and other participants in the global Sound Cards for Gaming market will be able to gain the upper hand as they use the report as a powerful resource. For this version of the report, the segmental analysis focuses on sales (volume), revenue and forecast by each application segment in terms of sales and revenue and forecast by each type segment in terms of revenue for the period 2015-2026.

### Production and Pricing Analyses

Readers are provided with deeper production analysis, import and export analysis, and pricing analysis for the global Sound Cards for Gaming market. As part of production analysis, the report offers accurate statistics and figures for production capacity, production volume by region, and global production and production by each type segment for the period 2015-2026.

In the pricing analysis section of the report, readers are provided with validated statistics and figures for price by manufacturer and price by region for the period 2015-2020 and price by each type segment for the period 2015-2026. The import and export analysis for the global Sound Cards for Gaming market has been provided based on region.

### Regional and Country-level Analysis

The report offers an exhaustive geographical analysis of the global Sound Cards for Gaming market, covering important regions, viz, North America, Europe, China, Japan and South Korea. It also covers key countries (regions), viz, U.S., Canada, Germany, France, U.K., Italy, Russia, China, Japan, South Korea, India, Australia, Taiwan, Indonesia, Thailand, Malaysia, Philippines, Vietnam, Mexico, Brazil, Turkey, Saudi Arabia, U.A.E, etc.

The report includes country-wise and region-wise market size for the period 2015-2026. It also includes market size and forecast by each application segment in terms of volume for the period 2015-2026.

### Competition Analysis

In the competitive analysis section of the report, leading as well as prominent players of

the global Sound Cards for Gaming market are broadly studied on the basis of key factors. The report offers comprehensive analysis and accurate statistics on sales by the player for the period 2015-2020. It also offers detailed analysis supported by reliable statistics on price and revenue (global level) by player for the period 2015-2020.

On the whole, the report proves to be an effective tool that players can use to gain a competitive edge over their competitors and ensure lasting success in the global Sound Cards for Gaming market. All of the findings, data, and information provided in the report are validated and revalidated with the help of trustworthy sources. The analysts who have authored the report took a unique and industry-best research and analysis approach for an in-depth study of the global Sound Cards for Gaming market. The following manufacturers are covered in this report:

ASUS

Creative Technology

HT Omega

Terratec

#### Sound Cards for Gaming Breakdown Data by Type

External Sound Card

Internal Sound Card

#### Sound Cards for Gaming Breakdown Data by Application

Personal

Commercial

## Contents

### 1 STUDY COVERAGE

- 1.1 Sound Cards for Gaming Product Introduction
- 1.2 Key Market Segments in This Study
- 1.3 Key Manufacturers Covered: Ranking of Global Top Sound Cards for Gaming Manufacturers by Revenue in 2019
- 1.4 Market by Type
  - 1.4.1 Global Sound Cards for Gaming Market Size Growth Rate by Type
  - 1.4.2 External Sound Card
  - 1.4.3 Internal Sound Card
- 1.5 Market by Application
  - 1.5.1 Global Sound Cards for Gaming Market Size Growth Rate by Application
  - 1.5.2 Personal
  - 1.5.3 Commercial
- 1.6 Coronavirus Disease 2019 (Covid-19): Sound Cards for Gaming Industry Impact
  - 1.6.1 How the Covid-19 is Affecting the Sound Cards for Gaming Industry
    - 1.6.1.1 Sound Cards for Gaming Business Impact Assessment - Covid-19
    - 1.6.1.2 Supply Chain Challenges
    - 1.6.1.3 COVID-19's Impact On Crude Oil and Refined Products
  - 1.6.2 Market Trends and Sound Cards for Gaming Potential Opportunities in the COVID-19 Landscape
  - 1.6.3 Measures / Proposal against Covid-19
    - 1.6.3.1 Government Measures to Combat Covid-19 Impact
    - 1.6.3.2 Proposal for Sound Cards for Gaming Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

### 2 EXECUTIVE SUMMARY

- 2.1 Global Sound Cards for Gaming Market Size Estimates and Forecasts
  - 2.1.1 Global Sound Cards for Gaming Revenue Estimates and Forecasts 2015-2026
  - 2.1.2 Global Sound Cards for Gaming Production Capacity Estimates and Forecasts 2015-2026
  - 2.1.3 Global Sound Cards for Gaming Production Estimates and Forecasts 2015-2026
- 2.2 Global Sound Cards for Gaming Market Size by Producing Regions: 2015 VS 2020 VS 2026
- 2.3 Analysis of Competitive Landscape

- 2.3.1 Manufacturers Market Concentration Ratio (CR5 and HHI)
- 2.3.2 Global Sound Cards for Gaming Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
- 2.3.3 Global Sound Cards for Gaming Manufacturers Geographical Distribution
- 2.4 Key Trends for Sound Cards for Gaming Markets & Products
- 2.5 Primary Interviews with Key Sound Cards for Gaming Players (Opinion Leaders)

### **3 MARKET SIZE BY MANUFACTURERS**

- 3.1 Global Top Sound Cards for Gaming Manufacturers by Production Capacity
  - 3.1.1 Global Top Sound Cards for Gaming Manufacturers by Production Capacity (2015-2020)
  - 3.1.2 Global Top Sound Cards for Gaming Manufacturers by Production (2015-2020)
  - 3.1.3 Global Top Sound Cards for Gaming Manufacturers Market Share by Production
- 3.2 Global Top Sound Cards for Gaming Manufacturers by Revenue
  - 3.2.1 Global Top Sound Cards for Gaming Manufacturers by Revenue (2015-2020)
  - 3.2.2 Global Top Sound Cards for Gaming Manufacturers Market Share by Revenue (2015-2020)
  - 3.2.3 Global Top 10 and Top 5 Companies by Sound Cards for Gaming Revenue in 2019
- 3.3 Global Sound Cards for Gaming Price by Manufacturers
- 3.4 Mergers & Acquisitions, Expansion Plans

### **4 SOUND CARDS FOR GAMING PRODUCTION BY REGIONS**

- 4.1 Global Sound Cards for Gaming Historic Market Facts & Figures by Regions
  - 4.1.1 Global Top Sound Cards for Gaming Regions by Production (2015-2020)
  - 4.1.2 Global Top Sound Cards for Gaming Regions by Revenue (2015-2020)
- 4.2 North America
  - 4.2.1 North America Sound Cards for Gaming Production (2015-2020)
  - 4.2.2 North America Sound Cards for Gaming Revenue (2015-2020)
  - 4.2.3 Key Players in North America
  - 4.2.4 North America Sound Cards for Gaming Import & Export (2015-2020)
- 4.3 Europe
  - 4.3.1 Europe Sound Cards for Gaming Production (2015-2020)
  - 4.3.2 Europe Sound Cards for Gaming Revenue (2015-2020)
  - 4.3.3 Key Players in Europe
  - 4.3.4 Europe Sound Cards for Gaming Import & Export (2015-2020)
- 4.4 China

- 4.4.1 China Sound Cards for Gaming Production (2015-2020)
- 4.4.2 China Sound Cards for Gaming Revenue (2015-2020)
- 4.4.3 Key Players in China
- 4.4.4 China Sound Cards for Gaming Import & Export (2015-2020)
- 4.5 Japan
  - 4.5.1 Japan Sound Cards for Gaming Production (2015-2020)
  - 4.5.2 Japan Sound Cards for Gaming Revenue (2015-2020)
  - 4.5.3 Key Players in Japan
  - 4.5.4 Japan Sound Cards for Gaming Import & Export (2015-2020)
- 4.6 South Korea
  - 4.6.1 South Korea Sound Cards for Gaming Production (2015-2020)
  - 4.6.2 South Korea Sound Cards for Gaming Revenue (2015-2020)
  - 4.6.3 Key Players in South Korea
  - 4.6.4 South Korea Sound Cards for Gaming Import & Export (2015-2020)

## **5 SOUND CARDS FOR GAMING CONSUMPTION BY REGION**

- 5.1 Global Top Sound Cards for Gaming Regions by Consumption
  - 5.1.1 Global Top Sound Cards for Gaming Regions by Consumption (2015-2020)
  - 5.1.2 Global Top Sound Cards for Gaming Regions Market Share by Consumption (2015-2020)
- 5.2 North America
  - 5.2.1 North America Sound Cards for Gaming Consumption by Application
  - 5.2.2 North America Sound Cards for Gaming Consumption by Countries
  - 5.2.3 U.S.
  - 5.2.4 Canada
- 5.3 Europe
  - 5.3.1 Europe Sound Cards for Gaming Consumption by Application
  - 5.3.2 Europe Sound Cards for Gaming Consumption by Countries
  - 5.3.3 Germany
  - 5.3.4 France
  - 5.3.5 U.K.
  - 5.3.6 Italy
  - 5.3.7 Russia
- 5.4 Asia Pacific
  - 5.4.1 Asia Pacific Sound Cards for Gaming Consumption by Application
  - 5.4.2 Asia Pacific Sound Cards for Gaming Consumption by Regions
  - 5.4.3 China
  - 5.4.4 Japan

5.4.5 South Korea

5.4.6 India

5.4.7 Australia

5.4.8 Taiwan

5.4.9 Indonesia

5.4.10 Thailand

5.4.11 Malaysia

5.4.12 Philippines

5.4.13 Vietnam

## 5.5 Central & South America

5.5.1 Central & South America Sound Cards for Gaming Consumption by Application

5.5.2 Central & South America Sound Cards for Gaming Consumption by Country

5.5.3 Mexico

5.5.3 Brazil

5.5.3 Argentina

## 5.6 Middle East and Africa

5.6.1 Middle East and Africa Sound Cards for Gaming Consumption by Application

5.6.2 Middle East and Africa Sound Cards for Gaming Consumption by Countries

5.6.3 Turkey

5.6.4 Saudi Arabia

5.6.5 U.A.E

## 6 MARKET SIZE BY TYPE (2015-2026)

### 6.1 Global Sound Cards for Gaming Market Size by Type (2015-2020)

6.1.1 Global Sound Cards for Gaming Production by Type (2015-2020)

6.1.2 Global Sound Cards for Gaming Revenue by Type (2015-2020)

6.1.3 Sound Cards for Gaming Price by Type (2015-2020)

### 6.2 Global Sound Cards for Gaming Market Forecast by Type (2021-2026)

6.2.1 Global Sound Cards for Gaming Production Forecast by Type (2021-2026)

6.2.2 Global Sound Cards for Gaming Revenue Forecast by Type (2021-2026)

6.2.3 Global Sound Cards for Gaming Price Forecast by Type (2021-2026)

### 6.3 Global Sound Cards for Gaming Market Share by Price Tier (2015-2020): Low-End, Mid-Range and High-End

## 7 MARKET SIZE BY APPLICATION (2015-2026)

### 7.2.1 Global Sound Cards for Gaming Consumption Historic Breakdown by Application (2015-2020)



7.2.2 Global Sound Cards for Gaming Consumption Forecast by Application  
(2021-2026)

## **8 CORPORATE PROFILES**

### **8.1 ASUS**

8.1.1 ASUS Corporation Information

8.1.2 ASUS Overview and Its Total Revenue

8.1.3 ASUS Production Capacity and Supply, Price, Revenue and Gross Margin  
(2015-2020)

8.1.4 ASUS Product Description

8.1.5 ASUS Recent Development

### **8.2 Creative Technology**

8.2.1 Creative Technology Corporation Information

8.2.2 Creative Technology Overview and Its Total Revenue

8.2.3 Creative Technology Production Capacity and Supply, Price, Revenue and  
Gross Margin (2015-2020)

8.2.4 Creative Technology Product Description

8.2.5 Creative Technology Recent Development

### **8.3 HT Omega**

8.3.1 HT Omega Corporation Information

8.3.2 HT Omega Overview and Its Total Revenue

8.3.3 HT Omega Production Capacity and Supply, Price, Revenue and Gross Margin  
(2015-2020)

8.3.4 HT Omega Product Description

8.3.5 HT Omega Recent Development

### **8.4 Terratec**

8.4.1 Terratec Corporation Information

8.4.2 Terratec Overview and Its Total Revenue

8.4.3 Terratec Production Capacity and Supply, Price, Revenue and Gross Margin  
(2015-2020)

8.4.4 Terratec Product Description

8.4.5 Terratec Recent Development

## **9 PRODUCTION FORECASTS BY REGIONS**

9.1 Global Top Sound Cards for Gaming Regions Forecast by Revenue (2021-2026)

9.2 Global Top Sound Cards for Gaming Regions Forecast by Production (2021-2026)

9.3 Key Sound Cards for Gaming Production Regions Forecast



- 9.3.1 North America
- 9.3.2 Europe
- 9.3.3 China
- 9.3.4 Japan
- 9.3.5 South Korea

## **10 SOUND CARDS FOR GAMING CONSUMPTION FORECAST BY REGION**

- 10.1 Global Sound Cards for Gaming Consumption Forecast by Region (2021-2026)
- 10.2 North America Sound Cards for Gaming Consumption Forecast by Region (2021-2026)
- 10.3 Europe Sound Cards for Gaming Consumption Forecast by Region (2021-2026)
- 10.4 Asia Pacific Sound Cards for Gaming Consumption Forecast by Region (2021-2026)
- 10.5 Latin America Sound Cards for Gaming Consumption Forecast by Region (2021-2026)
- 10.6 Middle East and Africa Sound Cards for Gaming Consumption Forecast by Region (2021-2026)

## **11 VALUE CHAIN AND SALES CHANNELS ANALYSIS**

- 11.1 Value Chain Analysis
- 11.2 Sales Channels Analysis
  - 11.2.1 Sound Cards for Gaming Sales Channels
  - 11.2.2 Sound Cards for Gaming Distributors
- 11.3 Sound Cards for Gaming Customers

## **12 MARKET OPPORTUNITIES & CHALLENGES, RISKS AND INFLUENCES FACTORS ANALYSIS**

- 12.1 Market Opportunities and Drivers
- 12.2 Market Challenges
- 12.3 Market Risks/Restraints
- 12.4 Porter's Five Forces Analysis

## **13 KEY FINDING IN THE GLOBAL SOUND CARDS FOR GAMING STUDY**

## **14 APPENDIX**

## 14.1 Research Methodology

### 14.1.1 Methodology/Research Approach

### 14.1.2 Data Source

## 14.2 Author Details

## 14.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Sound Cards for Gaming Key Market Segments in This Study

Table 2. Ranking of Global Top Sound Cards for Gaming Manufacturers by Revenue (US\$ Million) in 2019

Table 3. Global Sound Cards for Gaming Market Size Growth Rate by Type 2020-2026 (K Units) (Million US\$)

Table 4. Major Manufacturers of External Sound Card

Table 5. Major Manufacturers of Internal Sound Card

Table 6. COVID-19 Impact Global Market: (Four Sound Cards for Gaming Market Size Forecast Scenarios)

Table 7. Opportunities and Trends for Sound Cards for Gaming Players in the COVID-19 Landscape

Table 8. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis

Table 9. Key Regions/Countries Measures against Covid-19 Impact

Table 10. Proposal for Sound Cards for Gaming Players to Combat Covid-19 Impact

Table 11. Global Sound Cards for Gaming Market Size Growth Rate by Application 2020-2026 (K Units)

Table 12. Global Sound Cards for Gaming Market Size by Region in US\$ Million: 2015 VS 2020 VS 2026

Table 13. Global Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 14. Global Sound Cards for Gaming by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Sound Cards for Gaming as of 2019)

Table 15. Sound Cards for Gaming Manufacturing Base Distribution and Headquarters

Table 16. Manufacturers Sound Cards for Gaming Product Offered

Table 17. Date of Manufacturers Enter into Sound Cards for Gaming Market

Table 18. Key Trends for Sound Cards for Gaming Markets & Products

Table 19. Main Points Interviewed from Key Sound Cards for Gaming Players

Table 20. Global Sound Cards for Gaming Production Capacity by Manufacturers (2015-2020) (K Units)

Table 21. Global Sound Cards for Gaming Production Share by Manufacturers (2015-2020)

Table 22. Sound Cards for Gaming Revenue by Manufacturers (2015-2020) (Million US\$)

Table 23. Sound Cards for Gaming Revenue Share by Manufacturers (2015-2020)

Table 24. Sound Cards for Gaming Price by Manufacturers 2015-2020 (USD/Unit)

Table 25. Mergers & Acquisitions, Expansion Plans

Table 26. Global Sound Cards for Gaming Production by Regions (2015-2020) (K Units)

Table 27. Global Sound Cards for Gaming Production Market Share by Regions (2015-2020)

Table 28. Global Sound Cards for Gaming Revenue by Regions (2015-2020) (US\$ Million)

Table 29. Global Sound Cards for Gaming Revenue Market Share by Regions (2015-2020)

Table 30. Key Sound Cards for Gaming Players in North America

Table 31. Import & Export of Sound Cards for Gaming in North America (K Units)

Table 32. Key Sound Cards for Gaming Players in Europe

Table 33. Import & Export of Sound Cards for Gaming in Europe (K Units)

Table 34. Key Sound Cards for Gaming Players in China

Table 35. Import & Export of Sound Cards for Gaming in China (K Units)

Table 36. Key Sound Cards for Gaming Players in Japan

Table 37. Import & Export of Sound Cards for Gaming in Japan (K Units)

Table 38. Key Sound Cards for Gaming Players in South Korea

Table 39. Import & Export of Sound Cards for Gaming in South Korea (K Units)

Table 40. Global Sound Cards for Gaming Consumption by Regions (2015-2020) (K Units)

Table 41. Global Sound Cards for Gaming Consumption Market Share by Regions (2015-2020)

Table 42. North America Sound Cards for Gaming Consumption by Application (2015-2020) (K Units)

Table 43. North America Sound Cards for Gaming Consumption by Countries (2015-2020) (K Units)

Table 44. Europe Sound Cards for Gaming Consumption by Application (2015-2020) (K Units)

Table 45. Europe Sound Cards for Gaming Consumption by Countries (2015-2020) (K Units)

Table 46. Asia Pacific Sound Cards for Gaming Consumption by Application (2015-2020) (K Units)

Table 47. Asia Pacific Sound Cards for Gaming Consumption Market Share by Application (2015-2020) (K Units)

Table 48. Asia Pacific Sound Cards for Gaming Consumption by Regions (2015-2020) (K Units)

Table 49. Latin America Sound Cards for Gaming Consumption by Application (2015-2020) (K Units)

Table 50. Latin America Sound Cards for Gaming Consumption by Countries (2015-2020) (K Units)

- Table 51. Middle East and Africa Sound Cards for Gaming Consumption by Application (2015-2020) (K Units)
- Table 52. Middle East and Africa Sound Cards for Gaming Consumption by Countries (2015-2020) (K Units)
- Table 53. Global Sound Cards for Gaming Production by Type (2015-2020) (K Units)
- Table 54. Global Sound Cards for Gaming Production Share by Type (2015-2020)
- Table 55. Global Sound Cards for Gaming Revenue by Type (2015-2020) (Million US\$)
- Table 56. Global Sound Cards for Gaming Revenue Share by Type (2015-2020)
- Table 57. Sound Cards for Gaming Price by Type 2015-2020 (USD/Unit)
- Table 58. Global Sound Cards for Gaming Consumption by Application (2015-2020) (K Units)
- Table 59. Global Sound Cards for Gaming Consumption by Application (2015-2020) (K Units)
- Table 60. Global Sound Cards for Gaming Consumption Share by Application (2015-2020)
- Table 61. ASUS Corporation Information
- Table 62. ASUS Description and Major Businesses
- Table 63. ASUS Sound Cards for Gaming Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 64. ASUS Product
- Table 65. ASUS Recent Development
- Table 66. Creative Technology Corporation Information
- Table 67. Creative Technology Description and Major Businesses
- Table 68. Creative Technology Sound Cards for Gaming Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 69. Creative Technology Product
- Table 70. Creative Technology Recent Development
- Table 71. HT Omega Corporation Information
- Table 72. HT Omega Description and Major Businesses
- Table 73. HT Omega Sound Cards for Gaming Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 74. HT Omega Product
- Table 75. HT Omega Recent Development
- Table 76. Terratec Corporation Information
- Table 77. Terratec Description and Major Businesses
- Table 78. Terratec Sound Cards for Gaming Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 79. Terratec Product
- Table 80. Terratec Recent Development

Table 81. Global Sound Cards for Gaming Revenue Forecast by Region (2021-2026)  
(Million US\$)

Table 82. Global Sound Cards for Gaming Production Forecast by Regions (2021-2026)  
(K Units)

Table 83. Global Sound Cards for Gaming Production Forecast by Type (2021-2026) (K  
Units)

Table 84. Global Sound Cards for Gaming Revenue Forecast by Type (2021-2026)  
(Million US\$)

Table 85. North America Sound Cards for Gaming Consumption Forecast by Regions  
(2021-2026) (K Units)

Table 86. Europe Sound Cards for Gaming Consumption Forecast by Regions  
(2021-2026) (K Units)

Table 87. Asia Pacific Sound Cards for Gaming Consumption Forecast by Regions  
(2021-2026) (K Units)

Table 88. Latin America Sound Cards for Gaming Consumption Forecast by Regions  
(2021-2026) (K Units)

Table 89. Middle East and Africa Sound Cards for Gaming Consumption Forecast by  
Regions (2021-2026) (K Units)

Table 90. Sound Cards for Gaming Distributors List

Table 91. Sound Cards for Gaming Customers List

Table 92. Key Opportunities and Drivers: Impact Analysis (2021-2026)

Table 93. Key Challenges

Table 94. Market Risks

Table 95. Research Programs/Design for This Report

Table 96. Key Data Information from Secondary Sources

Table 97. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

Figure 1. Sound Cards for Gaming Product Picture

Figure 2. Global Sound Cards for Gaming Production Market Share by Type in 2020 & 2026

Figure 3. External Sound Card Product Picture

Figure 4. Internal Sound Card Product Picture

Figure 5. Global Sound Cards for Gaming Consumption Market Share by Application in 2020 & 2026

Figure 6. Personal

Figure 7. Commercial

Figure 8. Sound Cards for Gaming Report Years Considered

Figure 9. Global Sound Cards for Gaming Revenue 2015-2026 (Million US\$)

Figure 10. Global Sound Cards for Gaming Production Capacity 2015-2026 (K Units)

Figure 11. Global Sound Cards for Gaming Production 2015-2026 (K Units)

Figure 12. Global Sound Cards for Gaming Market Share Scenario by Region in Percentage: 2020 Versus 2026

Figure 13. Sound Cards for Gaming Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2015 VS 2019

Figure 14. Global Sound Cards for Gaming Production Share by Manufacturers in 2015

Figure 15. The Top 10 and Top 5 Players Market Share by Sound Cards for Gaming Revenue in 2019

Figure 16. Global Sound Cards for Gaming Production Market Share by Region (2015-2020)

Figure 17. Sound Cards for Gaming Production Growth Rate in North America (2015-2020) (K Units)

Figure 18. Sound Cards for Gaming Revenue Growth Rate in North America (2015-2020) (US\$ Million)

Figure 19. Sound Cards for Gaming Production Growth Rate in Europe (2015-2020) (K Units)

Figure 20. Sound Cards for Gaming Revenue Growth Rate in Europe (2015-2020) (US\$ Million)

Figure 21. Sound Cards for Gaming Production Growth Rate in China (2015-2020) (K Units)

Figure 22. Sound Cards for Gaming Revenue Growth Rate in China (2015-2020) (US\$ Million)

Figure 23. Sound Cards for Gaming Production Growth Rate in Japan (2015-2020) (K



Units)

Figure 24. Sound Cards for Gaming Revenue Growth Rate in Japan (2015-2020) (US\$ Million)

Figure 25. Sound Cards for Gaming Production Growth Rate in South Korea (2015-2020) (K Units)

Figure 26. Sound Cards for Gaming Revenue Growth Rate in South Korea (2015-2020) (US\$ Million)

Figure 27. Global Sound Cards for Gaming Consumption Market Share by Regions 2015-2020

Figure 28. North America Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 29. North America Sound Cards for Gaming Consumption Market Share by Application in 2019

Figure 30. North America Sound Cards for Gaming Consumption Market Share by Countries in 2019

Figure 31. U.S. Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 32. Canada Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 33. Europe Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 34. Europe Sound Cards for Gaming Consumption Market Share by Application in 2019

Figure 35. Europe Sound Cards for Gaming Consumption Market Share by Countries in 2019

Figure 36. Germany Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 37. France Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 38. U.K. Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 39. Italy Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 40. Russia Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 41. Asia Pacific Sound Cards for Gaming Consumption and Growth Rate (K Units)

Figure 42. Asia Pacific Sound Cards for Gaming Consumption Market Share by Application in 2019

Figure 43. Asia Pacific Sound Cards for Gaming Consumption Market Share by Regions in 2019

Figure 44. China Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 45. Japan Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 46. South Korea Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 47. India Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 48. Australia Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 49. Taiwan Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 50. Indonesia Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 51. Thailand Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 52. Malaysia Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 53. Philippines Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 54. Vietnam Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 55. Latin America Sound Cards for Gaming Consumption and Growth Rate (K Units)

Figure 56. Latin America Sound Cards for Gaming Consumption Market Share by Application in 2019

Figure 57. Latin America Sound Cards for Gaming Consumption Market Share by Countries in 2019

Figure 58. Mexico Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 59. Brazil Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 60. Argentina Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 61. Middle East and Africa Sound Cards for Gaming Consumption and Growth Rate (K Units)

Figure 62. Middle East and Africa Sound Cards for Gaming Consumption Market Share

by Application in 2019

Figure 63. Middle East and Africa Sound Cards for Gaming Consumption Market Share by Countries in 2019

Figure 64. Turkey Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 65. Saudi Arabia Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 66. U.A.E Sound Cards for Gaming Consumption and Growth Rate (2015-2020) (K Units)

Figure 67. Global Sound Cards for Gaming Production Market Share by Type (2015-2020)

Figure 68. Global Sound Cards for Gaming Production Market Share by Type in 2019

Figure 69. Global Sound Cards for Gaming Revenue Market Share by Type (2015-2020)

Figure 70. Global Sound Cards for Gaming Revenue Market Share by Type in 2019

Figure 71. Global Sound Cards for Gaming Production Market Share Forecast by Type (2021-2026)

Figure 72. Global Sound Cards for Gaming Revenue Market Share Forecast by Type (2021-2026)

Figure 73. Global Sound Cards for Gaming Market Share by Price Range (2015-2020)

Figure 74. Global Sound Cards for Gaming Consumption Market Share by Application (2015-2020)

Figure 75. Global Sound Cards for Gaming Value (Consumption) Market Share by Application (2015-2020)

Figure 76. Global Sound Cards for Gaming Consumption Market Share Forecast by Application (2021-2026)

Figure 77. ASUS Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 78. Creative Technology Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 79. HT Omega Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 80. Terratec Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 81. Global Sound Cards for Gaming Revenue Forecast by Regions (2021-2026) (US\$ Million)

Figure 82. Global Sound Cards for Gaming Revenue Market Share Forecast by Regions ((2021-2026))

Figure 83. Global Sound Cards for Gaming Production Forecast by Regions (2021-2026) (K Units)

Figure 84. North America Sound Cards for Gaming Production Forecast (2021-2026) (K Units)

Figure 85. North America Sound Cards for Gaming Revenue Forecast (2021-2026)  
(US\$ Million)

Figure 86. Europe Sound Cards for Gaming Production Forecast (2021-2026) (K Units)

Figure 87. Europe Sound Cards for Gaming Revenue Forecast (2021-2026) (US\$  
Million)

Figure 88. China Sound Cards for Gaming Production Forecast (2021-2026) (K Units)

Figure 89. China Sound Cards for Gaming Revenue Forecast (2021-2026) (US\$ Million)

Figure 90. Japan Sound Cards for Gaming Production Forecast (2021-2026) (K Units)

Figure 91. Japan Sound Cards for Gaming Revenue Forecast (2021-2026) (US\$  
Million)

Figure 92. South Korea Sound Cards for Gaming Production Forecast (2021-2026) (K  
Units)

Figure 93. South Korea Sound Cards for Gaming Revenue Forecast (2021-2026) (US\$  
Million)

Figure 94. Global Sound Cards for Gaming Consumption Market Share Forecast by  
Region (2021-2026)

Figure 95. Sound Cards for Gaming Value Chain

Figure 96. Channels of Distribution

Figure 97. Distributors Profiles

Figure 98. Porter's Five Forces Analysis

Figure 99. Bottom-up and Top-down Approaches for This Report

Figure 100. Data Triangulation

Figure 101. Key Executives Interviewed

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