

# Global Audiophile Headphones for Gaming Market Research Report 2023

<https://marketpublishers.com/r/GCB7E07F7A98EN.html>

Date: October 2023

Pages: 150

Price: US\$ 2,900.00 (Single User License)

ID: GCB7E07F7A98EN

## Abstracts

This report aims to provide a comprehensive presentation of the global market for Audiophile Headphones for Gaming, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Audiophile Headphones for Gaming.

The Audiophile Headphones for Gaming market size, estimations, and forecasts are provided in terms of sales volume (K Units) and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Audiophile Headphones for Gaming market comprehensively. Regional market sizes, concerning products by type, by application and by players, are also provided.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Audiophile Headphones for Gaming manufacturers, new entrants, and industry chain related companies in this market with information on the revenues, sales volume, and average price for the overall market and the sub-segments across the different segments, by company, by type, by application and by regions.

By Company

Beyerdynamic

Audeze

Sennheiser

Nuraphone

V-Moda

Beats

Harman

Bose

Audio-Technica

Sony

Philips

Grado

Shure

Pioneer

Audeze

HiFiMan

OPPO

## Segment by Type

Wired Headphone

Wireless Headphones

## Segment by Application

Online

Offline

## Consumption by Region

North America

United States

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Southeast Asia

Latin America

Mexico

Brazil

Argentina

Middle East & Africa

Turkey

Saudi Arabia

UAE

## Core Chapters

Chapter 1: Introduces the report scope of the report, executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 2: Detailed analysis of Audiophile Headphones for Gaming manufacturers competitive landscape, price, sales and revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 3: Sales, revenue of Audiophile Headphones for Gaming in regional level and country level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and market size of each country in the world.

Chapter 4: Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 5: Provides the analysis of various market segments by application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 6: Provides profiles of key players, introducing the basic situation of the key companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

Chapter 7: Analysis of industrial chain, including the upstream and downstream of the industry.

Chapter 8: Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 9: The main points and conclusions of the report.

## Contents

### **1 AUDIOPHILE HEADPHONES FOR GAMING MARKET OVERVIEW**

- 1.1 Product Overview and Scope of Audiophile Headphones for Gaming
- 1.2 Audiophile Headphones for Gaming Segment by Type
  - 1.2.1 Global Audiophile Headphones for Gaming Market Value Comparison by Type (2023-2029)
  - 1.2.2 Wired Headphone
  - 1.2.3 Wireless Headphones
- 1.3 Audiophile Headphones for Gaming Segment by Application
  - 1.3.1 Global Audiophile Headphones for Gaming Market Value by Application: (2023-2029)
  - 1.3.2 Online
  - 1.3.3 Offline
- 1.4 Global Audiophile Headphones for Gaming Market Size Estimates and Forecasts
  - 1.4.1 Global Audiophile Headphones for Gaming Revenue 2018-2029
  - 1.4.2 Global Audiophile Headphones for Gaming Sales 2018-2029
  - 1.4.3 Global Audiophile Headphones for Gaming Market Average Price (2018-2029)
- 1.5 Assumptions and Limitations

### **2 AUDIOPHILE HEADPHONES FOR GAMING MARKET COMPETITION BY MANUFACTURERS**

- 2.1 Global Audiophile Headphones for Gaming Sales Market Share by Manufacturers (2018-2023)
- 2.2 Global Audiophile Headphones for Gaming Revenue Market Share by Manufacturers (2018-2023)
- 2.3 Global Audiophile Headphones for Gaming Average Price by Manufacturers (2018-2023)
- 2.4 Global Audiophile Headphones for Gaming Industry Ranking 2021 VS 2022 VS 2023
- 2.5 Global Key Manufacturers of Audiophile Headphones for Gaming, Manufacturing Sites & Headquarters
- 2.6 Global Key Manufacturers of Audiophile Headphones for Gaming, Product Type & Application
- 2.7 Audiophile Headphones for Gaming Market Competitive Situation and Trends
  - 2.7.1 Audiophile Headphones for Gaming Market Concentration Rate
  - 2.7.2 The Global Top 5 and Top 10 Largest Audiophile Headphones for Gaming

Players Market Share by Revenue

2.7.3 Global Audiophile Headphones for Gaming Market Share by Company Type  
(Tier 1, Tier 2 and Tier 3)

2.8 Manufacturers Mergers & Acquisitions, Expansion Plans

### **3 AUDIOPHILE HEADPHONES FOR GAMING RETROSPECTIVE MARKET SCENARIO BY REGION**

3.1 Global Audiophile Headphones for Gaming Market Size by Region: 2018 Versus  
2022 Versus 2029

3.2 Global Audiophile Headphones for Gaming Global Audiophile Headphones for  
Gaming Sales by Region: 2018-2029

3.2.1 Global Audiophile Headphones for Gaming Sales by Region: 2018-2023

3.2.2 Global Audiophile Headphones for Gaming Sales by Region: 2024-2029

3.3 Global Audiophile Headphones for Gaming Global Audiophile Headphones for  
Gaming Revenue by Region: 2018-2029

3.3.1 Global Audiophile Headphones for Gaming Revenue by Region: 2018-2023

3.3.2 Global Audiophile Headphones for Gaming Revenue by Region: 2024-2029

3.4 North America Audiophile Headphones for Gaming Market Facts & Figures by  
Country

3.4.1 North America Audiophile Headphones for Gaming Market Size by Country:  
2018 VS 2022 VS 2029

3.4.2 North America Audiophile Headphones for Gaming Sales by Country  
(2018-2029)

3.4.3 North America Audiophile Headphones for Gaming Revenue by Country  
(2018-2029)

3.4.4 United States

3.4.5 Canada

3.5 Europe Audiophile Headphones for Gaming Market Facts & Figures by Country

3.5.1 Europe Audiophile Headphones for Gaming Market Size by Country: 2018 VS  
2022 VS 2029

3.5.2 Europe Audiophile Headphones for Gaming Sales by Country (2018-2029)

3.5.3 Europe Audiophile Headphones for Gaming Revenue by Country (2018-2029)

3.5.4 Germany

3.5.5 France

3.5.6 U.K.

3.5.7 Italy

3.5.8 Russia

3.6 Asia Pacific Audiophile Headphones for Gaming Market Facts & Figures by Country

3.6.1 Asia Pacific Audiophile Headphones for Gaming Market Size by Country: 2018 VS 2022 VS 2029

3.6.2 Asia Pacific Audiophile Headphones for Gaming Sales by Country (2018-2029)

3.6.3 Asia Pacific Audiophile Headphones for Gaming Revenue by Country (2018-2029)

3.6.4 China

3.6.5 Japan

3.6.6 South Korea

3.6.7 India

3.6.8 Australia

3.6.9 China Taiwan

3.6.10 Southeast Asia

3.7 Latin America Audiophile Headphones for Gaming Market Facts & Figures by Country

3.7.1 Latin America Audiophile Headphones for Gaming Market Size by Country: 2018 VS 2022 VS 2029

3.7.2 Latin America Audiophile Headphones for Gaming Sales by Country (2018-2029)

3.7.3 Latin America Audiophile Headphones for Gaming Revenue by Country (2018-2029)

3.7.4 Mexico

3.7.5 Brazil

3.7.6 Argentina

3.8 Middle East and Africa Audiophile Headphones for Gaming Market Facts & Figures by Country

3.8.1 Middle East and Africa Audiophile Headphones for Gaming Market Size by Country: 2018 VS 2022 VS 2029

3.8.2 Middle East and Africa Audiophile Headphones for Gaming Sales by Country (2018-2029)

3.8.3 Middle East and Africa Audiophile Headphones for Gaming Revenue by Country (2018-2029)

3.8.4 Turkey

3.8.5 Saudi Arabia

3.8.6 UAE

## **4 SEGMENT BY TYPE**

4.1 Global Audiophile Headphones for Gaming Sales by Type (2018-2029)

4.1.1 Global Audiophile Headphones for Gaming Sales by Type (2018-2023)

4.1.2 Global Audiophile Headphones for Gaming Sales by Type (2024-2029)



4.1.3 Global Audiophile Headphones for Gaming Sales Market Share by Type (2018-2029)

4.2 Global Audiophile Headphones for Gaming Revenue by Type (2018-2029)

4.2.1 Global Audiophile Headphones for Gaming Revenue by Type (2018-2023)

4.2.2 Global Audiophile Headphones for Gaming Revenue by Type (2024-2029)

4.2.3 Global Audiophile Headphones for Gaming Revenue Market Share by Type (2018-2029)

4.3 Global Audiophile Headphones for Gaming Price by Type (2018-2029)

## **5 SEGMENT BY APPLICATION**

5.1 Global Audiophile Headphones for Gaming Sales by Application (2018-2029)

5.1.1 Global Audiophile Headphones for Gaming Sales by Application (2018-2023)

5.1.2 Global Audiophile Headphones for Gaming Sales by Application (2024-2029)

5.1.3 Global Audiophile Headphones for Gaming Sales Market Share by Application (2018-2029)

5.2 Global Audiophile Headphones for Gaming Revenue by Application (2018-2029)

5.2.1 Global Audiophile Headphones for Gaming Revenue by Application (2018-2023)

5.2.2 Global Audiophile Headphones for Gaming Revenue by Application (2024-2029)

5.2.3 Global Audiophile Headphones for Gaming Revenue Market Share by Application (2018-2029)

5.3 Global Audiophile Headphones for Gaming Price by Application (2018-2029)

## **6 KEY COMPANIES PROFILED**

6.1 Beyerdynamic

6.1.1 Beyerdynamic Corporation Information

6.1.2 Beyerdynamic Description and Business Overview

6.1.3 Beyerdynamic Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.1.4 Beyerdynamic Audiophile Headphones for Gaming Product Portfolio

6.1.5 Beyerdynamic Recent Developments/Updates

6.2 Audeze

6.2.1 Audeze Corporation Information

6.2.2 Audeze Description and Business Overview

6.2.3 Audeze Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.2.4 Audeze Audiophile Headphones for Gaming Product Portfolio

6.2.5 Audeze Recent Developments/Updates

## 6.3 Sennheiser

6.3.1 Sennheiser Corporation Information

6.3.2 Sennheiser Description and Business Overview

6.3.3 Sennheiser Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.3.4 Sennheiser Audiophile Headphones for Gaming Product Portfolio

6.3.5 Sennheiser Recent Developments/Updates

## 6.4 Nuraphone

6.4.1 Nuraphone Corporation Information

6.4.2 Nuraphone Description and Business Overview

6.4.3 Nuraphone Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.4.4 Nuraphone Audiophile Headphones for Gaming Product Portfolio

6.4.5 Nuraphone Recent Developments/Updates

## 6.5 V-Moda

6.5.1 V-Moda Corporation Information

6.5.2 V-Moda Description and Business Overview

6.5.3 V-Moda Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.5.4 V-Moda Audiophile Headphones for Gaming Product Portfolio

6.5.5 V-Moda Recent Developments/Updates

## 6.6 Beats

6.6.1 Beats Corporation Information

6.6.2 Beats Description and Business Overview

6.6.3 Beats Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.6.4 Beats Audiophile Headphones for Gaming Product Portfolio

6.6.5 Beats Recent Developments/Updates

## 6.7 Harman

6.6.1 Harman Corporation Information

6.6.2 Harman Description and Business Overview

6.6.3 Harman Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.4.4 Harman Audiophile Headphones for Gaming Product Portfolio

6.7.5 Harman Recent Developments/Updates

## 6.8 Bose

6.8.1 Bose Corporation Information

6.8.2 Bose Description and Business Overview

6.8.3 Bose Audiophile Headphones for Gaming Sales, Revenue and Gross Margin

(2018-2023)

6.8.4 Bose Audiophile Headphones for Gaming Product Portfolio

6.8.5 Bose Recent Developments/Updates

6.9 Audio-Technica

6.9.1 Audio-Technica Corporation Information

6.9.2 Audio-Technica Description and Business Overview

6.9.3 Audio-Technica Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.9.4 Audio-Technica Audiophile Headphones for Gaming Product Portfolio

6.9.5 Audio-Technica Recent Developments/Updates

6.10 Sony

6.10.1 Sony Corporation Information

6.10.2 Sony Description and Business Overview

6.10.3 Sony Audiophile Headphones for Gaming Sales, Revenue and Gross Margin

(2018-2023)

6.10.4 Sony Audiophile Headphones for Gaming Product Portfolio

6.10.5 Sony Recent Developments/Updates

6.11 Philips

6.11.1 Philips Corporation Information

6.11.2 Philips Audiophile Headphones for Gaming Description and Business Overview

6.11.3 Philips Audiophile Headphones for Gaming Sales, Revenue and Gross Margin

(2018-2023)

6.11.4 Philips Audiophile Headphones for Gaming Product Portfolio

6.11.5 Philips Recent Developments/Updates

6.12 Grado

6.12.1 Grado Corporation Information

6.12.2 Grado Audiophile Headphones for Gaming Description and Business Overview

6.12.3 Grado Audiophile Headphones for Gaming Sales, Revenue and Gross Margin

(2018-2023)

6.12.4 Grado Audiophile Headphones for Gaming Product Portfolio

6.12.5 Grado Recent Developments/Updates

6.13 Shure

6.13.1 Shure Corporation Information

6.13.2 Shure Audiophile Headphones for Gaming Description and Business Overview

6.13.3 Shure Audiophile Headphones for Gaming Sales, Revenue and Gross Margin

(2018-2023)

6.13.4 Shure Audiophile Headphones for Gaming Product Portfolio

6.13.5 Shure Recent Developments/Updates

6.14 Pioneer

6.14.1 Pioneer Corporation Information

6.14.2 Pioneer Audiophile Headphones for Gaming Description and Business

Overview

6.14.3 Pioneer Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.14.4 Pioneer Audiophile Headphones for Gaming Product Portfolio

6.14.5 Pioneer Recent Developments/Updates

6.15 Audeze

6.15.1 Audeze Corporation Information

6.15.2 Audeze Audiophile Headphones for Gaming Description and Business

Overview

6.15.3 Audeze Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.15.4 Audeze Audiophile Headphones for Gaming Product Portfolio

6.15.5 Audeze Recent Developments/Updates

6.16 HiFiMan

6.16.1 HiFiMan Corporation Information

6.16.2 HiFiMan Audiophile Headphones for Gaming Description and Business

Overview

6.16.3 HiFiMan Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.16.4 HiFiMan Audiophile Headphones for Gaming Product Portfolio

6.16.5 HiFiMan Recent Developments/Updates

6.17 OPPO

6.17.1 OPPO Corporation Information

6.17.2 OPPO Audiophile Headphones for Gaming Description and Business Overview

6.17.3 OPPO Audiophile Headphones for Gaming Sales, Revenue and Gross Margin (2018-2023)

6.17.4 OPPO Audiophile Headphones for Gaming Product Portfolio

6.17.5 OPPO Recent Developments/Updates

## **7 INDUSTRY CHAIN AND SALES CHANNELS ANALYSIS**

7.1 Audiophile Headphones for Gaming Industry Chain Analysis

7.2 Audiophile Headphones for Gaming Key Raw Materials

7.2.1 Key Raw Materials

7.2.2 Raw Materials Key Suppliers

7.3 Audiophile Headphones for Gaming Production Mode & Process

7.4 Audiophile Headphones for Gaming Sales and Marketing

- 7.4.1 Audiophile Headphones for Gaming Sales Channels
- 7.4.2 Audiophile Headphones for Gaming Distributors
- 7.5 Audiophile Headphones for Gaming Customers

## **8 AUDIOPHILE HEADPHONES FOR GAMING MARKET DYNAMICS**

- 8.1 Audiophile Headphones for Gaming Industry Trends
- 8.2 Audiophile Headphones for Gaming Market Drivers
- 8.3 Audiophile Headphones for Gaming Market Challenges
- 8.4 Audiophile Headphones for Gaming Market Restraints

## **9 RESEARCH FINDING AND CONCLUSION**

## **10 METHODOLOGY AND DATA SOURCE**

- 10.1 Methodology/Research Approach
  - 10.1.1 Research Programs/Design
  - 10.1.2 Market Size Estimation
  - 10.1.3 Market Breakdown and Data Triangulation
- 10.2 Data Source
  - 10.2.1 Secondary Sources
  - 10.2.2 Primary Sources
- 10.3 Author List
- 10.4 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Global Audiophile Headphones for Gaming Market Value Comparison by Type (2023-2029) & (US\$ Million)

Table 2. Global Audiophile Headphones for Gaming Market Value Comparison by Application (2023-2029) & (US\$ Million)

Table 3. Global Audiophile Headphones for Gaming Market Competitive Situation by Manufacturers in 2022

Table 4. Global Audiophile Headphones for Gaming Sales (K Units) of Key Manufacturers (2018-2023)

Table 5. Global Audiophile Headphones for Gaming Sales Market Share by Manufacturers (2018-2023)

Table 6. Global Audiophile Headphones for Gaming Revenue (US\$ Million) by Manufacturers (2018-2023)

Table 7. Global Audiophile Headphones for Gaming Revenue Share by Manufacturers (2018-2023)

Table 8. Global Market Audiophile Headphones for Gaming Average Price (US\$/Unit) of Key Manufacturers (2018-2023)

Table 9. Global Key Players of Audiophile Headphones for Gaming, Industry Ranking, 2021 VS 2022 VS 2023

Table 10. Global Key Manufacturers of Audiophile Headphones for Gaming, Manufacturing Sites & Headquarters

Table 11. Global Key Manufacturers of Audiophile Headphones for Gaming, Product Type & Application

Table 12. Global Key Manufacturers of Audiophile Headphones for Gaming, Date of Enter into This Industry

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

Table 14. Global Audiophile Headphones for Gaming by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Audiophile Headphones for Gaming as of 2022)

Table 15. Manufacturers Mergers & Acquisitions, Expansion Plans

Table 16. Global Audiophile Headphones for Gaming Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 17. Global Audiophile Headphones for Gaming Sales by Region (2018-2023) & (K Units)

Table 18. Global Audiophile Headphones for Gaming Sales Market Share by Region (2018-2023)

Table 19. Global Audiophile Headphones for Gaming Sales by Region (2024-2029) & (K



Units)

Table 20. Global Audiophile Headphones for Gaming Sales Market Share by Region (2024-2029)

Table 21. Global Audiophile Headphones for Gaming Revenue by Region (2018-2023) & (US\$ Million)

Table 22. Global Audiophile Headphones for Gaming Revenue Market Share by Region (2018-2023)

Table 23. Global Audiophile Headphones for Gaming Revenue by Region (2024-2029) & (US\$ Million)

Table 24. Global Audiophile Headphones for Gaming Revenue Market Share by Region (2024-2029)

Table 25. North America Audiophile Headphones for Gaming Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 26. North America Audiophile Headphones for Gaming Sales by Country (2018-2023) & (K Units)

Table 27. North America Audiophile Headphones for Gaming Sales by Country (2024-2029) & (K Units)

Table 28. North America Audiophile Headphones for Gaming Revenue by Country (2018-2023) & (US\$ Million)

Table 29. North America Audiophile Headphones for Gaming Revenue by Country (2024-2029) & (US\$ Million)

Table 30. Europe Audiophile Headphones for Gaming Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 31. Europe Audiophile Headphones for Gaming Sales by Country (2018-2023) & (K Units)

Table 32. Europe Audiophile Headphones for Gaming Sales by Country (2024-2029) & (K Units)

Table 33. Europe Audiophile Headphones for Gaming Revenue by Country (2018-2023) & (US\$ Million)

Table 34. Europe Audiophile Headphones for Gaming Revenue by Country (2024-2029) & (US\$ Million)

Table 35. Asia Pacific Audiophile Headphones for Gaming Revenue by Region: 2018 VS 2022 VS 2029 (US\$ Million)

Table 36. Asia Pacific Audiophile Headphones for Gaming Sales by Region (2018-2023) & (K Units)

Table 37. Asia Pacific Audiophile Headphones for Gaming Sales by Region (2024-2029) & (K Units)

Table 38. Asia Pacific Audiophile Headphones for Gaming Revenue by Region (2018-2023) & (US\$ Million)

Table 39. Asia Pacific Audiophile Headphones for Gaming Revenue by Region (2024-2029) & (US\$ Million)

Table 40. Latin America Audiophile Headphones for Gaming Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 41. Latin America Audiophile Headphones for Gaming Sales by Country (2018-2023) & (K Units)

Table 42. Latin America Audiophile Headphones for Gaming Sales by Country (2024-2029) & (K Units)

Table 43. Latin America Audiophile Headphones for Gaming Revenue by Country (2018-2023) & (US\$ Million)

Table 44. Latin America Audiophile Headphones for Gaming Revenue by Country (2024-2029) & (US\$ Million)

Table 45. Middle East & Africa Audiophile Headphones for Gaming Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 46. Middle East & Africa Audiophile Headphones for Gaming Sales by Country (2018-2023) & (K Units)

Table 47. Middle East & Africa Audiophile Headphones for Gaming Sales by Country (2024-2029) & (K Units)

Table 48. Middle East & Africa Audiophile Headphones for Gaming Revenue by Country (2018-2023) & (US\$ Million)

Table 49. Middle East & Africa Audiophile Headphones for Gaming Revenue by Country (2024-2029) & (US\$ Million)

Table 50. Global Audiophile Headphones for Gaming Sales (K Units) by Type (2018-2023)

Table 51. Global Audiophile Headphones for Gaming Sales (K Units) by Type (2024-2029)

Table 52. Global Audiophile Headphones for Gaming Sales Market Share by Type (2018-2023)

Table 53. Global Audiophile Headphones for Gaming Sales Market Share by Type (2024-2029)

Table 54. Global Audiophile Headphones for Gaming Revenue (US\$ Million) by Type (2018-2023)

Table 55. Global Audiophile Headphones for Gaming Revenue (US\$ Million) by Type (2024-2029)

Table 56. Global Audiophile Headphones for Gaming Revenue Market Share by Type (2018-2023)

Table 57. Global Audiophile Headphones for Gaming Revenue Market Share by Type (2024-2029)

Table 58. Global Audiophile Headphones for Gaming Price (US\$/Unit) by Type



(2018-2023)

Table 59. Global Audiophile Headphones for Gaming Price (US\$/Unit) by Type

(2024-2029)

Table 60. Global Audiophile Headphones for Gaming Sales (K Units) by Application

(2018-2023)

Table 61. Global Audiophile Headphones for Gaming Sales (K Units) by Application

(2024-2029)

Table 62. Global Audiophile Headphones for Gaming Sales Market Share by

Application (2018-2023)

Table 63. Global Audiophile Headphones for Gaming Sales Market Share by

Application (2024-2029)

Table 64. Global Audiophile Headphones for Gaming Revenue (US\$ Million) by

Application (2018-2023)

Table 65. Global Audiophile Headphones for Gaming Revenue (US\$ Million) by

Application (2024-2029)

Table 66. Global Audiophile Headphones for Gaming Revenue Market Share by

Application (2018-2023)

Table 67. Global Audiophile Headphones for Gaming Revenue Market Share by

Application (2024-2029)

Table 68. Global Audiophile Headphones for Gaming Price (US\$/Unit) by Application

(2018-2023)

Table 69. Global Audiophile Headphones for Gaming Price (US\$/Unit) by Application

(2024-2029)

Table 70. Beyerdynamic Corporation Information

Table 71. Beyerdynamic Description and Business Overview

Table 72. Beyerdynamic Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 73. Beyerdynamic Audiophile Headphones for Gaming Product

Table 74. Beyerdynamic Recent Developments/Updates

Table 75. Audeze Corporation Information

Table 76. Audeze Description and Business Overview

Table 77. Audeze Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 78. Audeze Audiophile Headphones for Gaming Product

Table 79. Audeze Recent Developments/Updates

Table 80. Sennheiser Corporation Information

Table 81. Sennheiser Description and Business Overview

Table 82. Sennheiser Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 83. Sennheiser Audiophile Headphones for Gaming Product

Table 84. Sennheiser Recent Developments/Updates

Table 85. Nuraphone Corporation Information

Table 86. Nuraphone Description and Business Overview

Table 87. Nuraphone Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 88. Nuraphone Audiophile Headphones for Gaming Product

Table 89. Nuraphone Recent Developments/Updates

Table 90. V-Moda Corporation Information

Table 91. V-Moda Description and Business Overview

Table 92. V-Moda Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 93. V-Moda Audiophile Headphones for Gaming Product

Table 94. V-Moda Recent Developments/Updates

Table 95. Beats Corporation Information

Table 96. Beats Description and Business Overview

Table 97. Beats Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 98. Beats Audiophile Headphones for Gaming Product

Table 99. Beats Recent Developments/Updates

Table 100. Harman Corporation Information

Table 101. Harman Description and Business Overview

Table 102. Harman Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 103. Harman Audiophile Headphones for Gaming Product

Table 104. Harman Recent Developments/Updates

Table 105. Bose Corporation Information

Table 106. Bose Description and Business Overview

Table 107. Bose Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 108. Bose Audiophile Headphones for Gaming Product

Table 109. Bose Recent Developments/Updates

Table 110. Audio-Technica Corporation Information

Table 111. Audio-Technica Description and Business Overview

Table 112. Audio-Technica Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 113. Audio-Technica Audiophile Headphones for Gaming Product

Table 114. Audio-Technica Recent Developments/Updates

Table 115. Sony Corporation Information

- Table 116. Sony Description and Business Overview
- Table 117. Sony Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 118. Sony Audiophile Headphones for Gaming Product
- Table 119. Sony Recent Developments/Updates
- Table 120. Philips Corporation Information
- Table 121. Philips Description and Business Overview
- Table 122. Philips Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 123. Philips Audiophile Headphones for Gaming Product
- Table 124. Philips Recent Developments/Updates
- Table 125. Grado Corporation Information
- Table 126. Grado Description and Business Overview
- Table 127. Grado Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 128. Grado Audiophile Headphones for Gaming Product
- Table 129. Grado Recent Developments/Updates
- Table 130. Shure Corporation Information
- Table 131. Shure Description and Business Overview
- Table 132. Shure Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 133. Shure Audiophile Headphones for Gaming Product
- Table 134. Shure Recent Developments/Updates
- Table 135. Pioneer Corporation Information
- Table 136. Pioneer Description and Business Overview
- Table 137. Pioneer Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 138. Pioneer Audiophile Headphones for Gaming Product
- Table 139. Pioneer Recent Developments/Updates
- Table 140. Audeze Corporation Information
- Table 141. Audeze Description and Business Overview
- Table 142. Audeze Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 143. Audeze Audiophile Headphones for Gaming Product
- Table 144. Audeze Recent Developments/Updates
- Table 145. HiFiMan Corporation Information
- Table 146. HiFiMan Description and Business Overview
- Table 147. HiFiMan Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 148. HiFiMan Audiophile Headphones for Gaming Product

Table 149. HiFiMan Recent Developments/Updates

Table 150. OPPO Corporation Information

Table 151. OPPO Description and Business Overview

Table 152. OPPO Audiophile Headphones for Gaming Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 153. OPPO Audiophile Headphones for Gaming Product

Table 154. OPPO Recent Developments/Updates

Table 155. Key Raw Materials Lists

Table 156. Raw Materials Key Suppliers Lists

Table 157. Audiophile Headphones for Gaming Distributors List

Table 158. Audiophile Headphones for Gaming Customers List

Table 159. Audiophile Headphones for Gaming Market Trends

Table 160. Audiophile Headphones for Gaming Market Drivers

Table 161. Audiophile Headphones for Gaming Market Challenges

Table 162. Audiophile Headphones for Gaming Market Restraints

Table 163. Research Programs/Design for This Report

Table 164. Key Data Information from Secondary Sources

Table 165. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

- Figure 1. Product Picture of Audiophile Headphones for Gaming
- Figure 2. Global Audiophile Headphones for Gaming Market Value Comparison by Type (2023-2029) & (US\$ Million)
- Figure 3. Global Audiophile Headphones for Gaming Market Share by Type in 2022 & 2029
- Figure 4. Wired Headphone Product Picture
- Figure 5. Wireless Headphones Product Picture
- Figure 6. Global Audiophile Headphones for Gaming Market Value Comparison by Application (2023-2029) & (US\$ Million)
- Figure 7. Global Audiophile Headphones for Gaming Market Share by Application in 2022 & 2029
- Figure 8. Online
- Figure 9. Offline
- Figure 10. Global Audiophile Headphones for Gaming Revenue, (US\$ Million), 2018 VS 2022 VS 2029
- Figure 11. Global Audiophile Headphones for Gaming Market Size (2018-2029) & (US\$ Million)
- Figure 12. Global Audiophile Headphones for Gaming Sales (2018-2029) & (K Units)
- Figure 13. Global Audiophile Headphones for Gaming Average Price (US\$/Unit) & (2018-2029)
- Figure 14. Audiophile Headphones for Gaming Report Years Considered
- Figure 15. Audiophile Headphones for Gaming Sales Share by Manufacturers in 2022
- Figure 16. Global Audiophile Headphones for Gaming Revenue Share by Manufacturers in 2022
- Figure 17. The Global 5 and 10 Largest Audiophile Headphones for Gaming Players: Market Share by Revenue in 2022
- Figure 18. Audiophile Headphones for Gaming Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2018 VS 2022
- Figure 19. Global Audiophile Headphones for Gaming Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029
- Figure 20. North America Audiophile Headphones for Gaming Sales Market Share by Country (2018-2029)
- Figure 21. North America Audiophile Headphones for Gaming Revenue Market Share by Country (2018-2029)
- Figure 22. United States Audiophile Headphones for Gaming Revenue Growth Rate

(2018-2029) & (US\$ Million)

Figure 23. Canada Audiophile Headphones for Gaming Revenue Growth Rate

(2018-2029) & (US\$ Million)

Figure 24. Europe Audiophile Headphones for Gaming Sales Market Share by Country

(2018-2029)

Figure 25. Europe Audiophile Headphones for Gaming Revenue Market Share by Country (2018-2029)

Figure 26. Germany Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 27. France Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 28. U.K. Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 29. Italy Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 30. Russia Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 31. Asia Pacific Audiophile Headphones for Gaming Sales Market Share by Region (2018-2029)

Figure 32. Asia Pacific Audiophile Headphones for Gaming Revenue Market Share by Region (2018-2029)

Figure 33. China Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 34. Japan Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 35. South Korea Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 36. India Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 37. Australia Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 38. China Taiwan Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 39. Southeast Asia Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 40. Latin America Audiophile Headphones for Gaming Sales Market Share by Country (2018-2029)

Figure 41. Latin America Audiophile Headphones for Gaming Revenue Market Share by Country (2018-2029)



- Figure 42. Mexico Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)
- Figure 43. Brazil Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)
- Figure 44. Argentina Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)
- Figure 45. Middle East & Africa Audiophile Headphones for Gaming Sales Market Share by Country (2018-2029)
- Figure 46. Middle East & Africa Audiophile Headphones for Gaming Revenue Market Share by Country (2018-2029)
- Figure 47. Turkey Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)
- Figure 48. Saudi Arabia Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)
- Figure 49. UAE Audiophile Headphones for Gaming Revenue Growth Rate (2018-2029) & (US\$ Million)
- Figure 50. Global Sales Market Share of Audiophile Headphones for Gaming by Type (2018-2029)
- Figure 51. Global Revenue Market Share of Audiophile Headphones for Gaming by Type (2018-2029)
- Figure 52. Global Audiophile Headphones for Gaming Price (US\$/Unit) by Type (2018-2029)
- Figure 53. Global Sales Market Share of Audiophile Headphones for Gaming by Application (2018-2029)
- Figure 54. Global Revenue Market Share of Audiophile Headphones for Gaming by Application (2018-2029)
- Figure 55. Global Audiophile Headphones for Gaming Price (US\$/Unit) by Application (2018-2029)
- Figure 56. Audiophile Headphones for Gaming Value Chain
- Figure 57. Audiophile Headphones for Gaming Production Process
- Figure 58. Channels of Distribution (Direct Vs Distribution)
- Figure 59. Distributors Profiles
- Figure 60. Bottom-up and Top-down Approaches for This Report
- Figure 61. Data Triangulation
- Figure 62. Key Executives Interviewed

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