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Europe 3D Audio Market Forecast to 2030 - Regional Analysis - By Component (Hardware, Software, Services) and End Use Industries (Consumer Electronics, Automotive, Media and Entertainment, Gaming, and Others)

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Abstracts

The Europe 3D audio market was valued at US$ 1,539.46 million in 2022 and is expected to reach US$ 4,826.89 million by 2030; it is estimated to grow at a CAGR of 15.4% from 2022 to 2030.
Growing Adoption of Online 3D Music Streaming Fuels the Europe 3D Audio Market.
The scope of technological developments such as music streaming platforms and on-demand streaming is constantly growing with the introduction of digital and cloud systems. These developments are enabling musical content creators to cater to their subscribers through a subscription model, creating a significant impact on the development of 3D audio song lists as well as music streaming platforms. The music streaming service providers are offering 3D audio music to attract a huge base of customers as well as subscriptions. India is becoming a hub for music content providers, as platforms such as Saawan.com, Gaana.com, and Amazon Prime have strengthened their presence in the country in the past few years, which allows them to offer a list of 3D songs exclusively. Further, MIDiA Research has stated that on YouTube, 6 of the top 10 music videos also include 3D music, which demands special 3D headphones to enjoy each beat of the song. The increasing adoption of on-demand online 3D music streaming services is likely to boost the financial performance of 3D audio device providers, which is expected to create ample opportunities for the Europe 3D audio market players across the countries in the coming years.
Europe 3D Audio Market Overview
A 3D audio sound system is an acoustic system utilized to provide sound in a three-dimensional space to the users. The 3D audio effect is a pattern of different sound

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effects constructed by 3D speaker arrays, stereo speakers, headphones, and surround-sound speakers. These systems are installed in an extensive range of applications, such as mobile devices, gaming consoles, AR/VR-based audio systems, home theater systems, etc. In addition, industries such as automobiles, consumer electronics, and media & entertainment are implementing 3D audio systems to offer enhanced 3D sound experience and real-time visualization to its users.

The continuous developments in the media & entertainment sector and the introduction of modern AV technologies fuel the Europe 3D audio market growth. The 3D audio manufacturers are focusing on the incorporation of sound-mix technology in hardware to offer enhanced music (sound) to listeners in a 3D space. Also, the proliferation of the gaming industry is boosting the Europe 3D audio market. Moreover, the growing inclination toward online 3D music streaming offers a lucrative opportunity to the Europe 3D audio market players.

Europe 3D Audio Market Revenue and Forecast to 2030 (US$ Million)

Europe 3D Audio Market Segmentation

The Europe 3D audio market is categorized into component, end user industries, and country.

Based on component, the Europe 3D audio market is segmented into hardware, software, and services. The hardware segment held the largest share in 2022.

Based on end use industries, the Europe 3D audio market is segmented into consumer electronics, automotive, media and entertainment, gaming, and others. The media and entertainment segment held the largest share in 2022.

Based on country, the Europe 3D audio market is segmented into Germany, France, UK, Italy, Spain, and the Rest of Europe. Germany dominated the Europe 3D audio market in 2022.

Barco NV, Dolby Laboratories Inc, Auro Technologies, Sound Particles S.A., XPERI HOLDING CORPORATION, Waves Audio Ltd., Sennheiser electronic GmbH & Co. KG, and Fraunhofer are some of the leading companies operating in the Europe 3D audio market.

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