

Customized-Global Gaming Headset Market

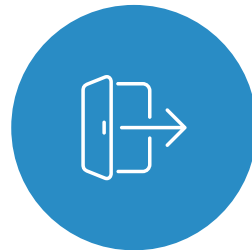
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PART 01

Global Market

• Gaming Headset Introduce •

Product Pictures	Introduction
	<p>A gaming headset is a device consist of headphones and microphones used by gamers while playing games. These headsets are generally designed to block external noises, to provide extra comfort to the gamer, in-game communication and completely engage a player within the world of gaming.</p> <p>Gaming headset is consisting of head worn unit with microphone which is purely used for gaming application. Gaming headset provide multiple advantages such as, it helps to avoid disturbance an distraction while gaming, provide superior sound quality, highly durable and cost effective. It can be used with all types of gaming platforms.</p>

Source: XYZ-Research Consumer Goods Research Center, 2021

Global Gaming Headset Market Overview

Figure Global Gaming Headset Sales (K Units) and Growth Rate (2016-2027)

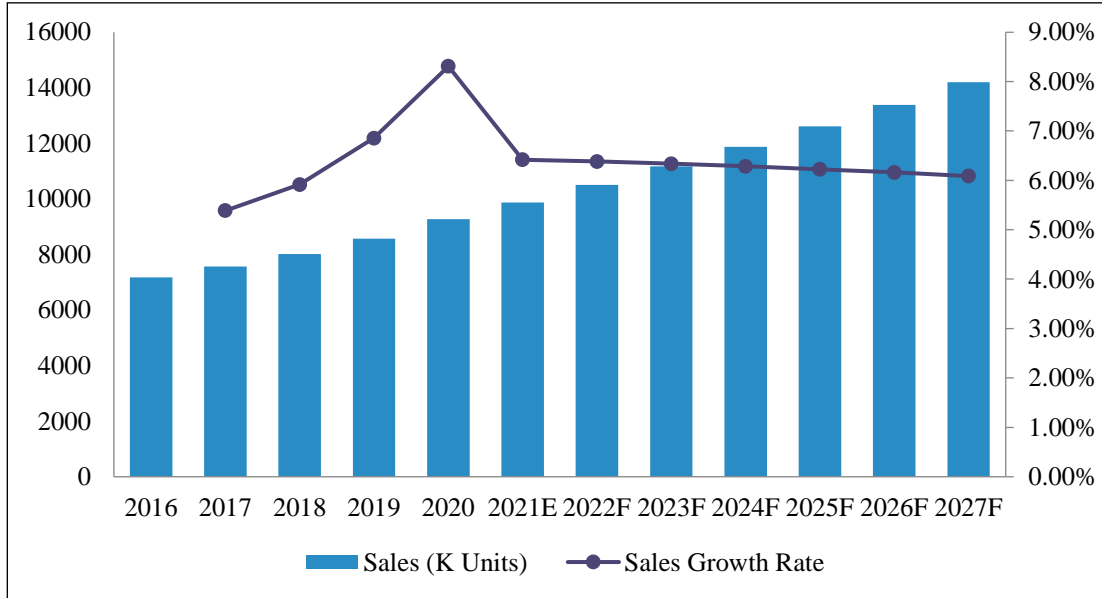
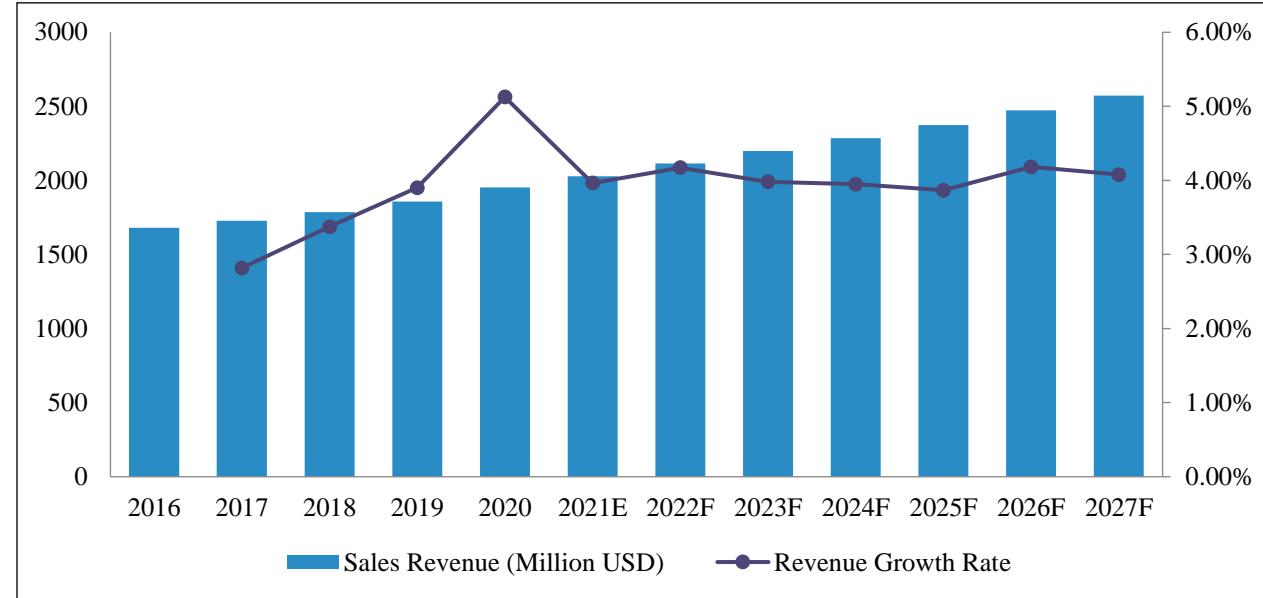


Figure Global Gaming Headset Sales Value (Million USD) and Growth Rate (2016-2027)



Source: XYZ-Research Consumer Goods Research Center, 2021

Global sales of Gaming Headsets grew from 7179.57 K Units in 2016 to 9274.8 K Units in 2020. Global Gaming Headset Market was valued at USD 1951.2 Million in 2020 and is projected to reach USD 2572.21 Million by 2027, growing at a CAGR of 4.03% from 2020 to 2027.

Various factors that are fueling growth of Gaming Headset Market are technological advancements in gaming headsets which includes, superior quality, removable microphones. in addition, many gaming headset offers noise-cancelling option using isolation ear cup that form strong seal around year.



PART 02

Competitive Analysis

Competitive Intelligence

Table Major Manufacturers Sales Market Share in 2021

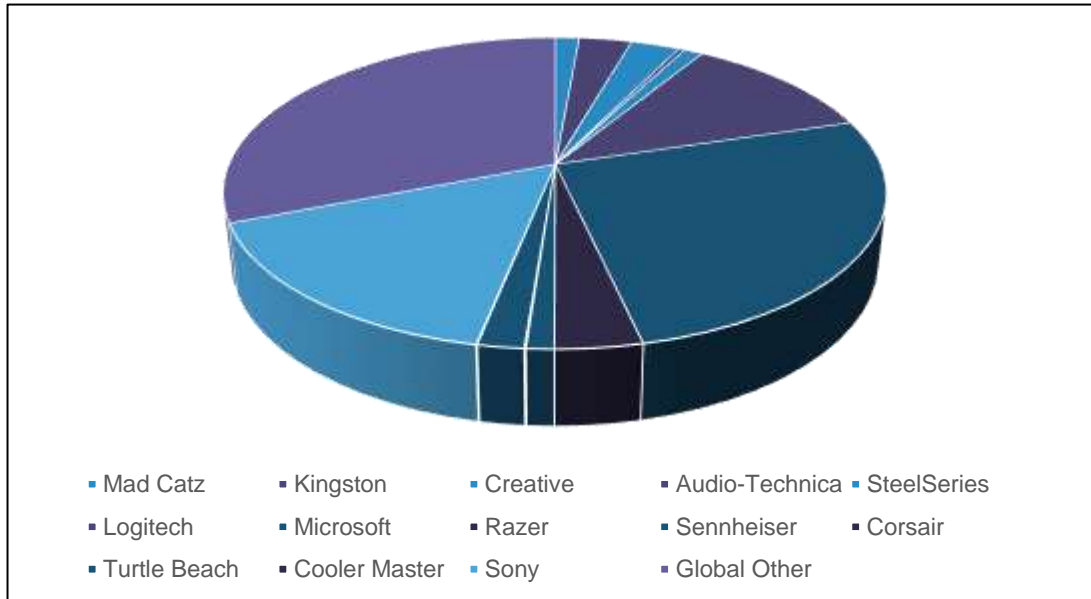
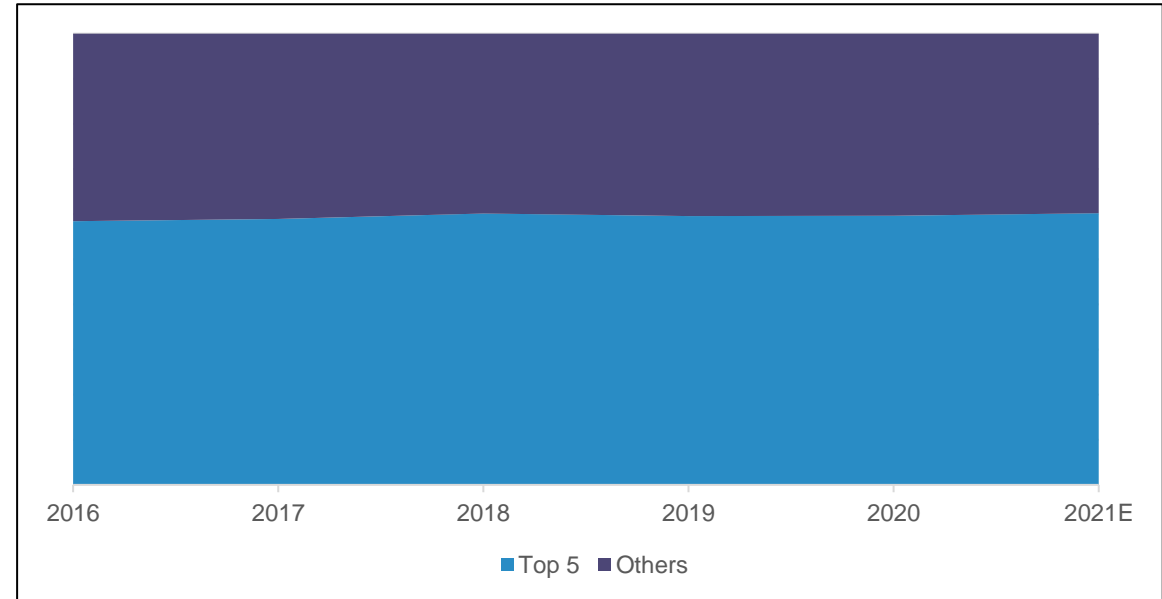


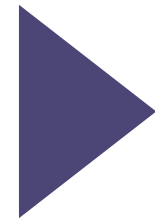
Figure Global Gaming Headset Sales Market Share of Top 5 Players



Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Industry is relatively concentrated, players are mostly in the North America and Asia.

The top 5 companies in 2021 are Microsoft, Sony, Logitech, Razer and Kingston. Microsoft is the leading player in Gaming Headset market with the market share of 26.16%, and followed by Sony and Logitech.



PART 03

Regional Analysis

South Korea Market

Figure South Korea Gaming Headset Sales (K Units) and Growth Rate

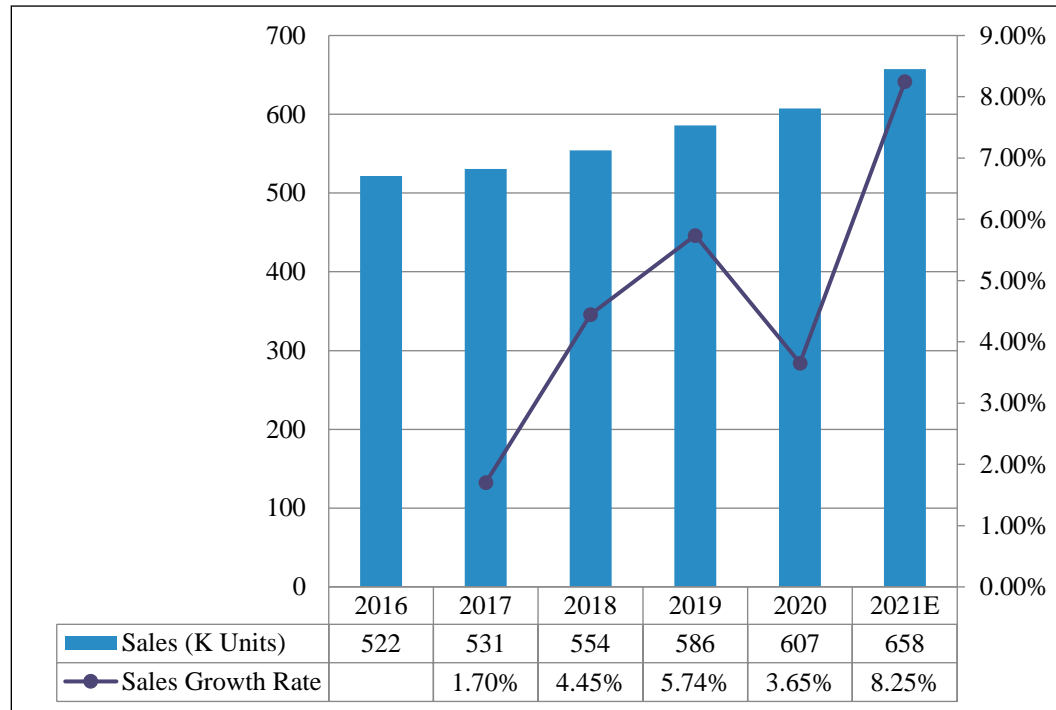
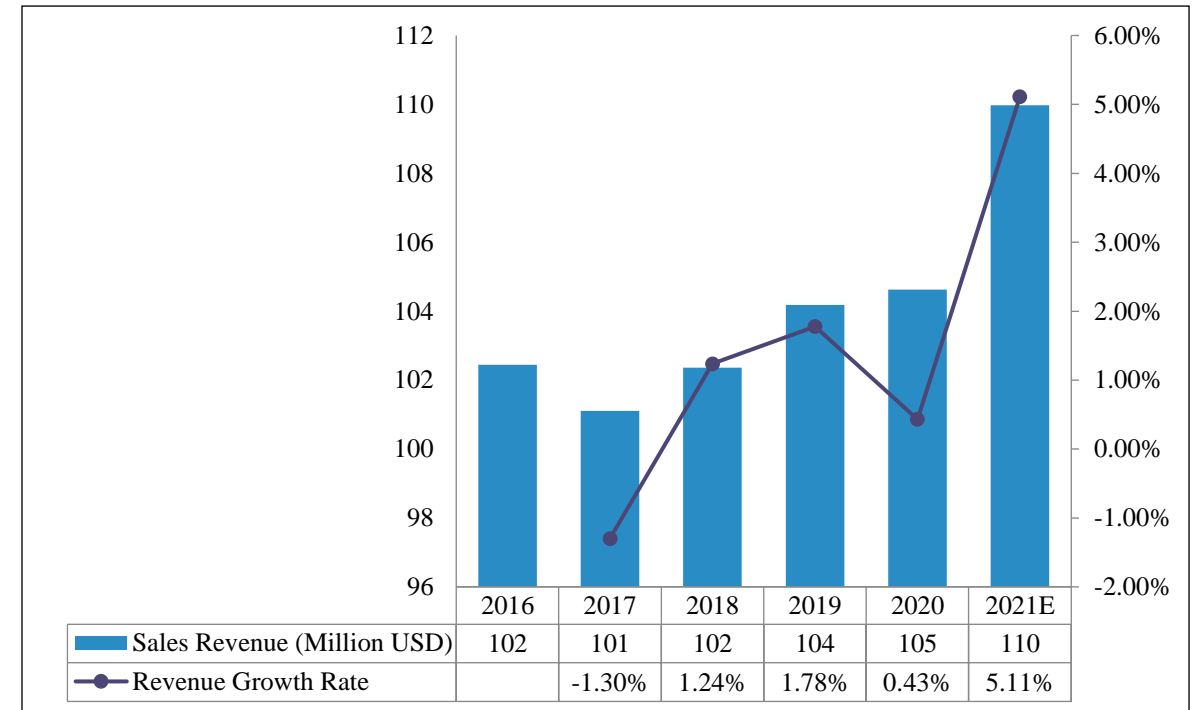


Figure South Korea Gaming Headset Sales Value (Million USD) and Growth Rate

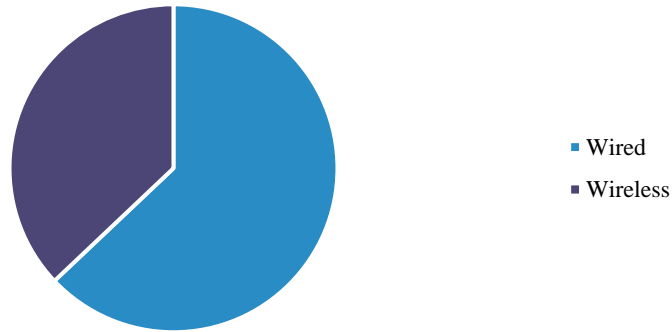


Source: XYZ-Research Consumer Goods Research Center, 2021

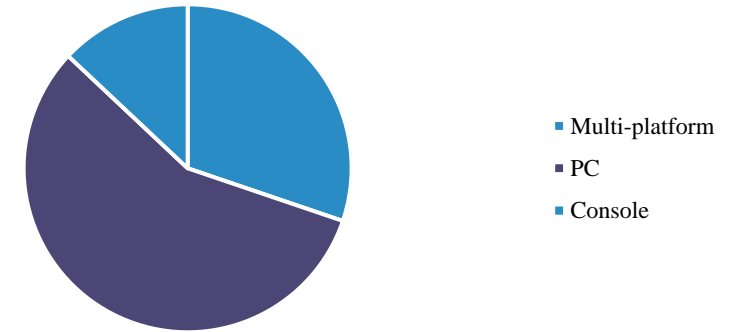
In South Korea, sales of Gaming Headsets grew from 522 K Units in 2016 to 607 K Units in 2020, and the Market was valued at USD 105 Million in 2020 and is projected to reach USD 147 Million by 2027, growing at a CAGR of 4.96% from 2020 to 2027.

South Korea Market by Type

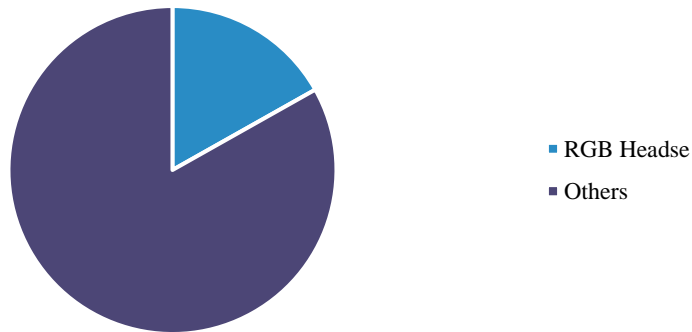
Sales Share Market by Type in 2021



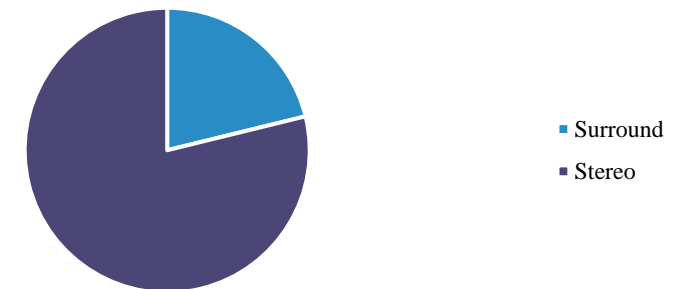
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



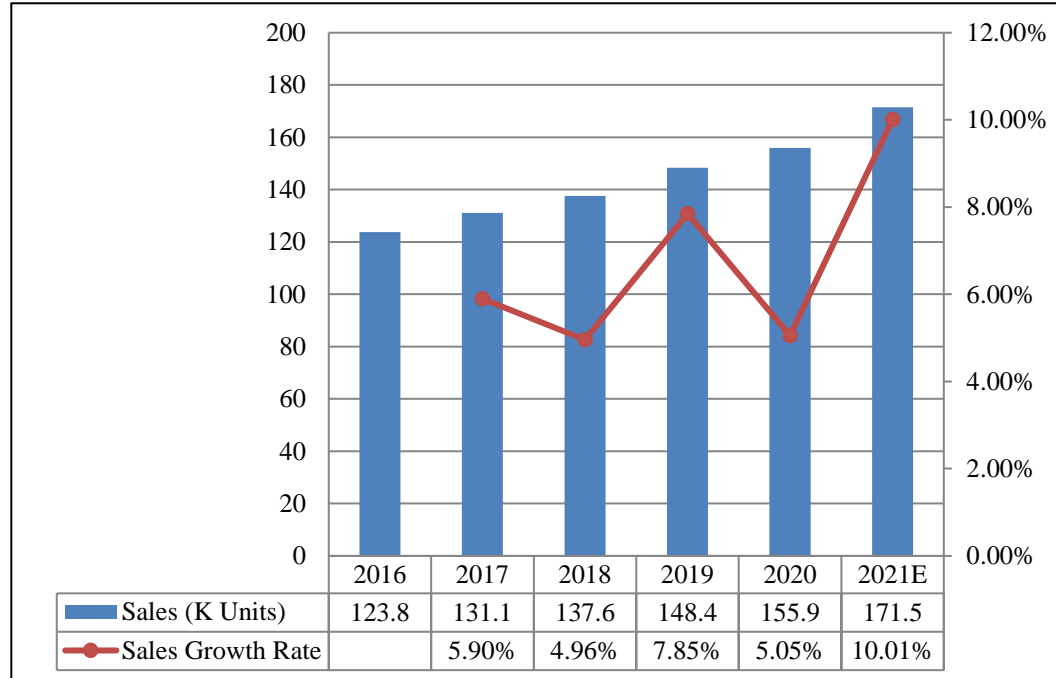
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In South Korea, the most in demand for Gaming Headset is between US\$100 and US\$200, owning 54.31% of the market, followed by less than US\$ 100.

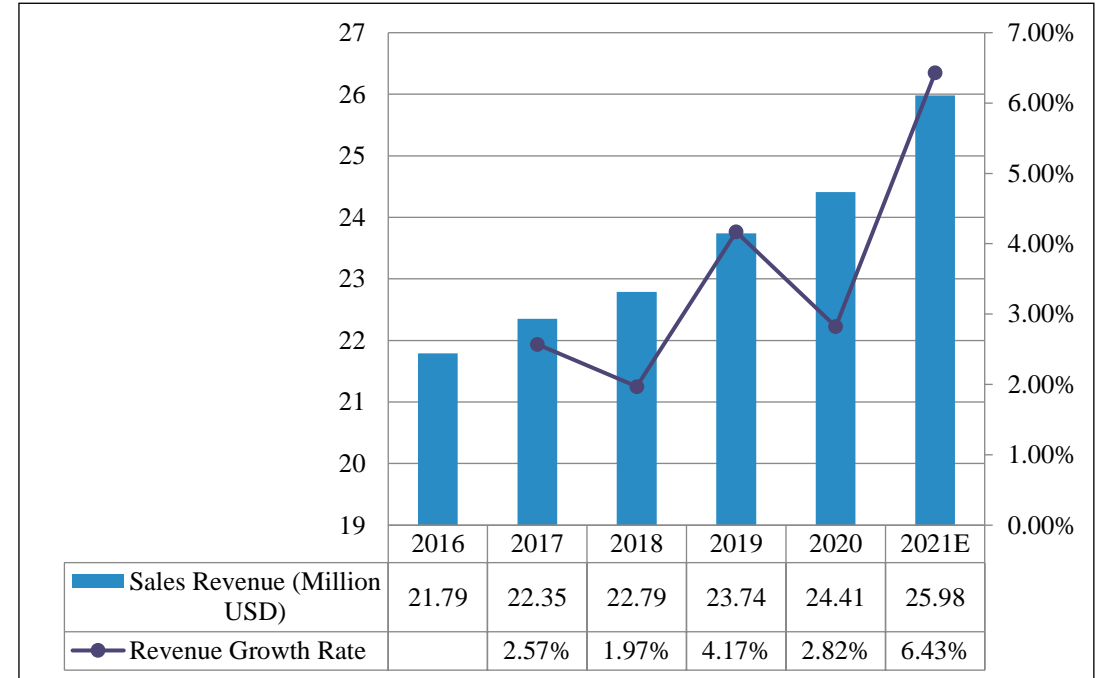
India Market

Figure India Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

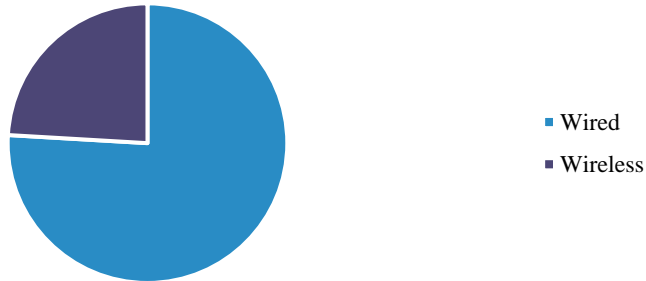
Figure India Gaming Headset Sales Value (Million USD) and Growth Rate



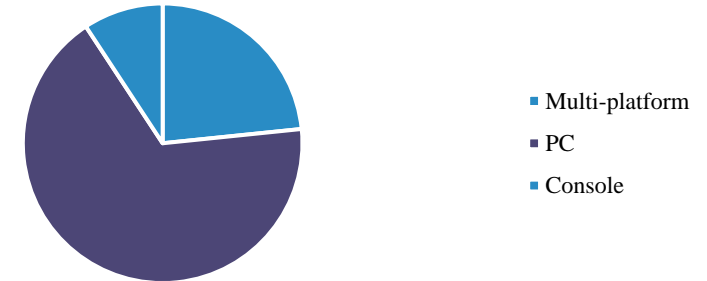
In India, sales of Gaming Headsets grew from 123.8 K Units in 2016 to 155.9 K Units in 2020, and the Market was valued at USD 24.41 Million in 2020 and is projected to reach USD 36.06 Million by 2027, growing at a CAGR of 5.73% from 2020 to 2027.

India Market by Type

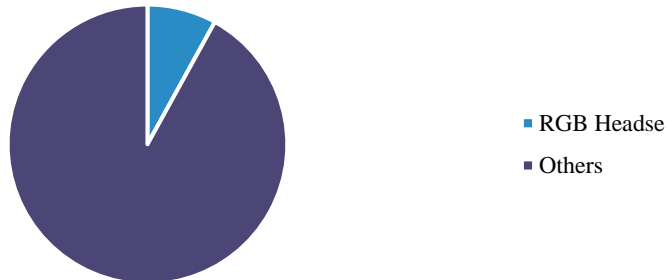
Sales Share Market by Type in 2021



Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



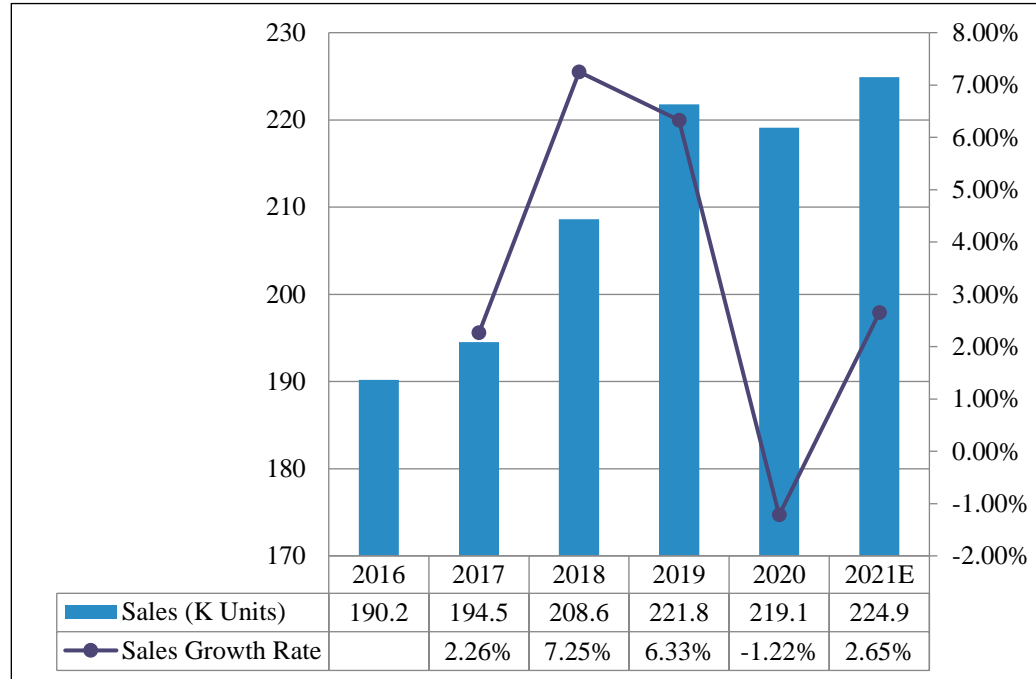
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In India, the most in demand for Gaming Headset is less than US\$ 100, owning 48.19% of the market, followed by between US\$100 and US\$200

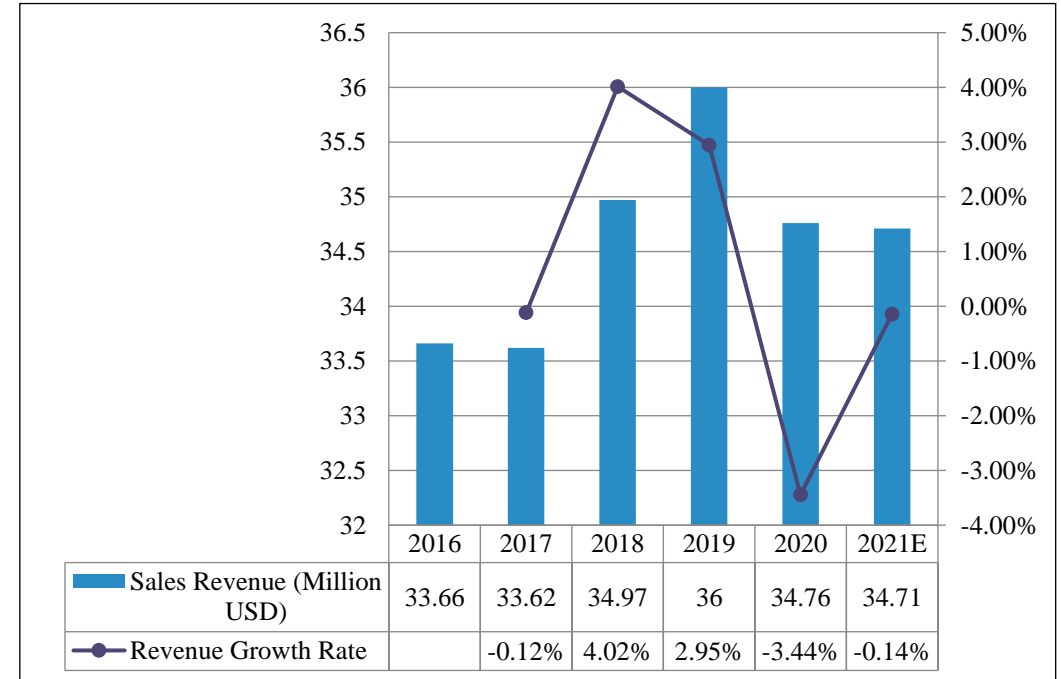
Singapore Market

Figure Singapore Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

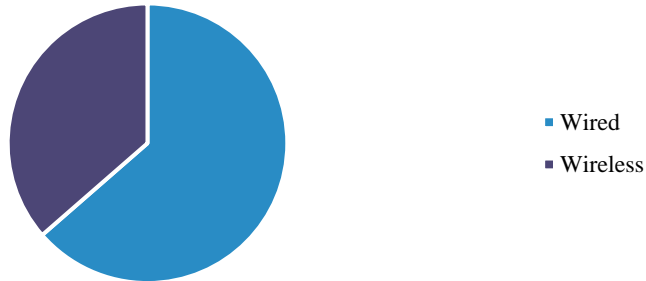
Figure Singapore Gaming Headset Sales Value (Million USD) and Growth Rate



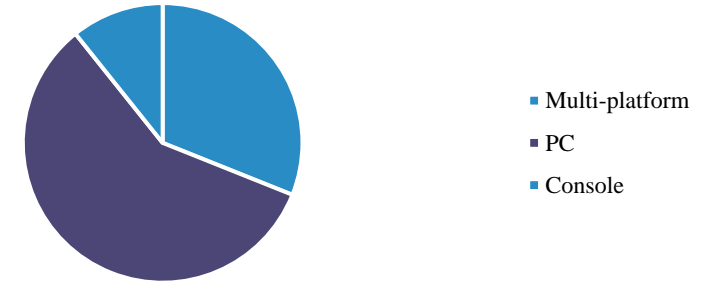
In Singapore, sales of Gaming Headsets grew from 190.2 K Units in 2016 to 224 K Units in 2020, and the Market was valued at USD 34.76 Million in 2020 and is projected to reach USD 33.5 Million by 2027, growing at a CAGR of -0.53% from 2020 to 2027.

Singapore Market by Type

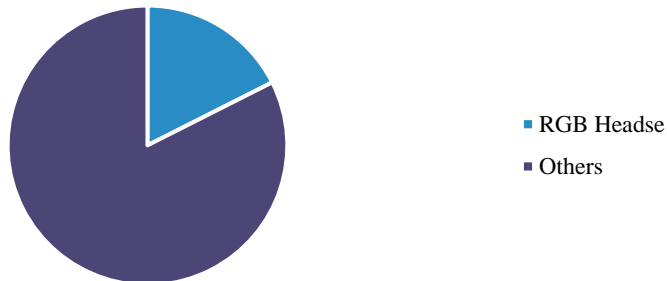
Sales Share Market by Type in 2021



Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In Singapore, the most in demand for Gaming Headset is between US\$100 and US\$200, owning 50.42% of the market, followed by less than US\$ 100

Malaysia Market

Figure Malaysia Gaming Headset Sales (K Units) and Growth Rate

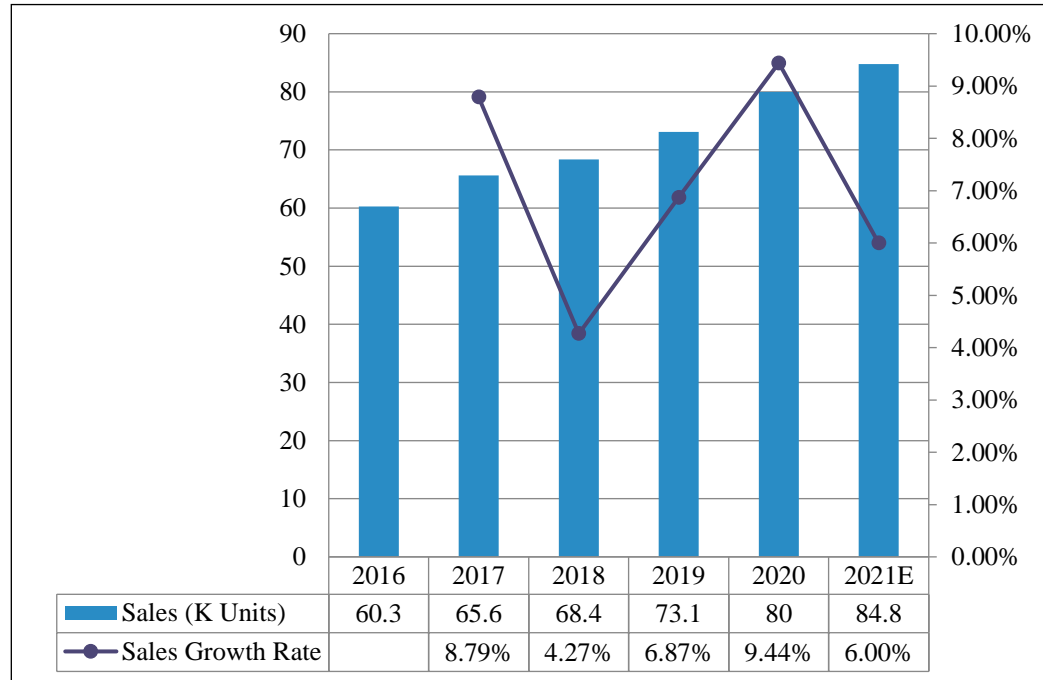
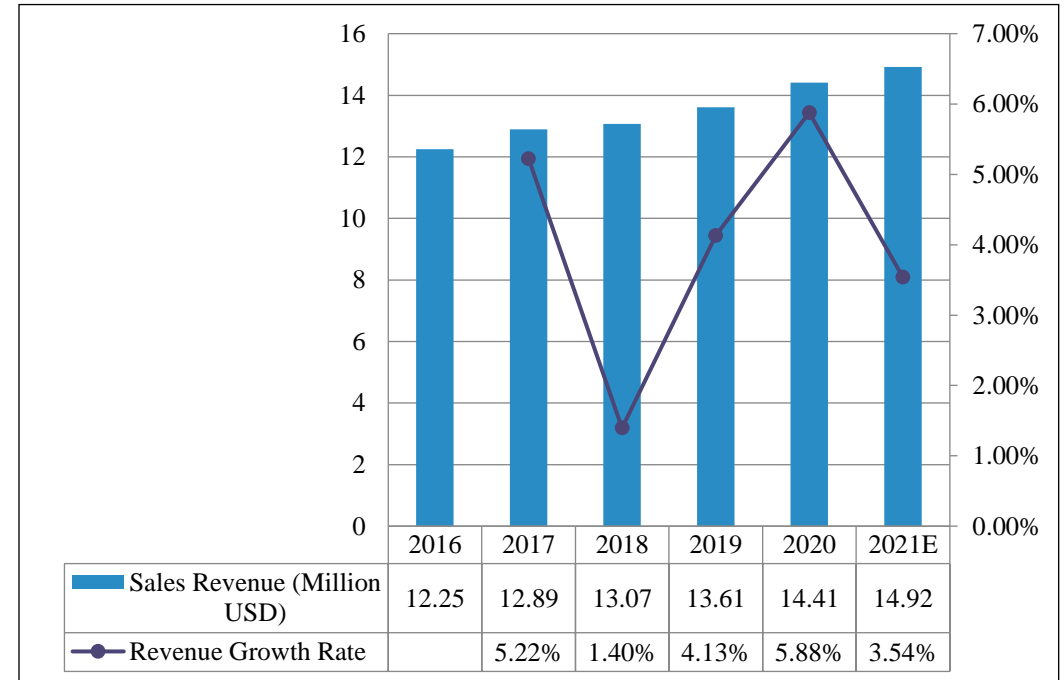


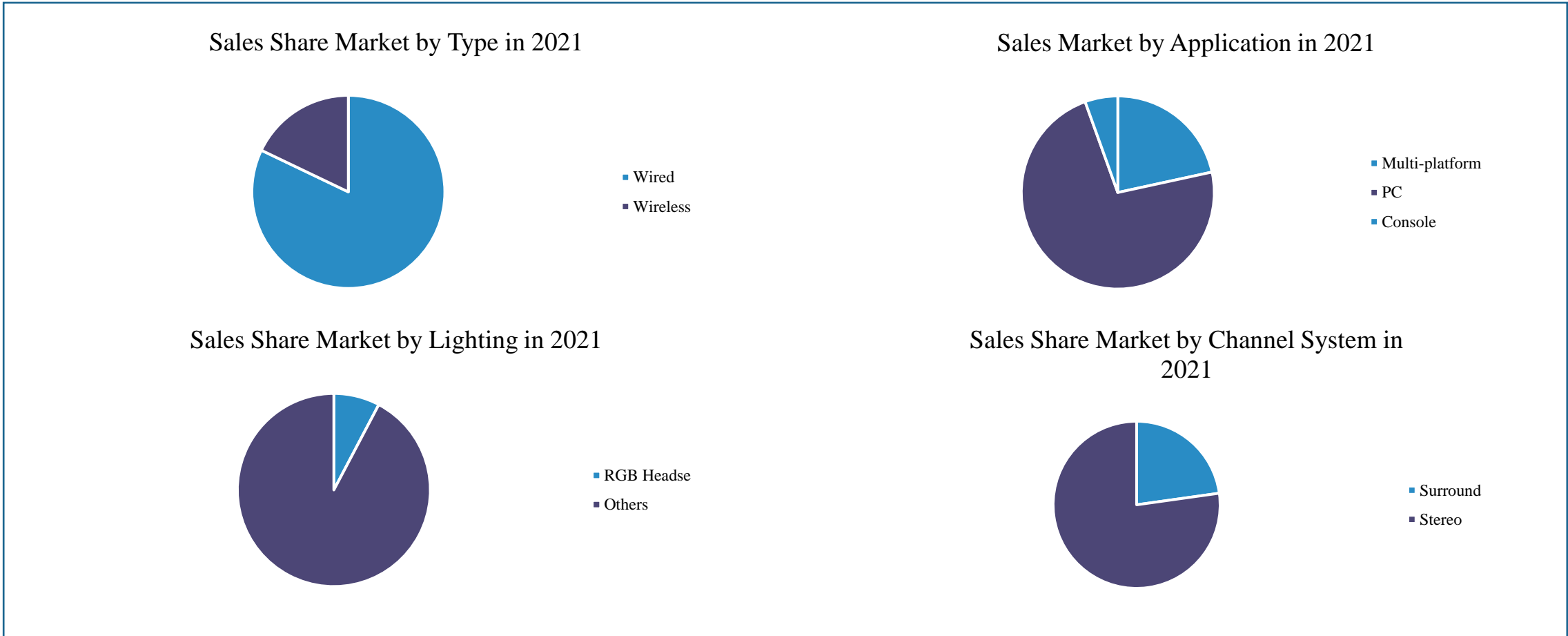
Figure Malaysia Gaming Headset Sales Value (Million USD) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

In Malaysia, sales of Gaming Headsets grew from 60.3 K Units in 2016 to 80 K Units in 2020, and the Market was valued at USD 14.41 Million in 2020 and is projected to reach USD 18.3 Million by 2027, growing at a CAGR of 3.47% from 2020 to 2027.

Malaysia Market by Type



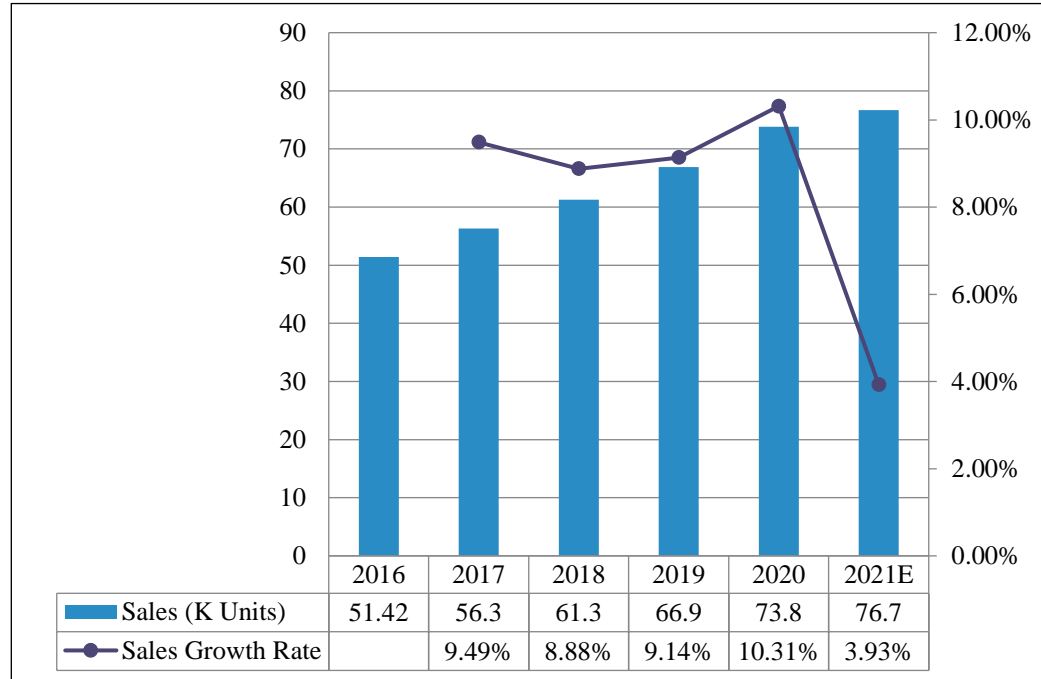
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In Malaysia, the most in demand for Gaming Headset is less than US\$ 100, owning 54.54% of the market, followed by between US\$100 and US\$200.

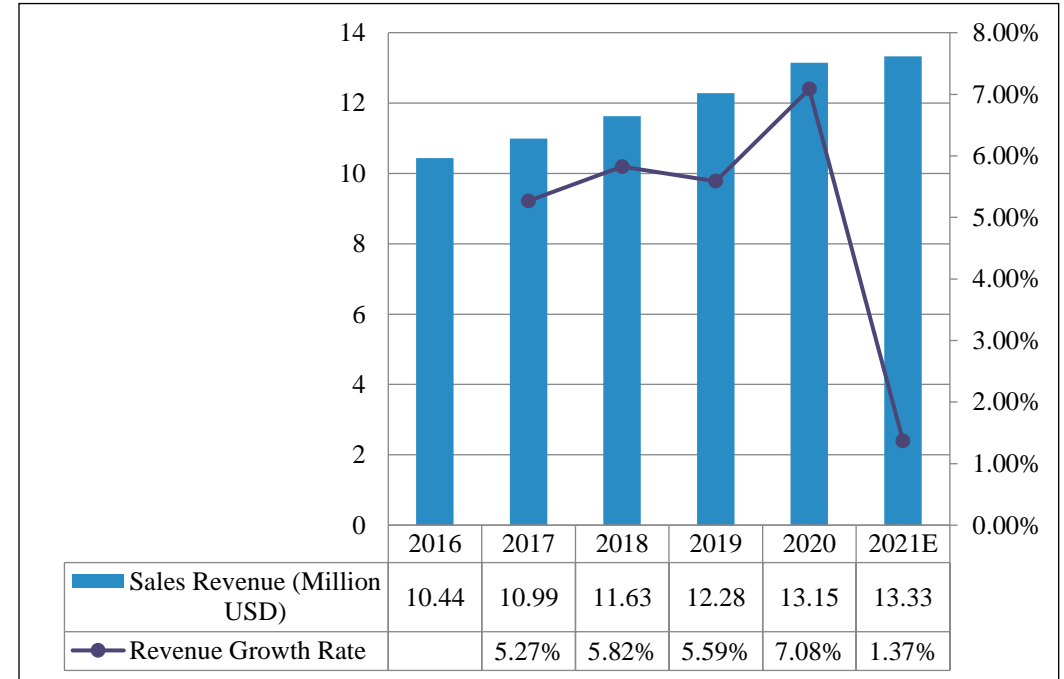
Thailand Market

Figure Thailand Gaming Headset Sales (K Units) and Growth Rate



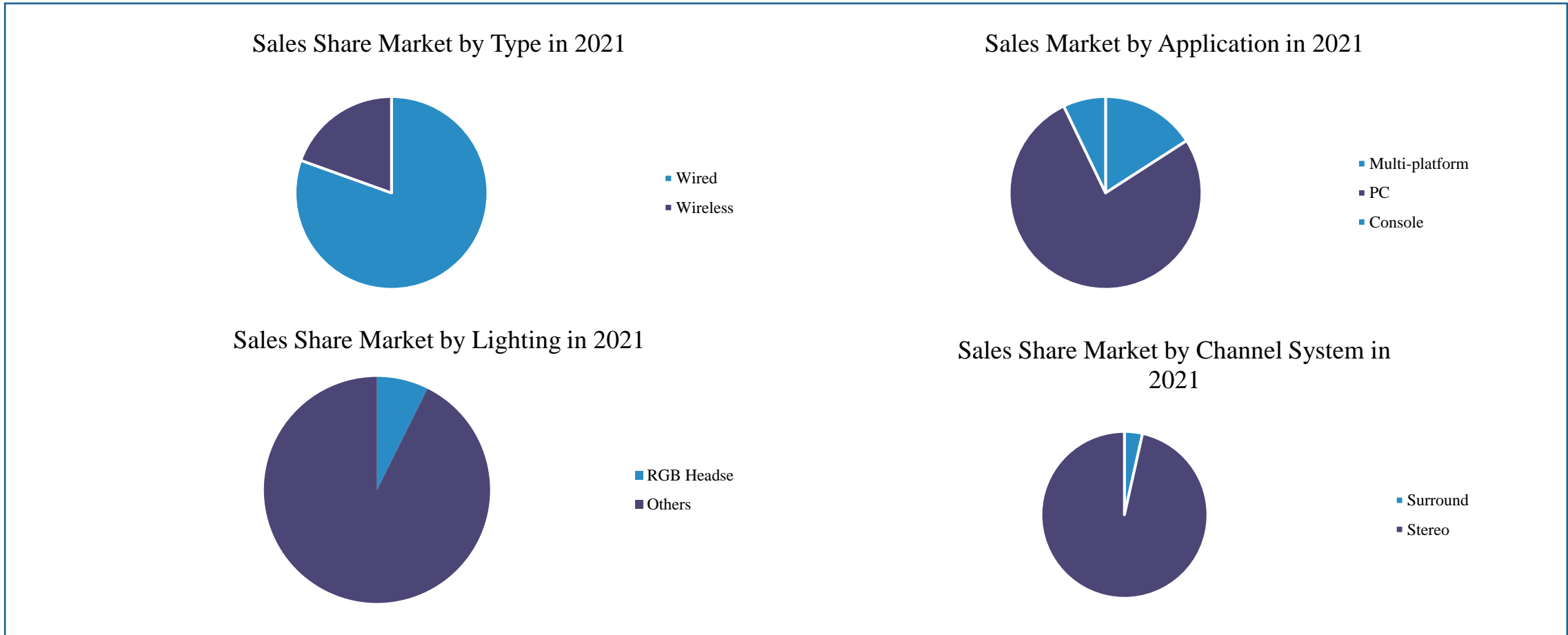
Source: XYZ-Research Consumer Goods Research Center, 2021

Figure Thailand Gaming Headset Sales Value (Million USD) and Growth Rate



In Thailand, sales of Gaming Headsets grew from 51.42 K Units in 2016 to 73.8 K Units in 2020, and the Market was valued at USD 13.15 Million in 2020 and is projected to reach USD 14.67 Million by 2027, growing at a CAGR of 1.57% from 2020 to 2027.

Thailand Market by Type



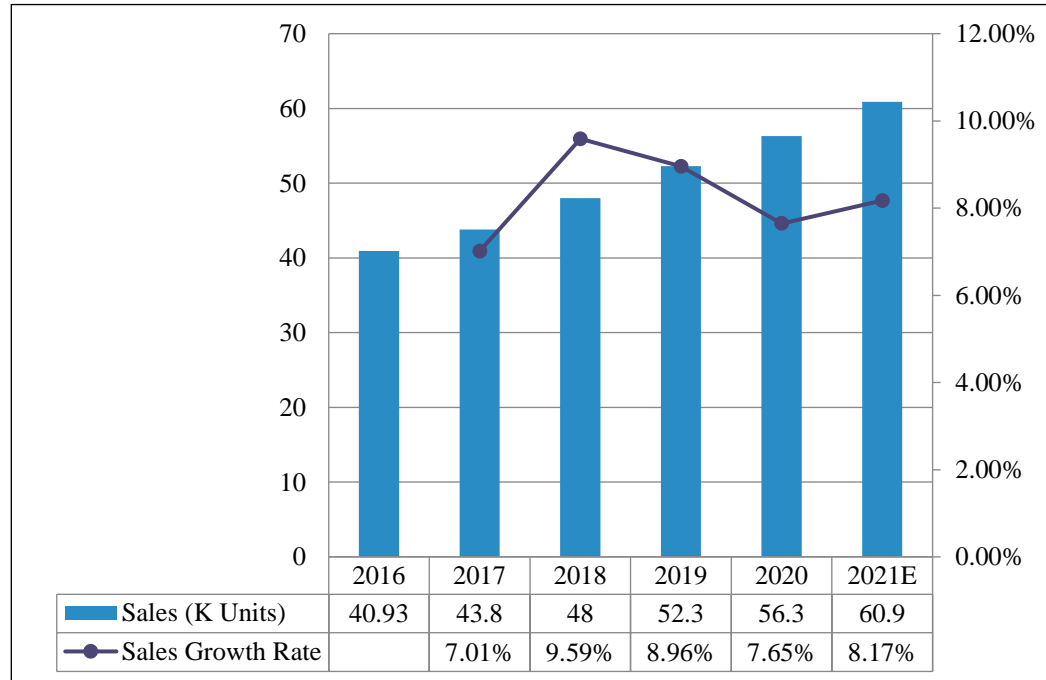
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In Thailand, the most in demand for Gaming Headset is less than US\$ 100, owning 62.64% of the market, followed by between US\$100 and US\$200.

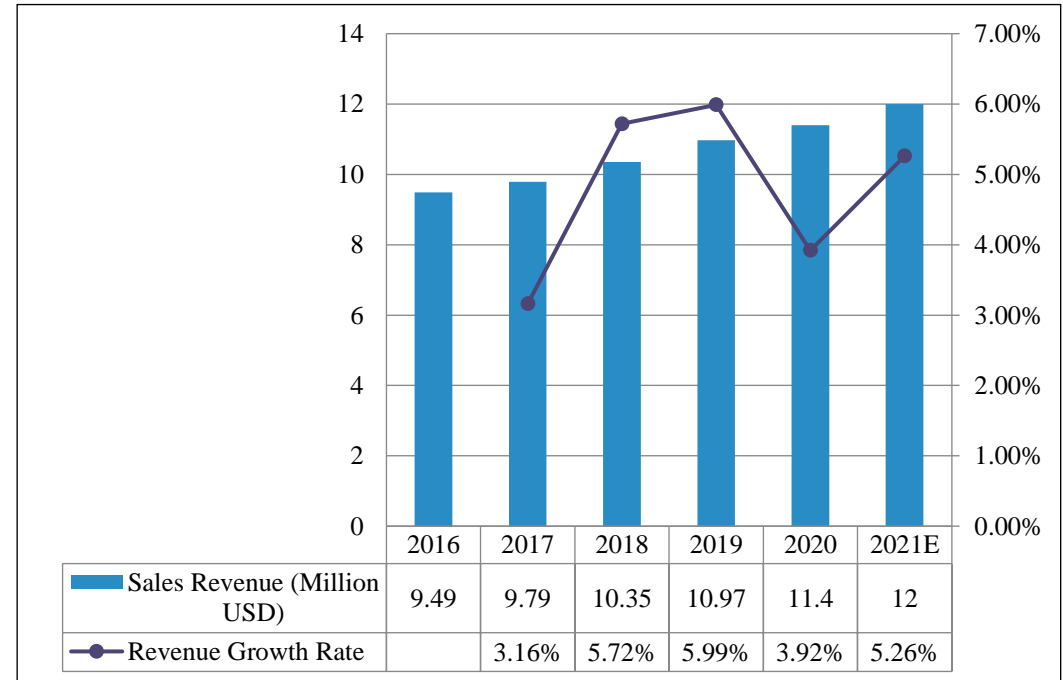
Indonesia Market

Figure Indonesia Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

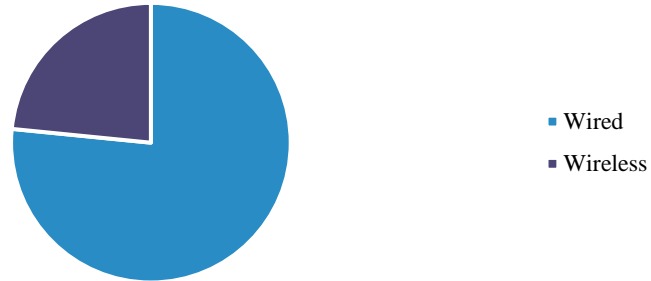
Figure Indonesia Gaming Headset Sales Value (Million USD) and Growth Rate



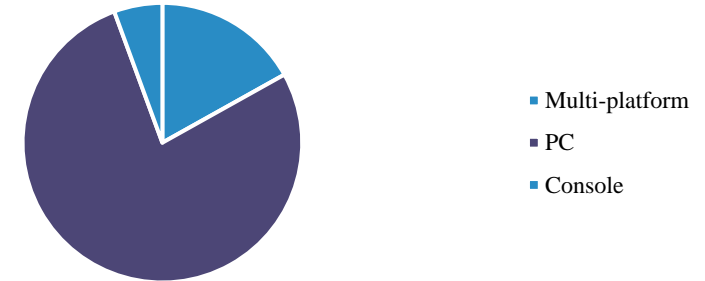
In Indonesia, sales of Gaming Headsets grew from 40.93 K Units in 2016 to 60.9 K Units in 2020, and the Market was valued at USD 11.4 Million in 2020 and is projected to reach USD 16.32 Million by 2027, growing at a CAGR of 5.26% from 2020 to 2027.

Indonesia Market by Type

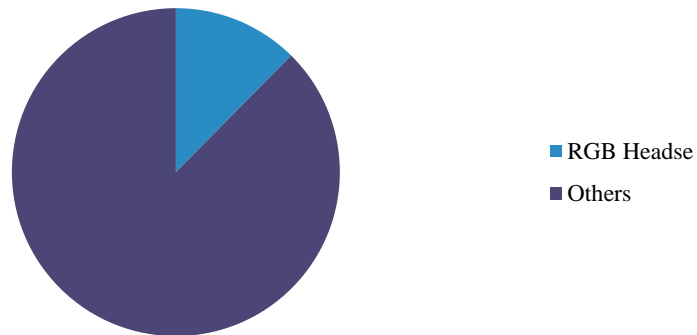
Sales Share Market by Type in 2021



Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



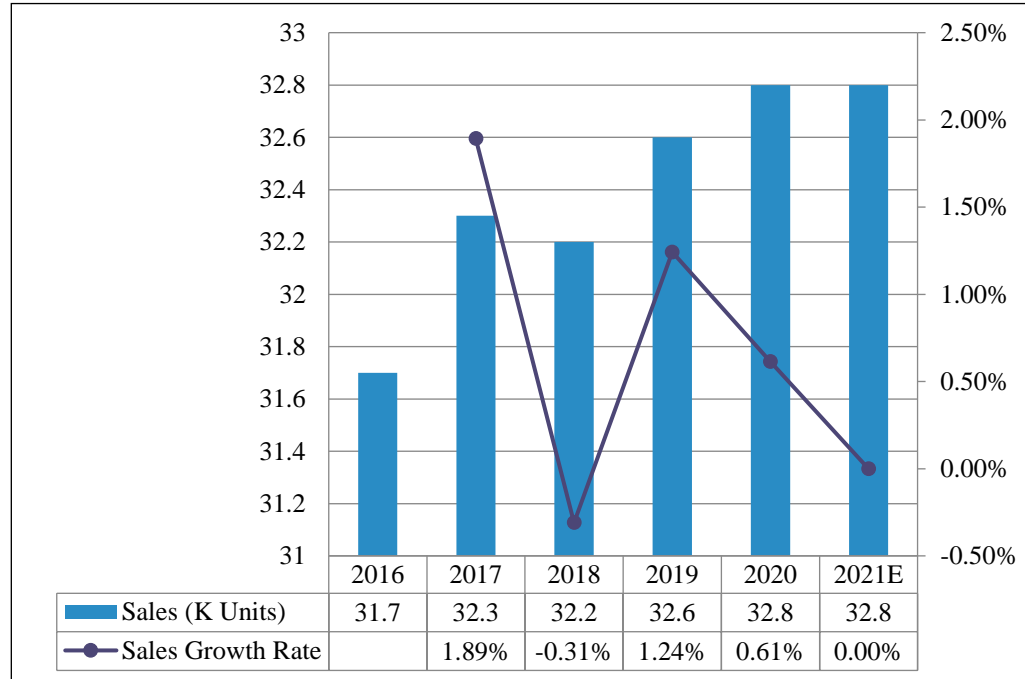
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In Indonesia, the most in demand for Gaming Headset is less than US\$ 100, owning 55.84% of the market, followed by between US\$100 and US\$200

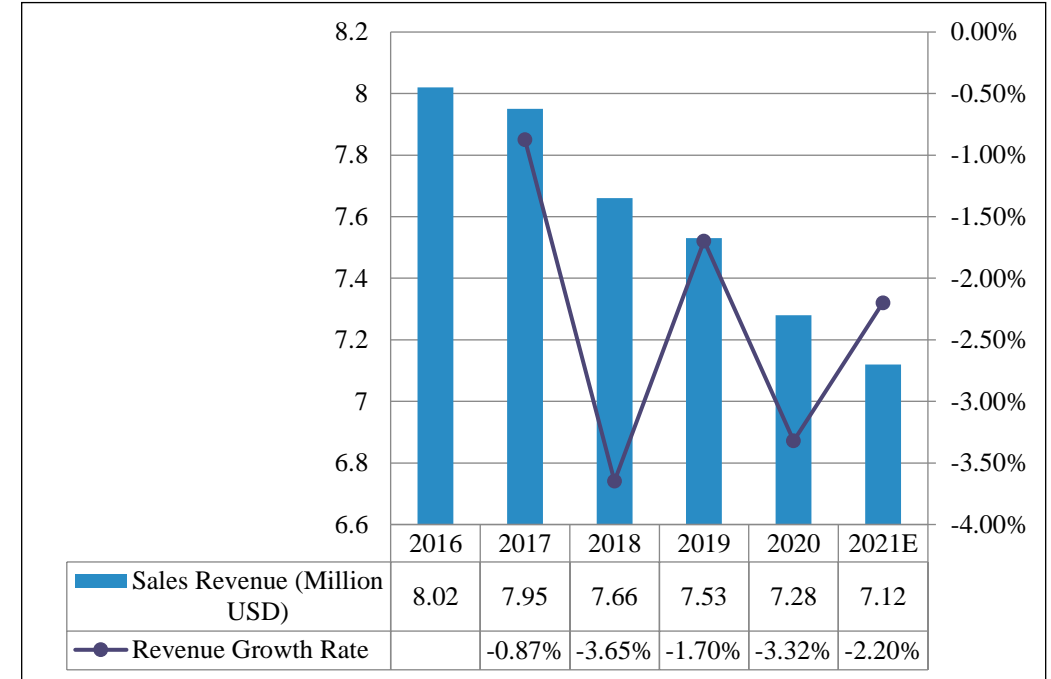
Philippines Market

Figure Philippines Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

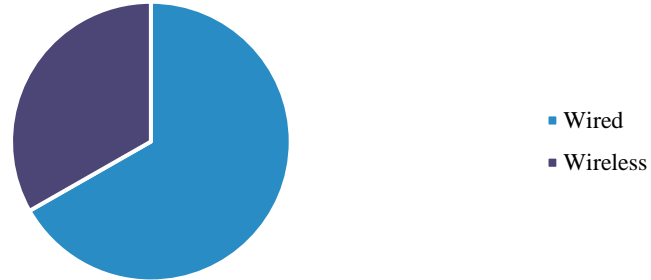
Figure Philippines Gaming Headset Sales Value (Million USD) and Growth Rate



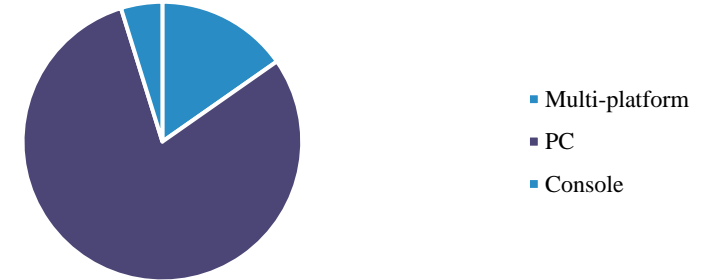
In Philippines, sales of Gaming Headsets grew from 31.7 K Units in 2016 to 32.8 K Units in 2020, and the Market was valued at USD 7.28 Million in 2020 and is projected to reach USD 6.23 Million by 2027, growing at a CAGR of -2.2% from 2020 to 2027.

Philippines Market by Type

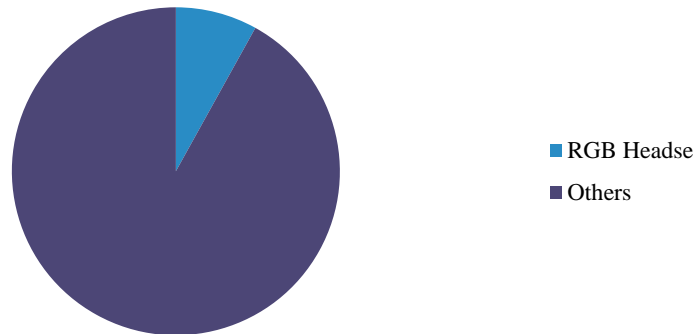
Sales Share Market by Type in 2021



Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



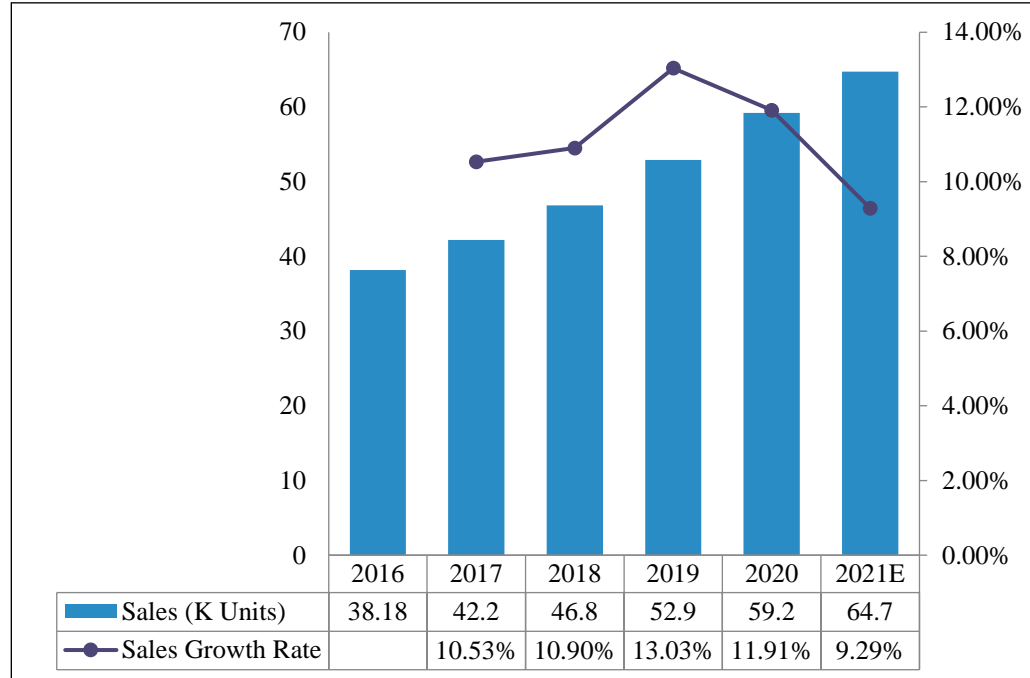
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In Philippines, the most in demand for Gaming Headset is less than US\$ 100, owning 64.5% of the market, followed by between US\$100 and US\$200.

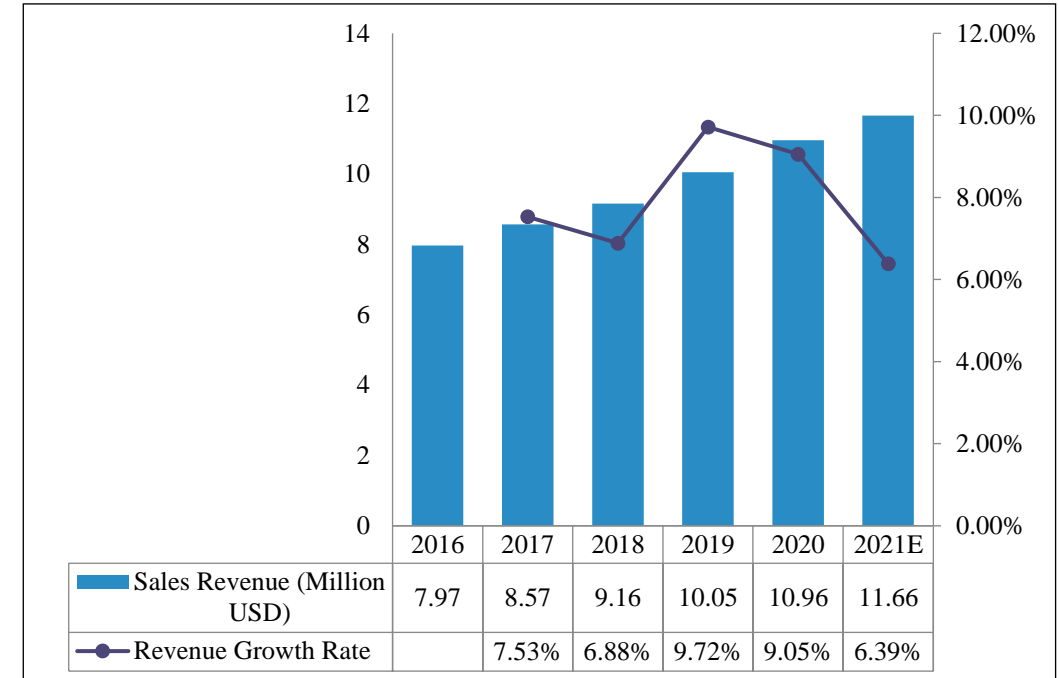
Vietnam Market

Figure Vietnam Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

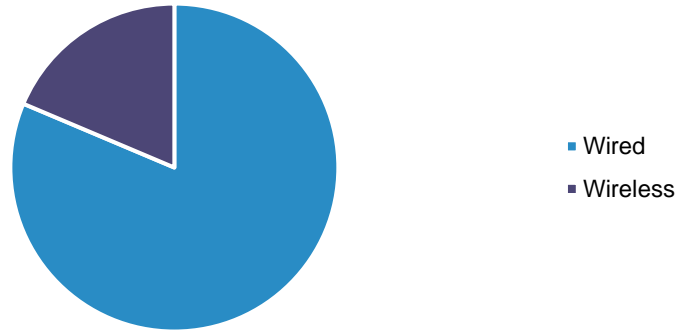
Figure Vietnam Gaming Headset Sales Value (Million USD) and Growth Rate



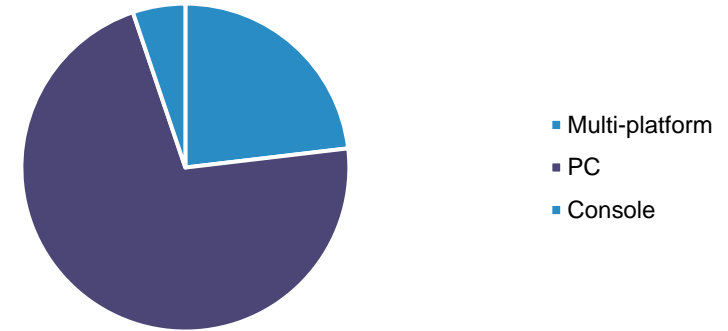
In Vietnam, sales of Gaming Headsets grew from 38.18 K Units in 2016 to 59.2 K Units in 2020, and the Market was valued at USD 10.96 Million in 2020 and is projected to reach USD 16.71 Million by 2027, growing at a CAGR of 6.21% from 2020 to 2027.

Vietnam Market by Type

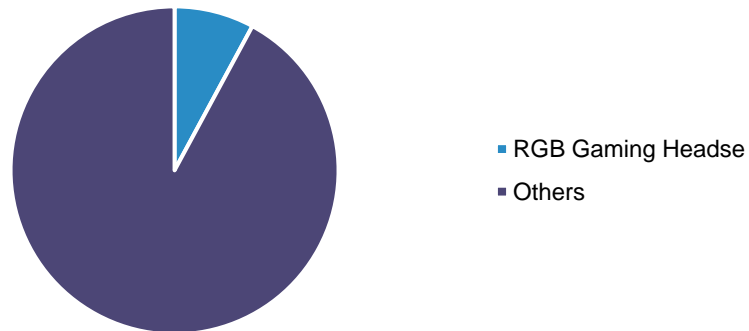
Sales Share Market by Type in 2021



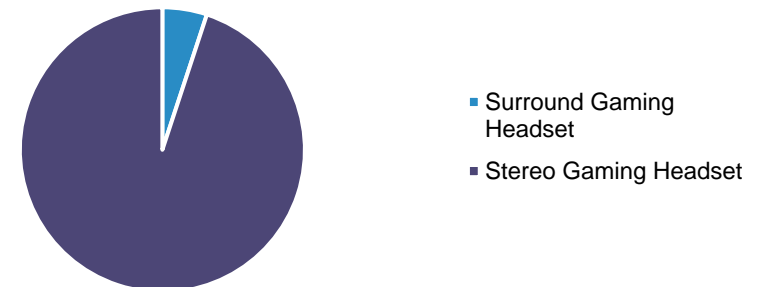
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



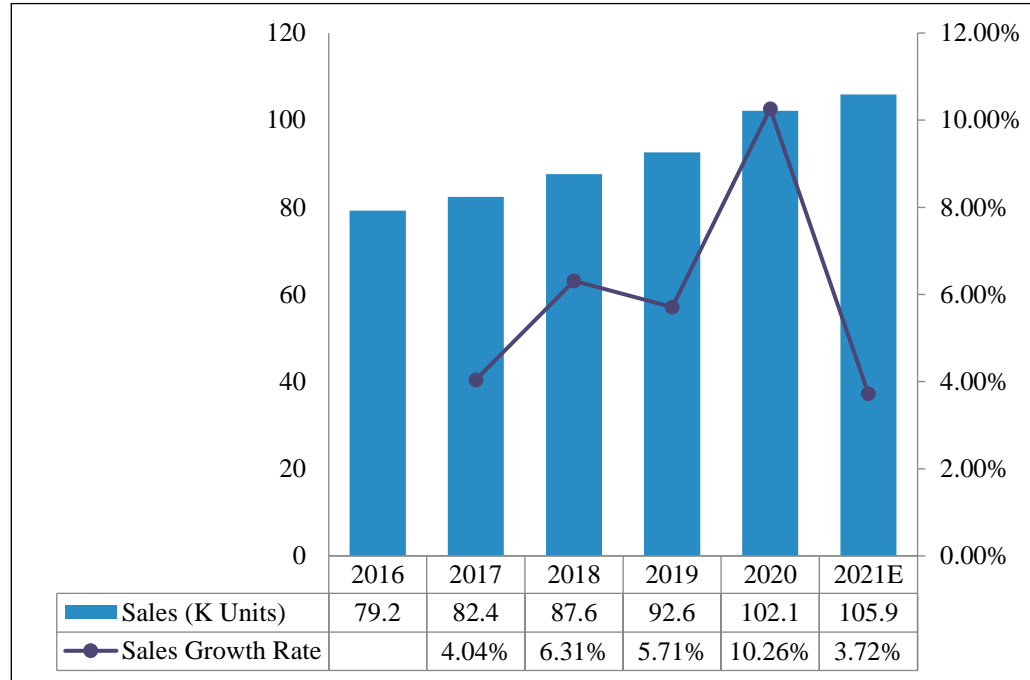
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In Vietnam, the most in demand for Gaming Headset is between US\$0 and US\$100, owning 67.81% of the market, followed by US\$100-US\$200.

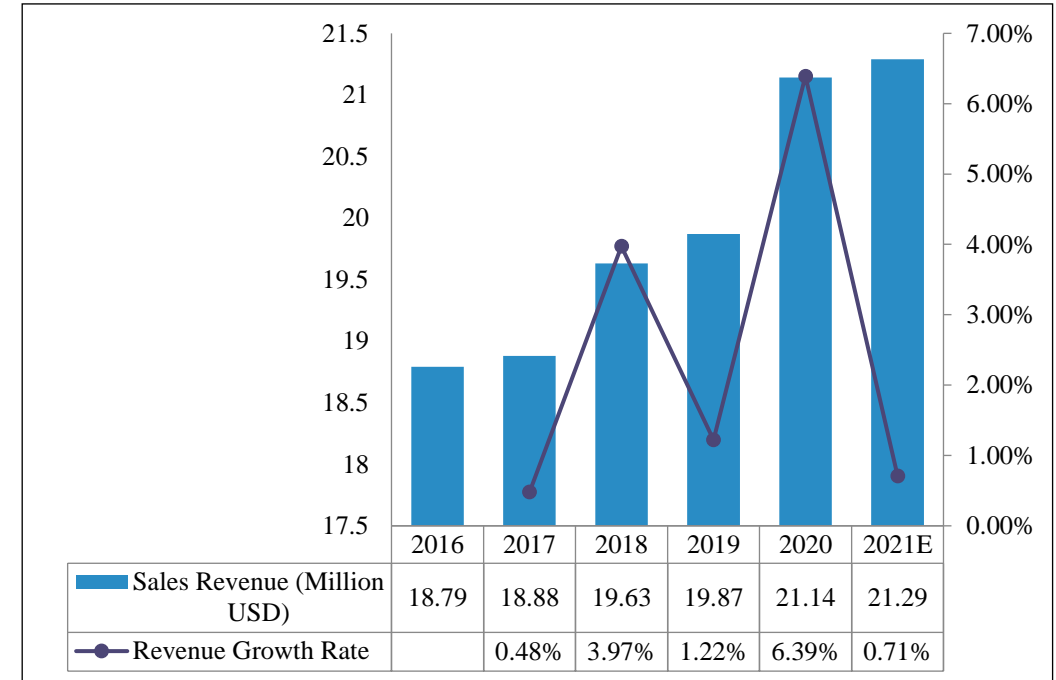
UAE Market

Figure UAE Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

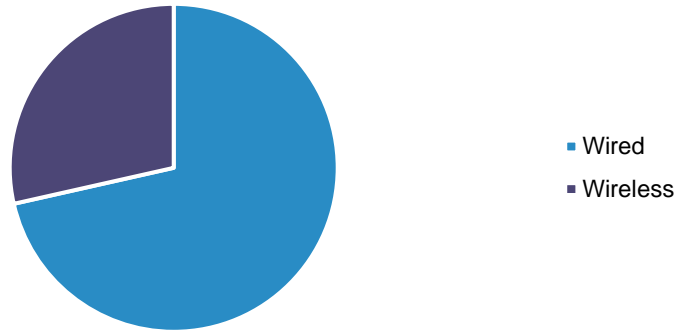
Figure UAE Gaming Headset Sales Value (Million USD) and Growth Rate



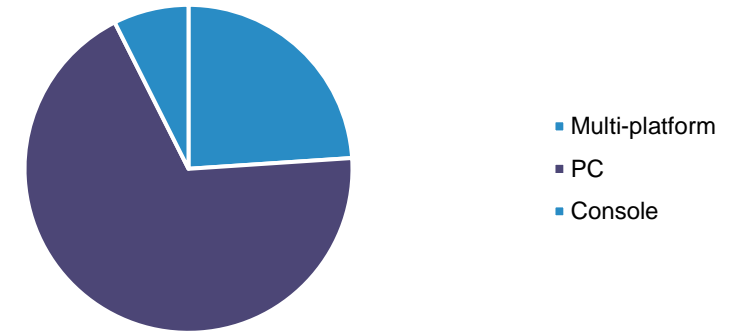
In UAE, sales of Gaming Headsets grew from 79.2 K Units in 2016 to 102.1 K Units in 2020, and the Market was valued at USD 21.14 Million in 2020 and is projected to reach USD 22.11 Million by 2027, growing at a CAGR of 0.64% from 2020 to 2027.

UAE Market by Type

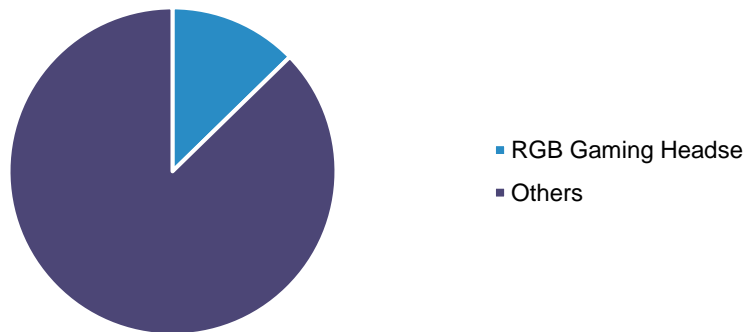
Sales Share Market by Type in 2021



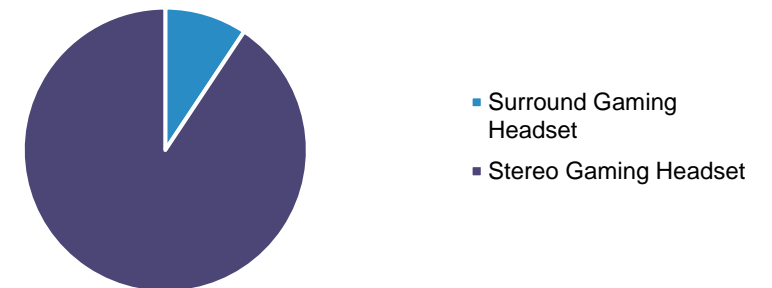
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



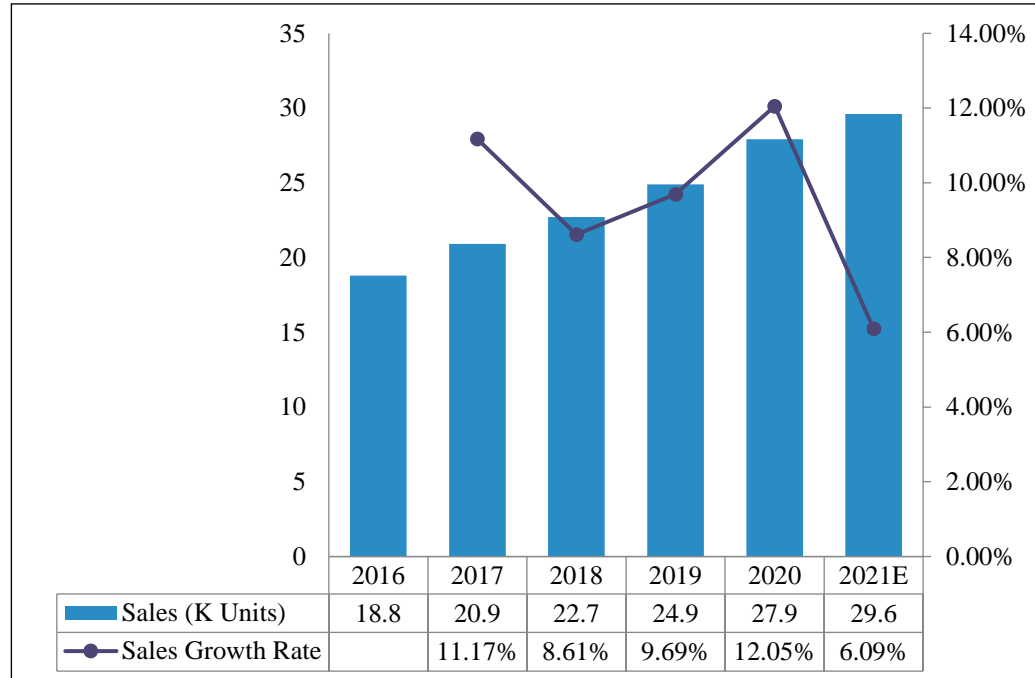
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In UAE, the most in demand for Gaming Headset is between US\$0 and US\$100, owning 55.93% of the market, followed by US\$100-US\$200.

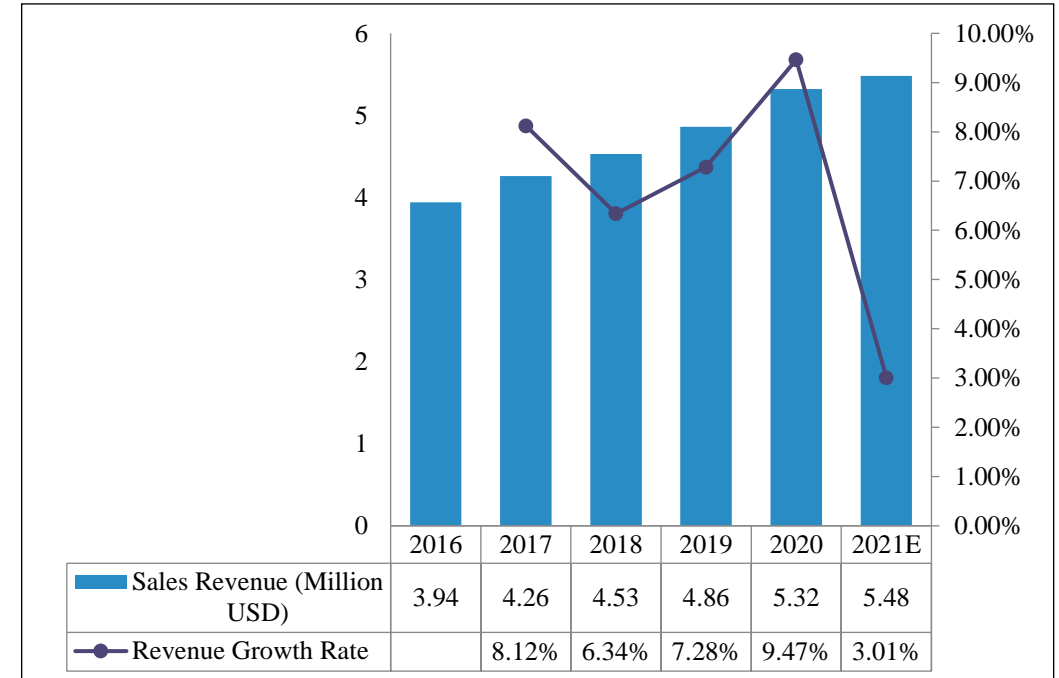
South Africa Market

Figure South Africa Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

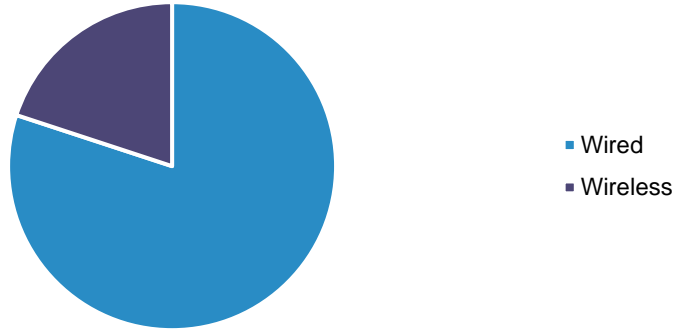
Figure South Africa Gaming Headset Sales Value (Million USD) and Growth Rate



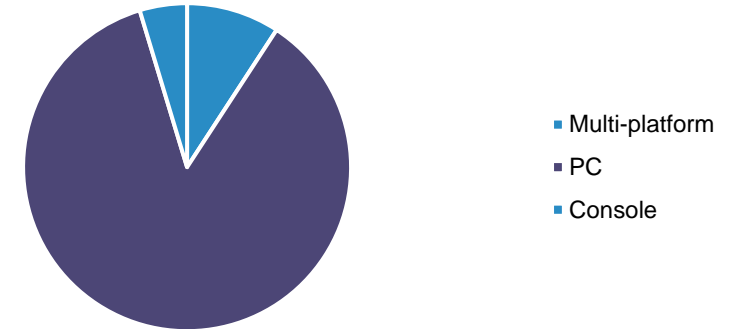
In South Africa, sales of Gaming Headsets grew from 18.8 K Units in 2016 to 27.9 K Units in 2020, and the Market was valued at USD 5.32 Million in 2020 and is projected to reach USD 6.41 Million by 2027, growing at a CAGR of 2.70% from 2020 to 2027.

• South Africa Market by Type •

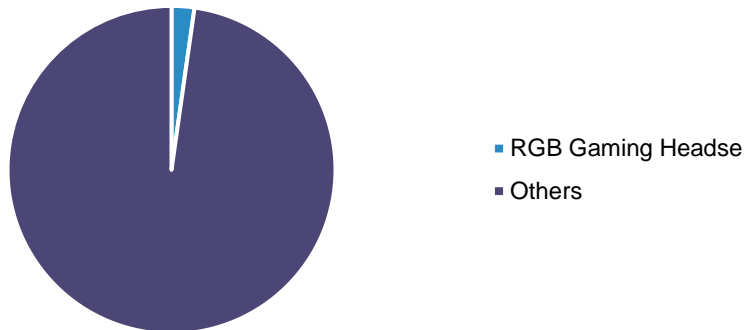
Sales Share Market by Type in 2021



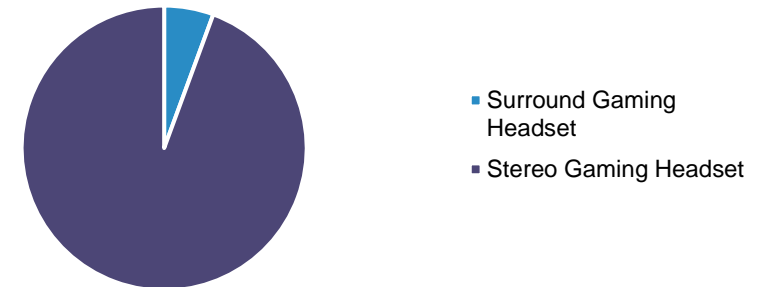
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



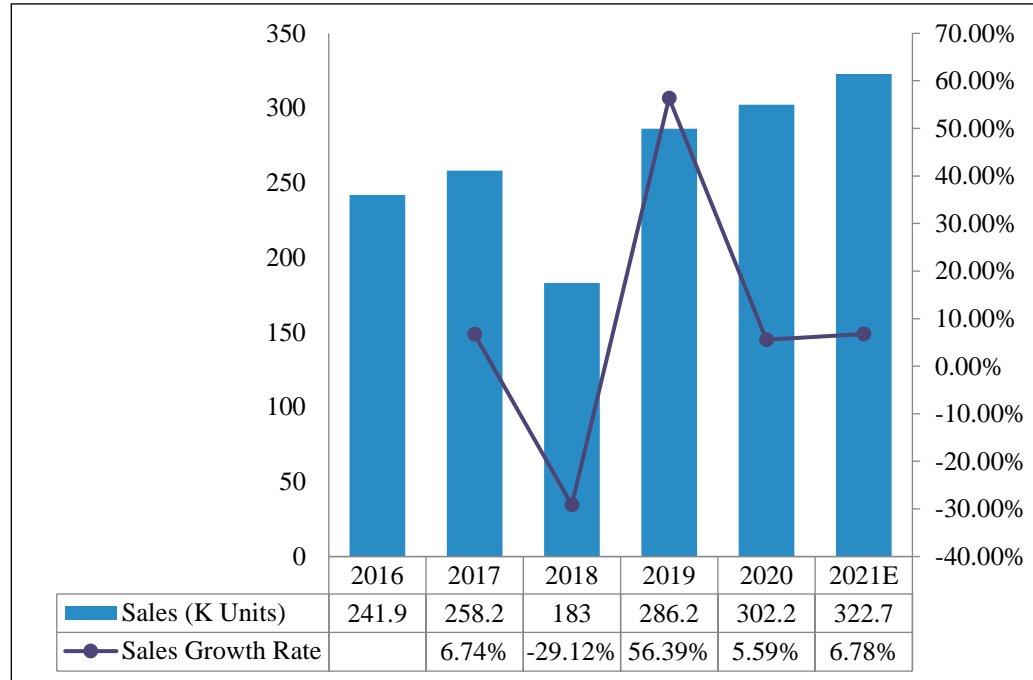
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In South Africa, the most in demand for Gaming Headset is between US\$0 and US\$100, owning 73.89% of the market, followed by US\$100-US\$200.

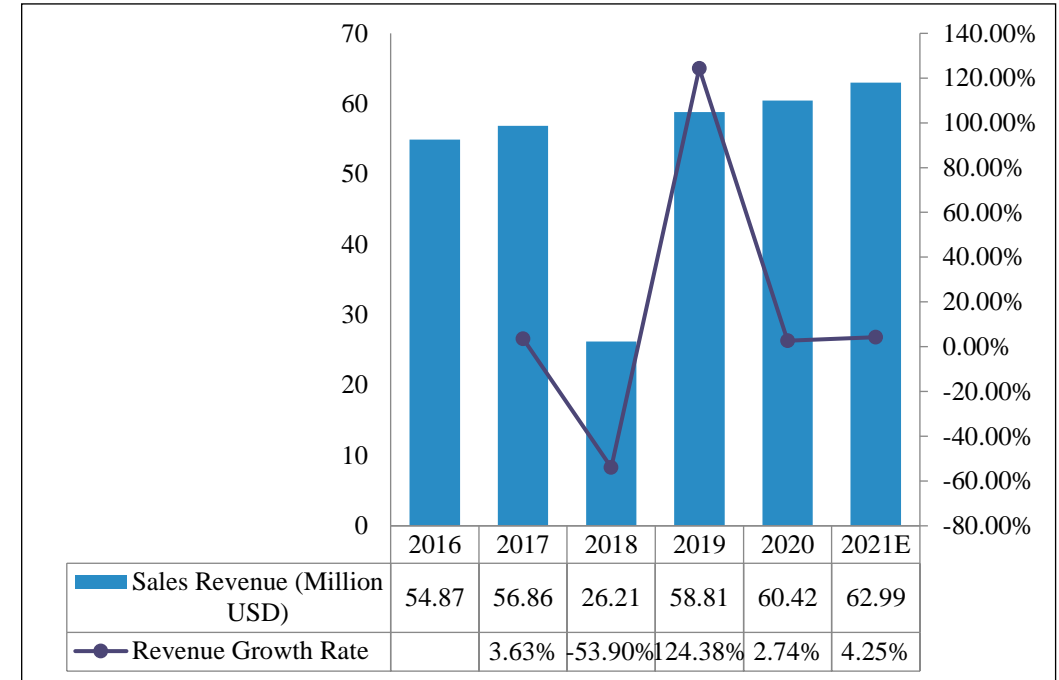
China Hong Kong Market

Figure China Hong Kong Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

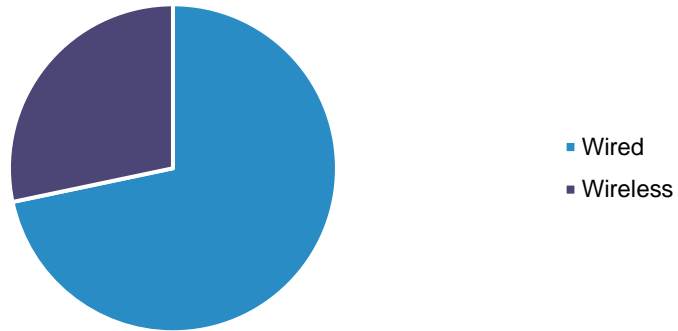
Figure China Hong Kong Gaming Headset Sales Value (Million USD) and Growth Rate



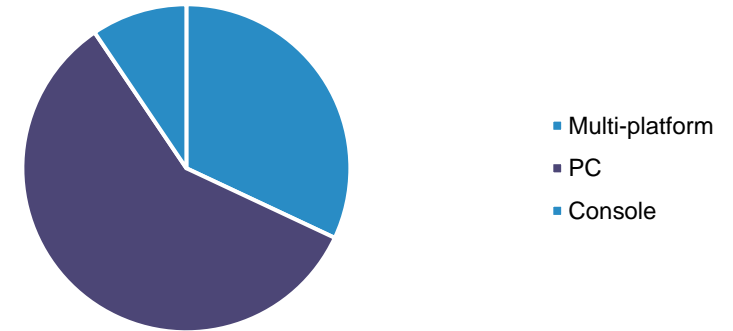
In China Hong Kong, sales of Gaming Headsets grew from 241.9 K Units in 2016 to 302.2 K Units in 2020, and the Market was valued at USD 60.42 Million in 2020 and is projected to reach USD 79.8 Million by 2027, growing at a CAGR of 4.05% from 2020 to 2027.

China Hong Kong Market by Type

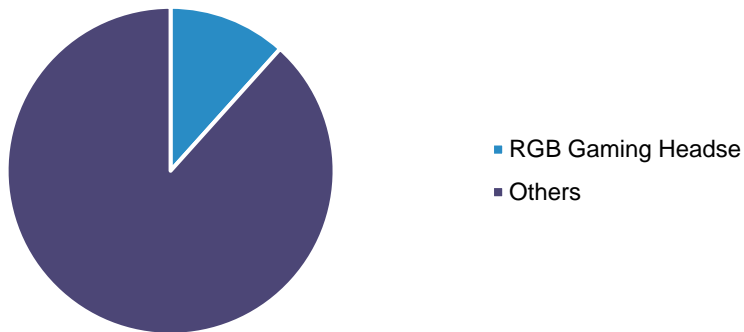
Sales Share Market by Type in 2021



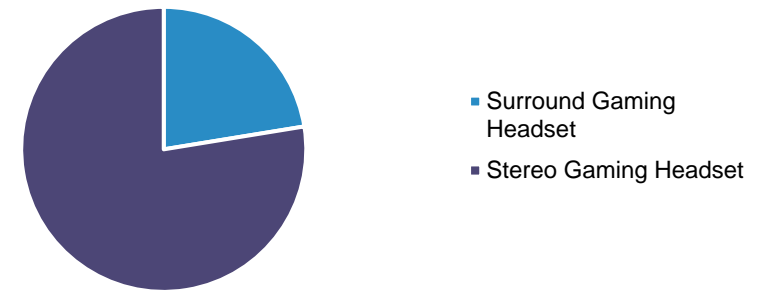
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



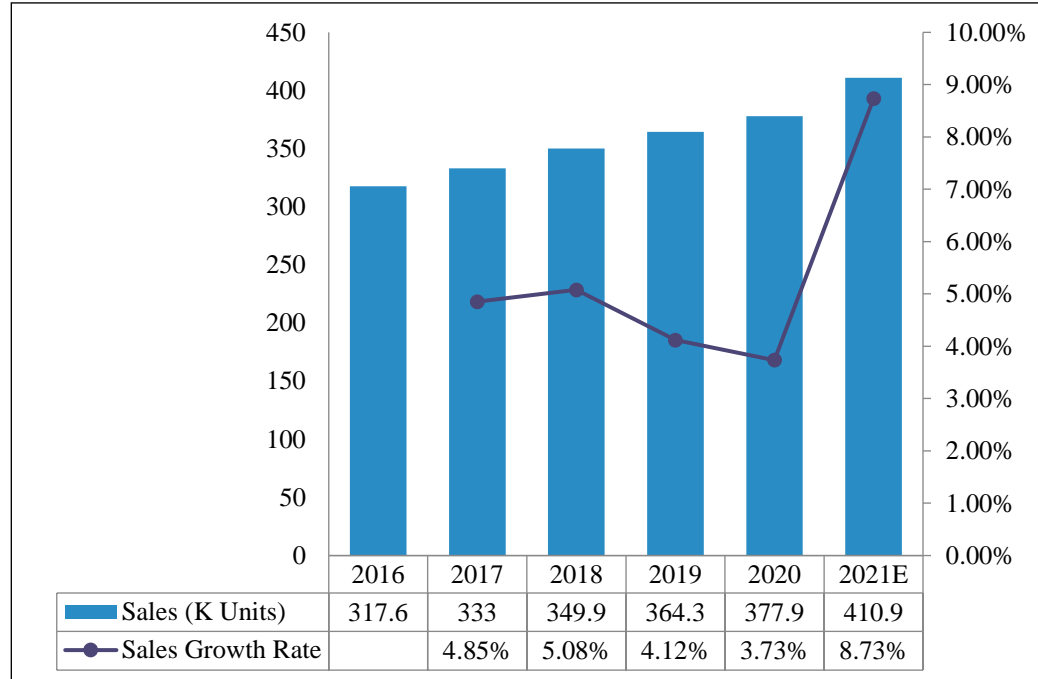
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In China Hong Kong, the most in demand for Gaming Headset is between US\$0 and US\$100, owning 43.21% of the market, followed by US\$100-US\$200.

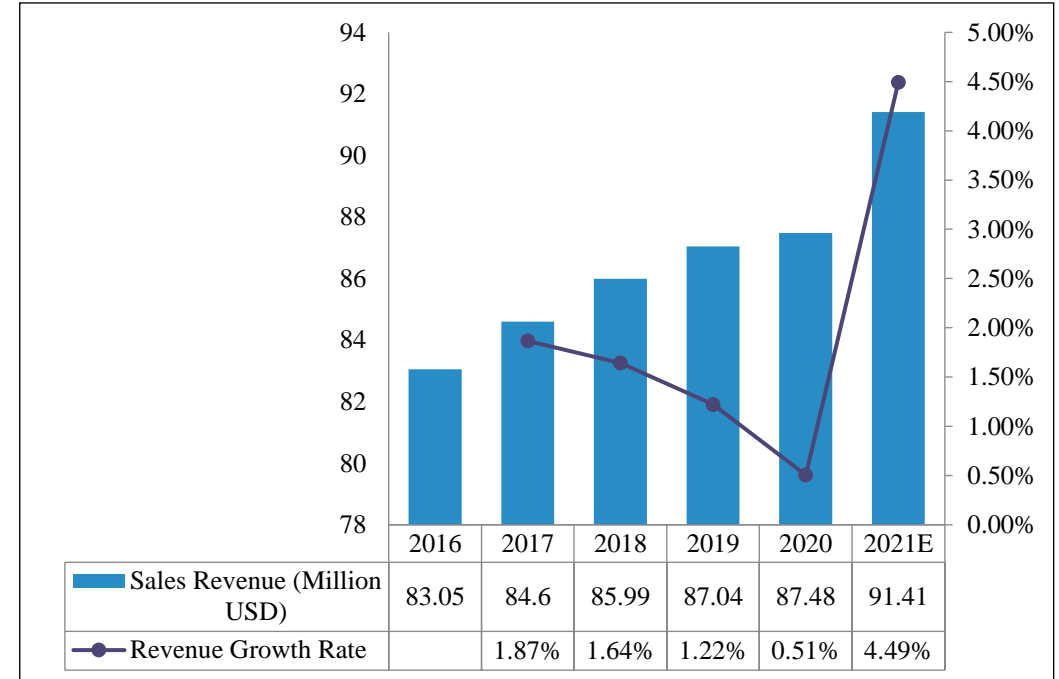
China Taiwan Market

Figure China Taiwan Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

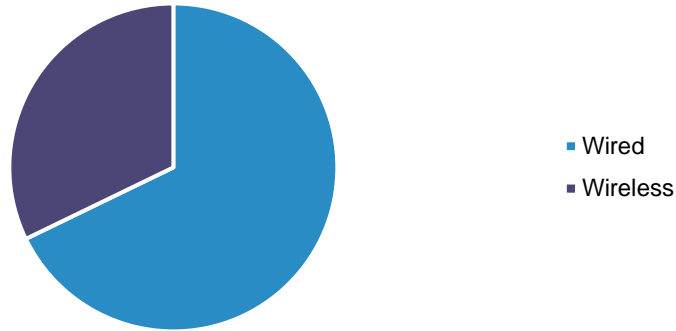
Figure China Taiwan Gaming Headset Sales Value (Million USD) and Growth Rate



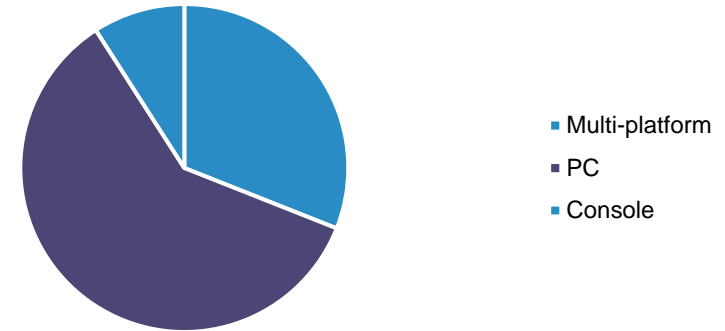
In China Taiwan, sales of Gaming Headsets grew from 317.6 K Units in 2016 to 377.9 K Units in 2020, and the Market was valued at USD 87.48 Million in 2020 and is projected to reach USD 117.57 Million by 2027, growing at a CAGR of 4.31% from 2020 to 2027.

China Taiwan Market by Type

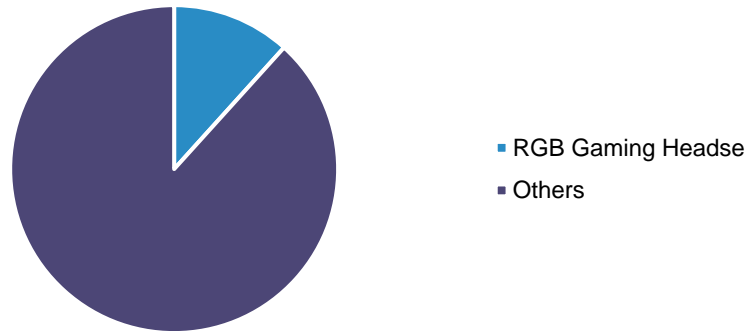
Sales Share Market by Type in 2021



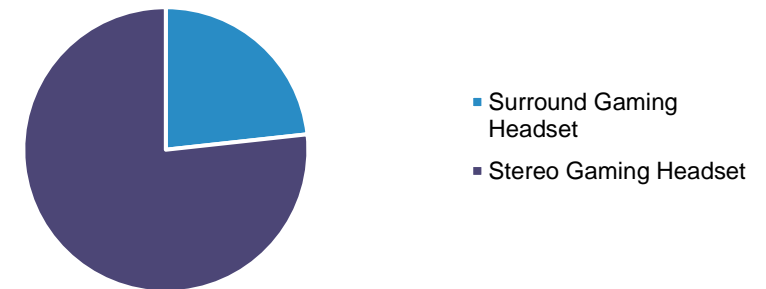
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In China Taiwan, the most in demand for Gaming Headset is between US\$100 and US\$200, owning 42.54% of the market, followed by less than US\$ 100.

New Zealand Market

Figure New Zealand Gaming Headset Sales (K Units) and Growth Rate

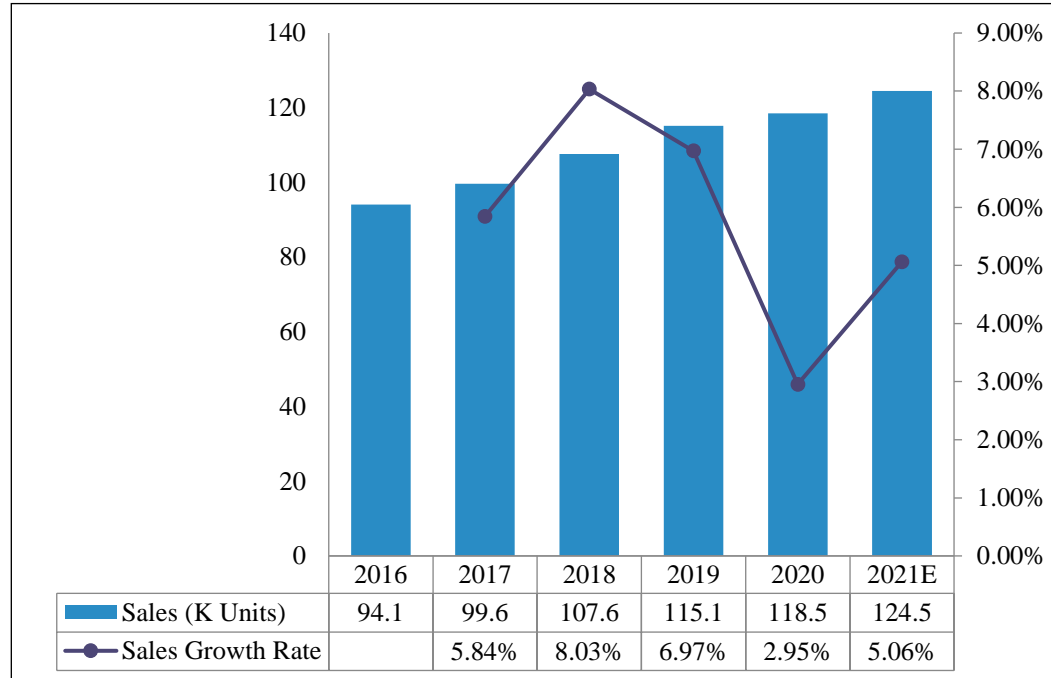
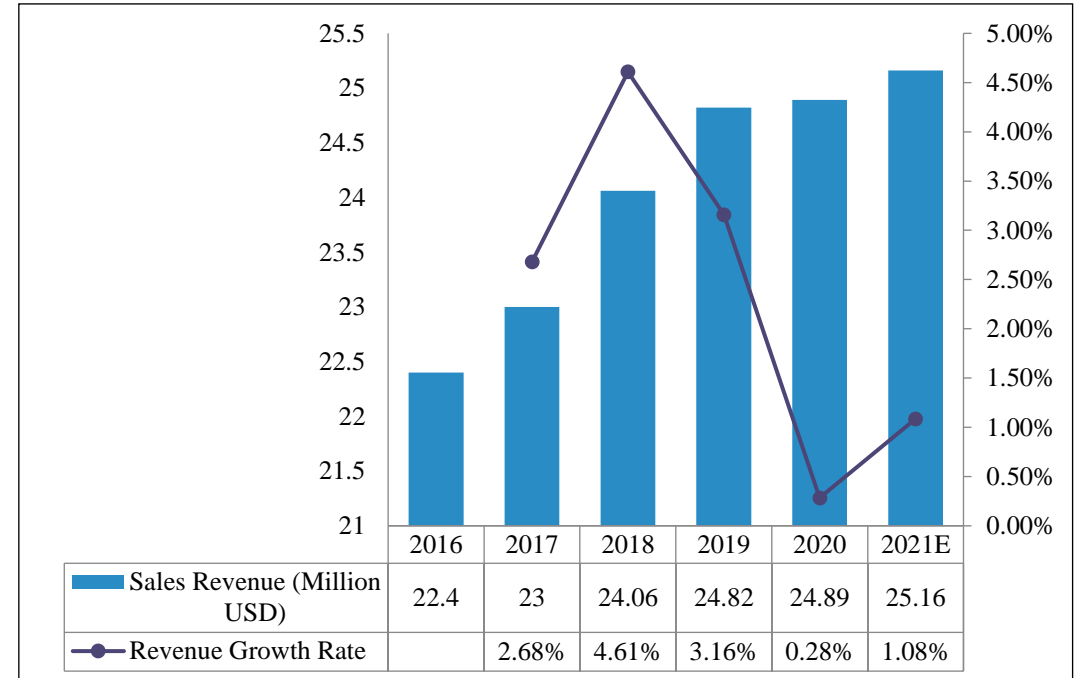


Figure New Zealand Gaming Headset Sales Value (Million USD) and Growth Rate

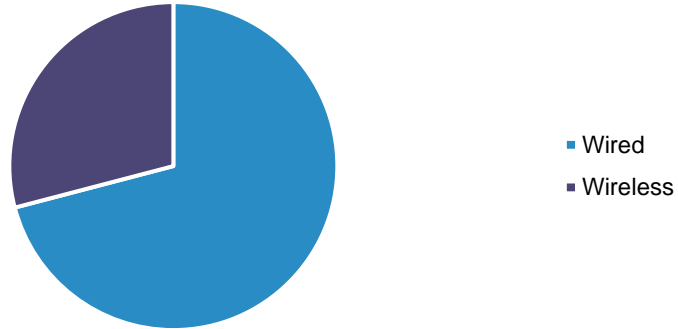


Source: XYZ-Research Consumer Goods Research Center, 2021

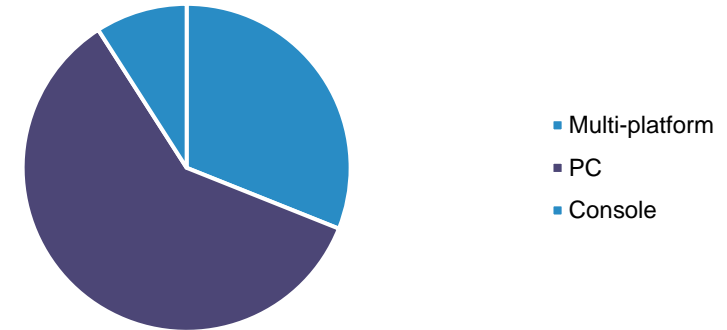
In New Zealand, sales of Gaming Headsets grew from 94.1 K Units in 2016 to 118.5 K Units in 2020, and the Market was valued at USD 24.89 Million in 2020 and is projected to reach USD 26.71 Million by 2027, growing at a CAGR of 1.01% from 2020 to 2027.

New Zealand Market by Type

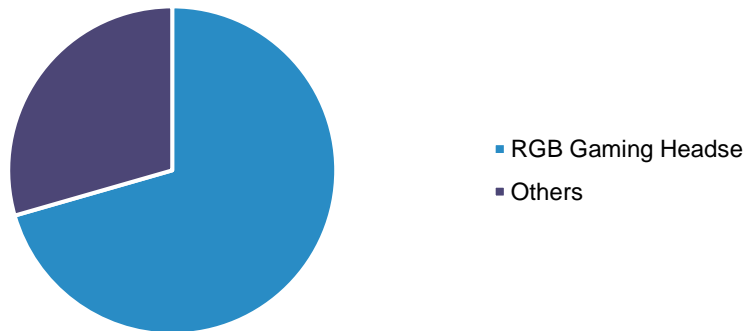
Sales Share Market by Type in 2021



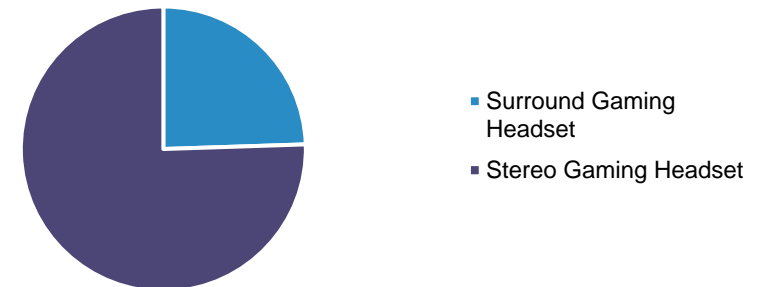
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In New Zealand, the most in demand for Gaming Headset is between US\$100 and US\$200, owning 43.98% of the market, followed by less than US\$ 100.

Saudi Arabia Market

Figure Saudi Arabia Gaming Headset Sales (K Units) and Growth Rate

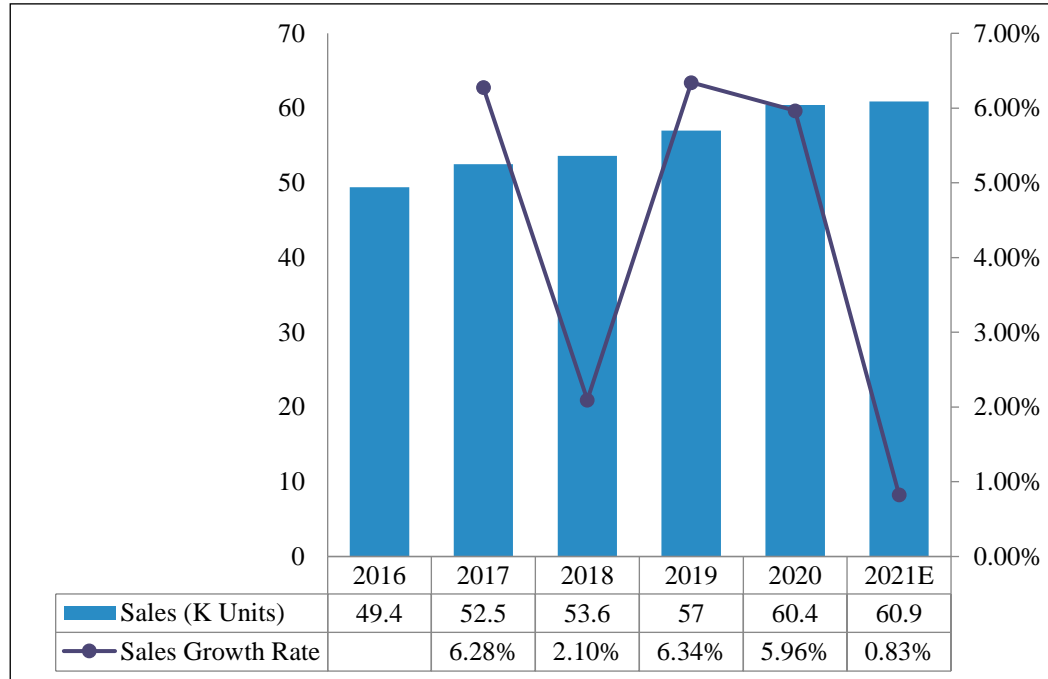
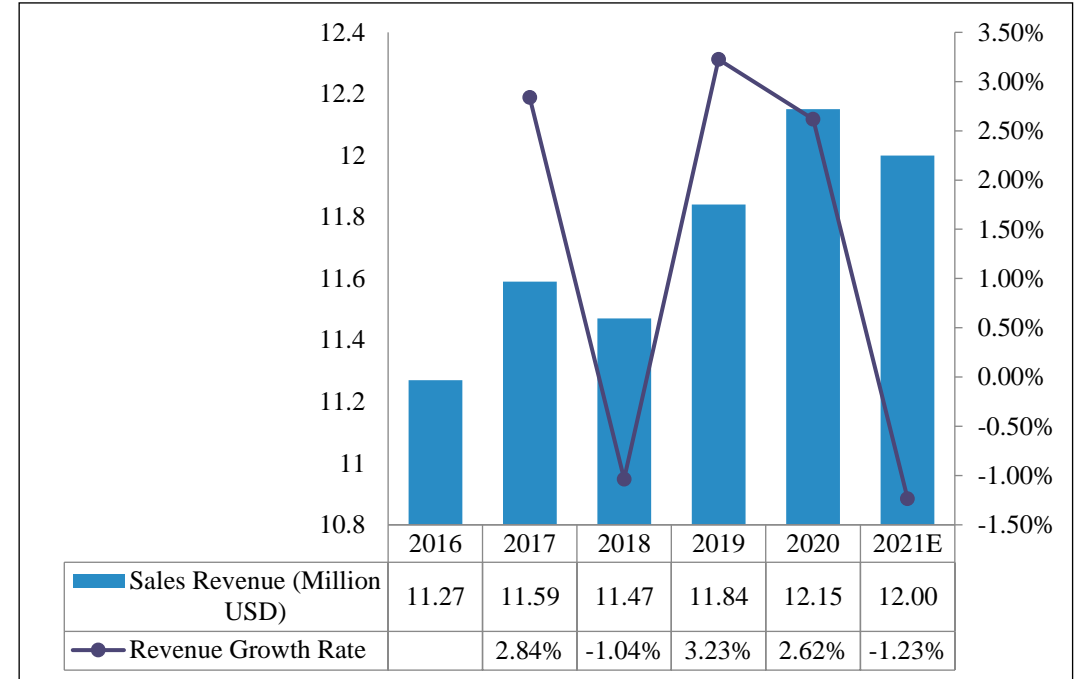


Figure Saudi Arabia Gaming Headset Sales Value (Million USD) and Growth Rate

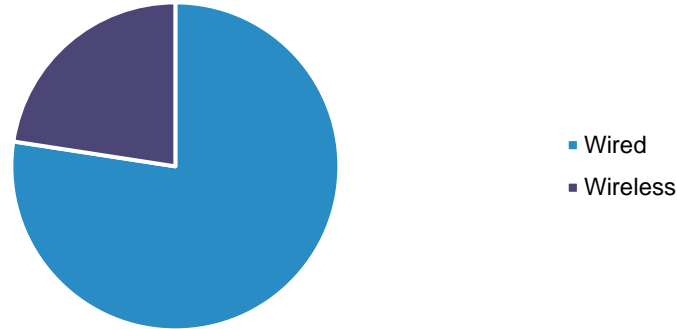


Source: XYZ-Research Consumer Goods Research Center, 2021

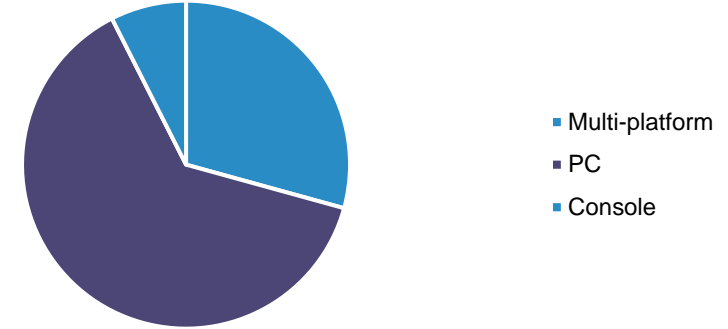
In Saudi Arabia, sales of Gaming Headsets grew from 49.4 K Units in 2016 to 60.4 K Units in 2020, and the Market was valued at USD 12.15 Million in 2020 and is projected to reach USD 11.18 Million by 2027, growing at a CAGR of -1.18% from 2020 to 2027.

Saudi Arabia Market by Type

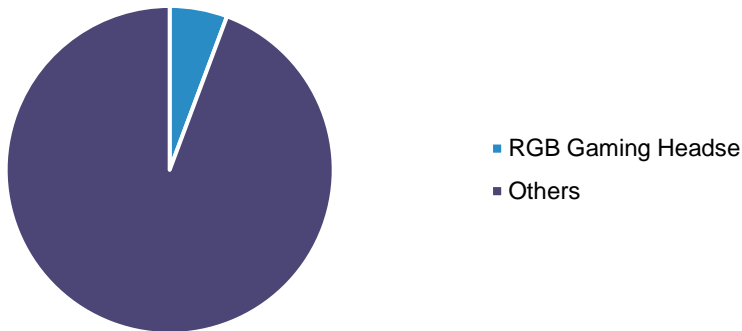
Sales Share Market by Type in 2021



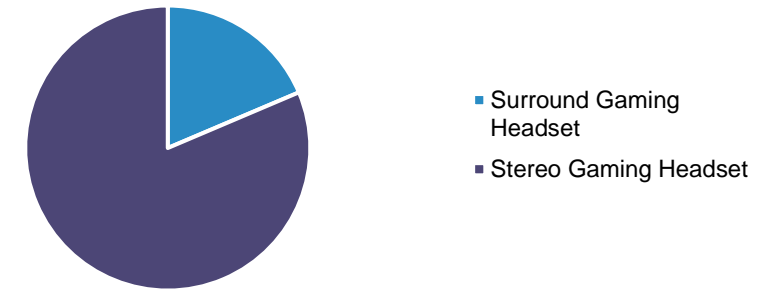
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



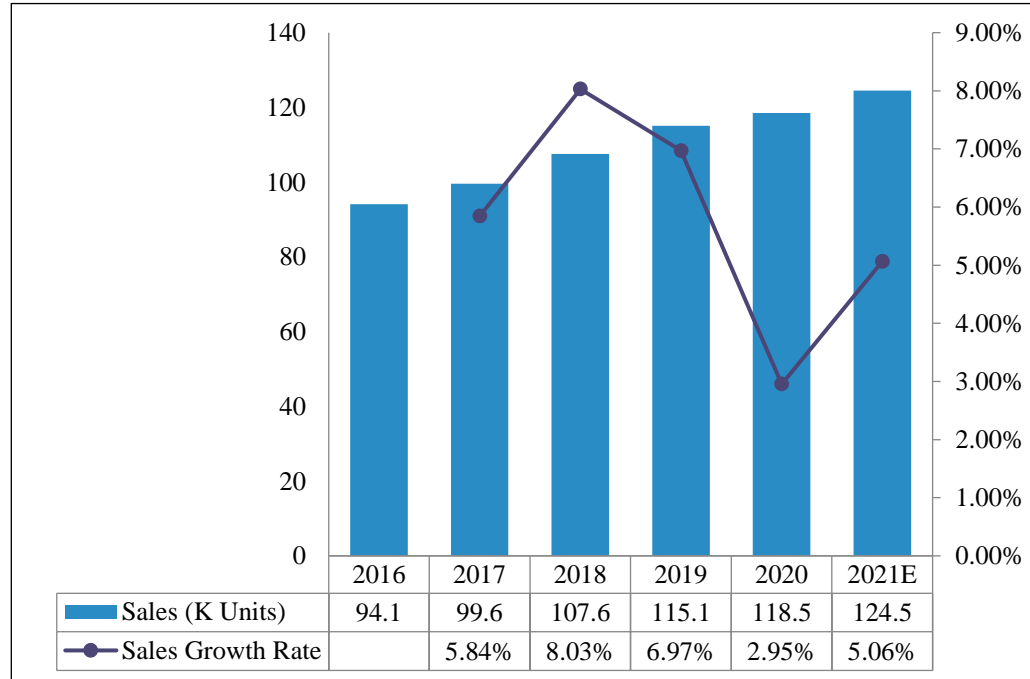
Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In Saudi Arabia, the most in demand for Gaming Headset is between US\$0 and US\$100, owning 59.74% of the market, followed by US\$100-US\$200.

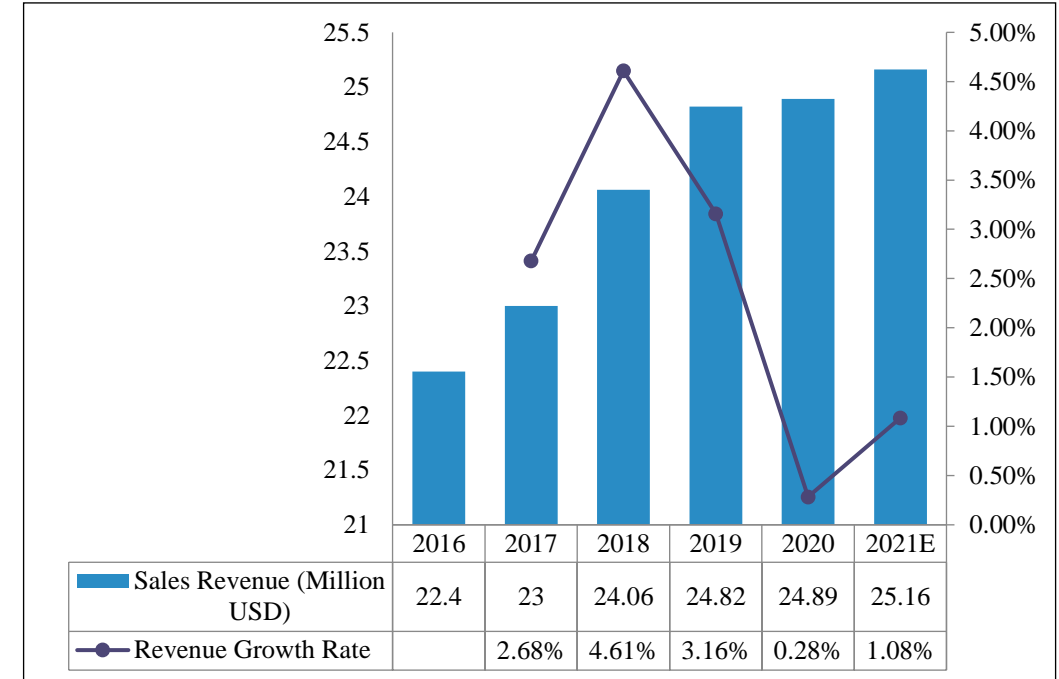
Australia Market

Figure Australia Gaming Headset Sales (K Units) and Growth Rate



Source: XYZ-Research Consumer Goods Research Center, 2021

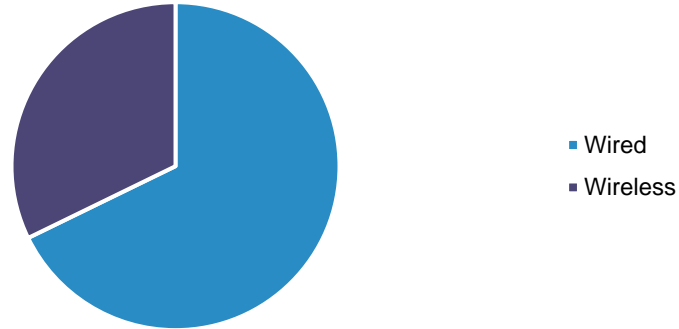
Figure Australia Gaming Headset Sales Value (Million USD) and Growth Rate



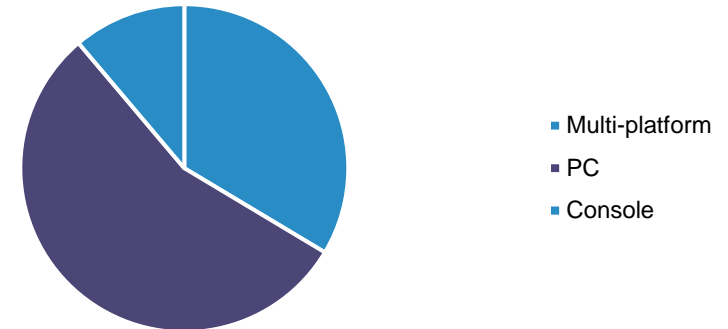
In Australia, sales of Gaming Headsets grew from 94.1 K Units in 2016 to 118.5 K Units in 2020, and the Market was valued at USD 24.89 Million in 2020 and is projected to reach USD 26.71 Million by 2027, growing at a CAGR of 1.01% from 2020 to 2027.

Australia Market by Type

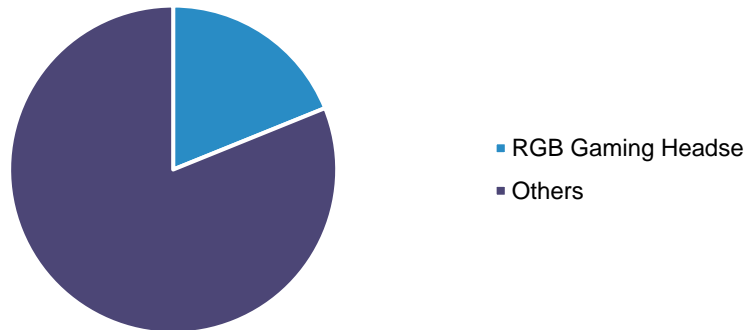
Sales Share Market by Type in 2021



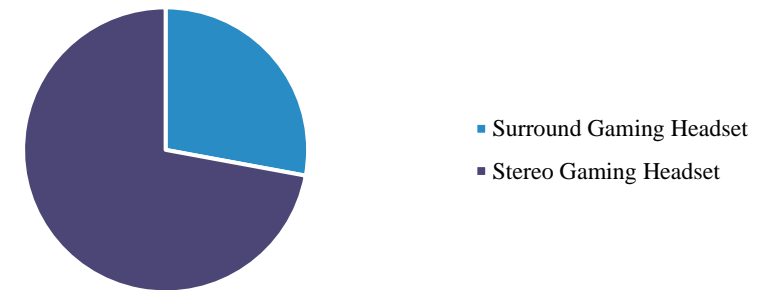
Sales Market by Application in 2021



Sales Share Market by Lighting in 2021



Sales Share Market by Channel System in 2021



Source: XYZ-Research Consumer Goods Research Center, 2021

Gaming Headset Market by Type: Wired and Wireless; Multi-platform, PC and Console; RGB Gaming Headset and Others; Surround and Stereo.

The price of Gaming Headset is different, they are US\$0-\$100, US\$100-US\$200 and > US\$200. In Australia, the most in demand for Gaming Headset is between US\$100 and US\$200, owning 45.69% of the market, followed by less than US\$ 100.



PART 04

Conclusion

• Conclusion •

Industry is relatively concentrated

Players are mostly in the North America and Asia. Regionally, South Korea is the largest country in specific areas, which is estimated to be 109.98 million USD in 2021.

Good development in the future

Global Gaming Headset market is forecasted to increase sales at a CAGR of 6.25% to 14196.7 K Units in 2027 from 9870 K Units in 2021. It shows that the headset market performance is positive, despite the weak economic environment.



Top 3 players occupy half of the market

Microsoft is the leading player in Gaming Headset market with the Sales share of 26.16%, and followed by Sony and Logitech.

The market pursues high cost performance

There are players aims at the cost and quality leadership which shall improve profitability. As the same time, companies are focusing on technological innovation, equipment upgrades, and process improvements, especially the supply chain optimization, to reduce costs and improve quality.