Global Gaming Headset Market 2015-2019

Description:
Initially, games were restricted to board games and associated video games. However, the introduction and popularity of PCs and electronic devices and a rise in the use of the internet have led to the development and commercialization of gaming. The gaming headset market is witnessing an exponential growth worldwide because of the rapid adoption of gaming. In terms of technology, gaming headset is classified into two: wired and wireless.

The global gaming headset market is expected to grow at a CAGR of 7.80% during 2014-2019.

Covered in this report
This report covers the present scenario and the growth prospects of the global gaming headset market for the period 2015-2019. To calculate the market size, the report considers revenue generated through the sales of gaming headsets by vendors compatible to the following types of devices:

- PC
- Console

It presents the vendor landscape and a corresponding detailed analysis of the key market vendors in the global gaming headset market. The report lists down all the key drivers along with major constraints that are hindering the market growth. The report also discusses the top technological trends that are expected to take over in the forecast period.

Key vendors
- Cooler Master
- Creative
- Mad Catz
- Sennheiser
- SteelSeries
- Turtle Beach

Other prominent vendors
- Corsair
- Gioteck
- Kingston
- Logitech
- Razer
- Roccat
- Sades
- Sentey
- Skullcandy

Market drivers
- Growing popularity of e-sports league
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Market challenges
- Availability of counterfeit products
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Market trends
- Technological advancements
  - For a full, detailed list, view the full report

Key questions answered in this report
- What will the market size be in 2019 and what will the growth rate be?
- What are the key Market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

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