

Headphone Market 2016 Share, Trend, Segmentation and Forecast to 2021

Headphone Market 2016 Analysis and Forecast to 2021

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/EINPresswire.com/ -- Headphones (or headphones in the early days of telephony and radio) are a pair of small listening devices that are designed to be worn on or around the head over a user's ears. They are electroacoustic transducers, which convert an electrical signal to a corresponding sound in the user's ear. Headphones are designed to allow a single user to listen to an audio source privately, in contrast to a loudspeaker, which emits sound into the open air, for anyone nearby to hear.

Headphones are also known as earspeakers, earphones or, colloquially, cans. Circumaural and supra-aural headphones use a band over the top of the head to hold the speakers in place. The other type, known as earbuds or earphones consist of individual units that plug into the user's ear canal. In the context of telecommunication, a headset is a combination of [headphone](#) and microphone. Headphones either connect directly to a signal source such as an audio amplifier, radio, CD player, portable

media player, mobile phone, video game consoles, electronic musical instrument, or use wireless technology such as Bluetooth or FM radio. Early headphones were first used by radio pioneers (crystal sets) and also by radio telephone and telegraph operators allowing a better audio reception without disturbing others around. Initially the audio quality was mediocre and a step forward was the invention of high fidelity headphones.



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Scope of the Report:

This report focuses on the Headphone in Global market, especially in North America, Europe and Asia-Pacific, Latin America, Middle and Africa. This report categorizes the market based on manufacturers, regions, type and application.

Market Segment by Manufacturers, this report covers

Foster
CRESYN
Gerotek
Fujikon
Merry
Foxlink

Cosonic
Hosiden
AAC
DUNU
Eastern Technologies
Voxtech
SoundMAGIC
OVC
Sun Young
DZL
Beats
Plantronics
Sennheiser
Sony
GN Netcom
Harman
Bose
JVC
Philips
Logitech
Skullcandy
Audio-Technica

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Market Segment by Regions, regional analysis covers
North America (USA, Canada and Mexico)
Europe (Germany, France, UK, Russia and Italy)
Asia-Pacific (China, Japan, Korea, India and Southeast Asia)
Latin America, Middle and Africa
Market Segment by Type, covers
Wired Headphone
Wireless Headphones
Market Segment by Applications, can be divided into
Gaming Headphones
Business Headphones
Professional Headphones
Ordinary Headphones

There are 13 Chapters to deeply display the global Headphone market.

Chapter 1, to describe Headphone Introduction, product scope, market overview, market opportunities, market risk, market driving force;

Chapter 2, to analyze the top manufacturers of Headphone, with sales, revenue, and price of Headphone, in 2015 and 2016;

Chapter 3, to display the competitive situation among the top manufacturers, with sales, revenue and market share in 2015 and 2016;

Chapter 4, to show the global market by regions, with sales, revenue and market share of Headphone, for each region, from 2011 to 2016;

Chapter 5, 6, 7 and 8, to analyze the key regions, with sales, revenue and market share by key countries in these regions;

Chapter 9 and 10, to show the market by type and application, with sales market share and growth rate by type, application, from 2011 to 2016;

Chapter 11, Headphone market forecast, by regions, type and application, with sales and revenue, from 2016 to 2021;

Chapter 12 and 13, to describe Headphone sales channel, distributors, traders, dealers, appendix and data source.

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