

Gamepad Market Status and Trend Analysis 2017-2026 (COVID-19 Version)

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Abstracts

SUMMARY

Further key aspects of the report indicate that:

Chapter 1: Research Scope: Product Definition, Type, End-Use & Methodology

Chapter 2: Global Industry Summary

Chapter 3: Market Dynamics

Chapter 4: Global Market Segmentation by region, type and End-Use

Chapter 5: North America Market Segmentation by region, type and End-Use

Chapter 6: Europe Market Segmentation by region, type and End-Use

Chapter 7: Asia-Pacific Market Segmentation by region, type and End-Use

Chapter 8: South America Market Segmentation by region, type and End-Use

Chapter 9: Middle East and Africa Market Segmentation by region, type and End-Use.

Chapter 10: Market Competition by Companies

Chapter 11: Market forecast and environment forecast.

Chapter 12: Industry Summary.

The global Gamepad market has the potential to grow with xx million USD with growing CAGR in the forecast period from 2021f to 2026f. Factors driving the market for @@@@ are the significant development of demand and improvement of COVID-19 and geo-economics.

Based on the type of product, the global Gamepad market segmented into

PC

Wireless Gamepad

Based on the end-use, the global Gamepad market classified into

PC

Smartphone

Smart TV

Based on geography, the global Gamepad market segmented into

North America [U.S., Canada, Mexico]

Europe [Germany, UK, France, Italy, Rest of Europe]

Asia-Pacific [China, India, Japan, South Korea, Southeast Asia, Australia, Rest of Asia Pacific]

South America [Brazil, Argentina, Rest of Latin America]

Middle East & Africa [GCC, North Africa, South Africa, Rest of Middle East and Africa]

And the major players included in the report are

Logitech

SONY

Microsoft

Razer

Mad Catz

Thrustmaster

BETOP Rumble

Speedlink

Sabrent

Samsung

Contents

1 RESEARCH SCOPE

- 1.1 Research Product Definition
- 1.2 Research Segmentation
 - 1.2.1 Product Type
 - 1.2.2 Main product Type of Major Players
- 1.3 Demand Overview
- 1.4 Research Methodology

2 GLOBAL GAMEPAD INDUSTRY

- 2.1 Summary about Gamepad Industry
- 2.2 Gamepad Market Trends
 - 2.2.1 Gamepad Production & Consumption Trends
 - 2.2.2 Gamepad Demand Structure Trends
- 2.3 Gamepad Cost & Price

3 MARKET DYNAMICS

- 3.1 Manufacturing & Purchasing Behavior in 2020
- 3.2 Market Development under the Impact of COVID-19
 - 3.2.1 Drivers
 - 3.2.2 Restraints
 - 3.2.3 Opportunity
 - 3.2.4 Risk

4 GLOBAL MARKET SEGMENTATION

- 4.1 Region Segmentation (2017 to 2021f)
 - 4.1.1 North America (U.S., Canada and Mexico)
 - 4.1.2 Europe (Germany, UK, France, Italy, Rest of Europe)
 - 4.1.3 Asia-Pacific (China, India, Japan, South Korea, Southeast Asia, Australia, Rest of Asia Pacific)
 - 4.1.4 South America (Brazil,, Argentina, Rest of Latin America)
 - 4.1.5 Middle East and Africa (GCC, North Africa, South Africa, Rest of Middle East and Africa)
- 4.2 Product Type Segmentation (2017 to 2021f)

- 4.2.1 Wired Gamepad
- 4.2.2 Wireless Gamepad
- 4.3 Consumption Segmentation (2017 to 2021f)
 - 4.3.1 PC
 - 4.3.2 Smartphone
 - 4.3.3 Smart TV

5 NORTH AMERICA MARKET SEGMENT

- 5.1 Region Segmentation (2017 to 2021f)
 - 5.1.1 U.S.
 - 5.1.2 Canada
 - 5.1.3 Mexico
- 5.2 Product Type Segmentation (2017 to 2021f)
 - 5.2.1 Wired Gamepad
 - 5.2.2 Wireless Gamepad
- 5.3 Consumption Segmentation (2017 to 2021f)
 - 5.3.1 PC
 - 5.3.2 Smartphone
 - 5.3.3 Smart TV
- 5.4 Impact of COVID-19 in North America

6 EUROPE MARKET SEGMENTATION

- 6.1 Region Segmentation (2017 to 2021f)
 - 6.1.1 Germany
 - 6.1.2 UK
 - 6.1.3 France
 - 6.1.4 Italy
 - 6.1.5 Rest of Europe
- 6.2 Product Type Segmentation (2017 to 2021f)
 - 6.2.1 Wired Gamepad
 - 6.2.2 Wireless Gamepad
- 6.3 Consumption Segmentation (2017 to 2021f)
 - 6.3.1 PC
 - 6.3.2 Smartphone
 - 6.3.3 Smart TV
- 6.4 Impact of COVID-19 in Europe

7 ASIA-PACIFIC MARKET SEGMENTATION

7.1 Region Segmentation (2017 to 2021f)

- 7.1.1 China
- 7.1.2 India
- 7.1.3 Japan
- 7.1.4 South Korea
- 7.1.5 Southeast Asia
- 7.1.6 Australia
- 7.1.7 Rest of Asia Pacific

7.2 Product Type Segmentation (2017 to 2021f)

- 7.2.1 Wired Gamepad
- 7.2.2 Wireless Gamepad

7.3 Consumption Segmentation (2017 to 2021f)

- 7.3.1 PC
- 7.3.2 Smartphone
- 7.3.3 Smart TV

7.4 Impact of COVID-19 in Europe

8 SOUTH AMERICA MARKET SEGMENTATION

8.1 Region Segmentation (2017 to 2021f)

- 8.1.1 Brazil
- 8.1.2 Argentina
- 8.1.3 Rest of Latin America

8.2 Product Type Segmentation (2017 to 2021f)

- 8.2.1 Wired Gamepad
- 8.2.2 Wireless Gamepad

8.3 Consumption Segmentation (2017 to 2021f)

- 8.3.1 PC
- 8.3.2 Smartphone
- 8.3.3 Smart TV

8.4 Impact of COVID-19 in Europe

9 MIDDLE EAST AND AFRICA MARKET SEGMENTATION

9.1 Region Segmentation (2017 to 2021f)

- 9.1.1 GCC
- 9.1.2 North Africa

- 9.1.3 South Africa
- 9.1.4 Rest of Middle East and Africa
- 9.2 Product Type Segmentation (2017 to 2021f)
 - 9.2.1 Wired Gamepad
 - 9.2.2 Wireless Gamepad
- 9.3 Consumption Segmentation (2017 to 2021f)
 - 9.3.1 PC
 - 9.3.2 Smartphone
 - 9.3.3 Smart TV
- 9.4 Impact of COVID-19 in Europe

10 COMPETITION OF MAJOR PLAYERS

- 10.1 Brief Introduction of Major Players
 - 10.1.1 Logitech
 - 10.1.2 SONY
 - 10.1.3 Microsoft
 - 10.1.4 Razer
 - 10.1.5 Mad Catz
 - 10.1.6 Thrustmaster
 - 10.1.7 BETOP Rumble
 - 10.1.8 Speedlink
 - 10.1.9 Sabrent
 - 10.1.10 Samsung
- 10.2 Gamepad Sales Date of Major Players (2017-2020e)
 - 10.2.1 Logitech
 - 10.2.2 SONY
 - 10.2.3 Microsoft
 - 10.2.4 Razer
 - 10.2.5 Mad Catz
 - 10.2.6 Thrustmaster
 - 10.2.7 BETOP Rumble
 - 10.2.8 Speedlink
 - 10.2.9 Sabrent
 - 10.2.10 Samsung
- 10.3 Market Distribution of Major Players
- 10.4 Global Competition Segmentation

11 MARKET FORECAST

11.1 Forecast by Region

11.2 Forecast by Demand

11.3 Environment Forecast

11.3.1 Impact of COVID-19

11.3.2 Geopolitics Overview

11.3.3 Economic Overview of Major Countries

12 REPORT SUMMARY STATEMENT

List Of Tables

LIST OF TABLES

- 1.Table Gamepad Product Type Overview
- 2.Table Gamepad Product Type Market Share List
- 3.Table Gamepad Product Type of Major Players
- 4.Table Brief Introduction of Logitech
- 5.Table Brief Introduction of SONY
- 6.Table Brief Introduction of Microsoft
- 7.Table Brief Introduction of Razer
- 8.Table Brief Introduction of Mad Catz
- 9.Table Brief Introduction of Thrustmaster
- 10.Table Brief Introduction of BETOP Rumble
- 11.Table Brief Introduction of Speedlink
- 12.Table Brief Introduction of Sabrent
- 13.Table Brief Introduction of Samsung
- 14.Table Products & Services of Logitech
- 15.Table Products & Services of SONY
- 16.Table Products & Services of Microsoft
- 17.Table Products & Services of Razer
- 18.Table Products & Services of Mad Catz
- 19.Table Products & Services of Thrustmaster
- 20.Table Products & Services of BETOP Rumble
- 21.Table Products & Services of Speedlink
- 22.Table Products & Services of Sabrent
- 23.Table Products & Services of Samsung
- 24.Table Market Distribution of Major Players
- 25.Table Global Major Players Sales Revenue (Million USD) 2017-2020e
- 26.Table Global Major Players Sales Revenue (Million USD) Share 2017-2020e
- 27.Table Global Gamepad Market Forecast (Million USD) by Region 2021f-2026f
- 28.Table Global Gamepad Market Forecast (Million USD) Share by Region 2021f-2026f
- 29.Table Global Gamepad Market Forecast (Million USD) by Demand 2021f-2026f
- 30.Table Global Gamepad Market Forecast (Million USD) Share by Demand 2021f-2026f

List Of Figures

LIST OF FIGURES

1. Figure Global Gamepad Market Size under the Impact of COVID-19, 2017-2021f (USD Million)
2. Figure Global Gamepad Market by Region under the Impact of COVID-19, 2017-2021f (USD Million)
3. Figure Global Gamepad Market by Product Type under the Impact of COVID-19, 2017-2021f (USD Million)
4. Figure Global Gamepad Market by Demand under the Impact of COVID-19, 2017-2021f (USD Million)
5. Figure Global Gamepad Production by Region under the Impact of COVID-19, 2021-2026 (USD Million)
6. Figure Global Gamepad Consumption by Region under the Impact of COVID-19, 2021-2026 (USD Million)
7. Figure Global Gamepad Consumption by Type under the Impact of COVID-19, 2021-2026 (USD Million)
8. Figure North America Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
9. Figure Europe Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
10. Figure Asia-Pacific Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
11. Figure South America Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
12. Figure Middle East and Africa Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
13. Figure Wired Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
14. Figure Wireless Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
15. Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
16. Figure Smartphone Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
17. Figure Smart TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
18. Figure U.S. Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

19. Figure Canada Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
20. Figure Mexico Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
21. Figure Wired Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
22. Figure Wireless Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
23. Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
24. Figure Smartphone Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
25. Figure Smart TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
26. Figure Germany Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
27. Figure UK Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
28. Figure France Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
29. Figure Italy Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
30. Figure Rest of Europe Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
31. Figure Wired Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
32. Figure Wireless Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
33. Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
34. Figure Smartphone Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
35. Figure Smart TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
36. Figure China Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
37. Figure India Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f
38. Figure Japan Market Size (USD Million) 2017-2021f and Year-over-year (YOY)

Growth (%) 2018-2021f

39. Figure South Korea Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

40. Figure Southeast Asia Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

41. Figure Australia Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

42. Figure Rest of Asia Pacific Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

43. Figure Wired Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

44. Figure Wireless Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

45. Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

46. Figure Smartphone Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

47. Figure Smart TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

48. Figure Brazil Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

49. Figure Argentina Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

50. Figure Rest of Latin America Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

51. Figure Wired Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

52. Figure Wireless Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

53. Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

54. Figure Smartphone Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

55. Figure Smart TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

56. Figure GCC Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

57. Figure North Africa Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

58. Figure South Africa Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

59. Figure Rest of Middle East and Africa Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

60. Figure Wired Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

61. Figure Wireless Gamepad Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

62. Figure PC Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

63. Figure Smartphone Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

64. Figure Smart TV Segmentation Market Size (USD Million) 2017-2021f and Year-over-year (YOY) Growth (%) 2018-2021f

65. Figure Gamepad Sales Revenue (Million USD) of Logitech 2017-2020e

66. Figure Gamepad Sales Revenue (Million USD) of SONY 2017-2020e

67. Figure Gamepad Sales Revenue (Million USD) of Microsoft 2017-2020e

68. Figure Gamepad Sales Revenue (Million USD) of Razer 2017-2020e

69. Figure Gamepad Sales Revenue (Million USD) of Mad Catz 2017-2020e

70. Figure Gamepad Sales Revenue (Million USD) of Thrustmaster 2017-2020e

71. Figure Gamepad Sales Revenue (Million USD) of BETOP Rumble 2017-2020e

72. Figure Gamepad Sales Revenue (Million USD) of Speedlink 2017-2020e

73. Figure Gamepad Sales Revenue (Million USD) of Sabrent 2017-2020e

74. Figure Gamepad Sales Revenue (Million USD) of Samsung 2017-2020e

75.

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