

# Gaming Peripheral Market Research: Global Status & Forecast by Geography, Type & Application (2016-2026)

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## Abstracts

### SUMMARY

According to 99Strategy, the Global Gaming Peripheral Market is estimated to reach xxx million USD in 2020 and projected to grow at the CAGR of xx% during the 2021-2026. The report analyses the global Gaming Peripheral market, the market size and growth, as well as the major market participants.

**The analysis includes market size, upstream situation, market segmentation, market segmentation, price & cost and industry environment. In addition, the report outlines the factors driving industry growth and the description of market channels. The report begins from overview of industrial chain structure, and describes the upstream. Besides, the report analyses market size and forecast in different geographies, type and end-use segment, in addition, the report introduces market competition overview among the major companies and companies profiles, besides, market price and channel features are covered in the report.**

### Key Regions

Asia Pacific

North America

Europe

South America

## **Middle East & Africa**

### **Key Companies**

**Corsair Components**

**Logitech International**

**Mad Catz Interactive**

**Razer**

**SteelSeries**

**Sony**

**Microsoft**

**Cooler Master**

**Kingston**

**Gioteck**

**Fnatic Gear**

**BenQ**

**Gamdias**

**Mionix**

**QPAD**

**Tesoro Gaming**

**CM Storm**

**COUGAR**

**TTeSPORTS**

**Roccat**

**SteelSeries**

## **Key Product Type**

**Controllers**

**Headsets**

**Keyboards**

**Mouse**

**Others**

## **Market by Application**

**Commercial**

**Personal**

## **Main Aspects covered in the Report**

**Overview of the Gaming Peripheral market including production, consumption, status & forecast and market growth**

**2016-2020 historical data and 2021-2026 market forecast**

**Geographical analysis including major countries**

**Overview the product type market including development**

**Overview the end-user market including development**

**Impact of Coronavirus on the Industry**

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