

Global Gaming Peripheral Market Analysis 2016-2020 and Forecast 2021-2026

<https://marketpublishers.com/r/G81F51ECFB2EN.html>

Date: April 2021

Pages: 118

Price: US\$ 2,980.00 (Single User License)

ID: G81F51ECFB2EN

Abstracts

SNAPSHOT

The global Gaming Peripheral market size is estimated at xxx million USD with a CAGR xx% from 2016-2020 and is expected to reach xxx Million USD in 2021 with a CAGR xx% from 2021 to 2026. The report begins from overview of Industry Chain structure, and describes industry environment, then analyses market size and forecast of Gaming Peripheral by product, region and application, in addition, this report introduces market competition situation among the vendors and company profile, besides, market price analysis and value chain features are covered in this report.

Product Type Coverage (Market Size & Forecast, Major Company of Product Type etc.):

Controllers

Headsets

Keyboards

Mouse

Others

Company Coverage (Company Profile, Sales Revenue, Price, Gross Margin, Main Products etc.):

Corsair Components

Logitech International

Mad Catz Interactive

Razer

SteelSeries

Sony

Microsoft

Cooler Master

Kingston

Gigabyte

Fnatic Gear

BenQ

Gamdias

Mionix

QPAD

Tesoro Gaming

CM Storm

COUGAR

TTeSPORTS

Roccat

SteelSeries

Application Coverage (Market Size & Forecast, Different Demand Market by Region, Main Consumer Profile etc.):

Commercial

Personal

Region Coverage (Regional Production, Demand & Forecast by Countries etc.):

North America (U.S., Canada, Mexico)

Europe (Germany, U.K., France, Italy, Russia, Spain etc.)

Asia-Pacific (China, India, Japan, Southeast Asia etc.)

South America (Brazil, Argentina etc.)

Middle East & Africa (Saudi Arabia, South Africa etc.)

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