

# Global PC Gaming Peripheral Market Analysis and Forecast 2024-2030

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## Abstracts

PC Gaming Peripherals are hardware devices, such as mice, keyboards, headsets, surfaces and controllers, used to play games in conjunction.

According to APO Research, The global PC Gaming Peripheral market is projected to grow from US\$ million in 2024 to US\$ million by 2030, at a Compound Annual Growth Rate (CAGR) of % during the forecast period.

Razer, Logitech G (Astro), Corsair, Mad Catz, Turtle Beach, and Sennheiser are the major PC gaming peripheral manufacturers. Razer is the world's largest, with about 10% of the market, and the top 3 is about 20%.

The Americas and Asia-Pacific regions are the most important markets, each accounting for about 35% of the market share.

This report presents an overview of global market for PC Gaming Peripheral, sales, revenue and price. Analyses of the global market trends, with historic market revenue or sales data for 2019 - 2023, estimates for 2024, and projections of CAGR through 2030.

This report researches the key producers of PC Gaming Peripheral, also provides the sales of main regions and countries. Of the upcoming market potential for PC Gaming Peripheral, and key regions or countries of focus to forecast this market into various segments and sub-segments. Country specific data and market value analysis for the U.S., Canada, Mexico, Brazil, China, Japan, South Korea, Southeast Asia, India, Germany, the U.K., Italy, Middle East, Africa, and Other Countries.

This report focuses on the PC Gaming Peripheral sales, revenue, market share and

industry ranking of main manufacturers, data from 2019 to 2024. Identification of the major stakeholders in the global PC Gaming Peripheral market, and analysis of their competitive landscape and market positioning based on recent developments and segmental revenues. This report will help stakeholders to understand the competitive landscape and gain more insights and position their businesses and market strategies in a better way.

This report analyzes the segments data by Type and by Application, sales, revenue, and price, from 2019 to 2030. Evaluation and forecast the market size for PC Gaming Peripheral sales, projected growth trends, production technology, application and end-user industry.

Descriptive company profiles of the major global players, including Razer, Logitech G (ASTRO), Turtle Beach, Corsair, Sennheiser, Plantronics, SteelSeries, Mad Catz and ROCCAT, etc.

#### PC Gaming Peripheral segment by Company

Razer

Logitech G (ASTRO)

Turtle Beach

Corsair

Sennheiser

Plantronics

SteelSeries

Mad Catz

ROCCAT

QPAD

Thrustmaster

HyperX

Tt eSPORTS

Cooler Master

ZOWIE

Sharkoon

Trust

#### PC Gaming Peripheral segment by Type

Headsets

Mice

Keyboards

Surfaces

Controllers

#### PC Gaming Peripheral segment by Application

Distribution Channels

Third-Party Retail Channels

Direct Channels

#### PC Gaming Peripheral segment by Region

North America

U.S.

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Indonesia

Thailand

Malaysia

Latin America

Mexico

Brazil

Argentina

Middle East & Africa

Turkey

Saudi Arabia

UAE

### Study Objectives

1. To analyze and research the global status and future forecast, involving growth rate (CAGR), market share, historical and forecast.
2. To present the key manufacturers, sales, revenue, market share, and Recent Developments.
3. To split the breakdown data by regions, type, manufacturers, and Application.
4. To analyze the global and key regions market potential and advantage, opportunity and challenge, restraints, and risks.
5. To identify significant trends, drivers, influence factors in global and regions.
6. To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

### Reasons to Buy This Report

1. This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global PC Gaming Peripheral market, and introduces in detail the market share, industry ranking, competitor

ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

2. This report will help stakeholders to understand the global industry status and trends of PC Gaming Peripheral and provides them with information on key market drivers, restraints, challenges, and opportunities.

3. This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in sales and value), competitor ecosystem, new product development, expansion, and acquisition.

4. This report stays updated with novel technology integration, features, and the latest developments in the market.

5. This report helps stakeholders to gain insights into which regions to target globally.

6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of PC Gaming Peripheral.

7. This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

## Chapter Outline

Chapter 1: Introduces the report scope of the report, executive summary of different market segments (by type and by application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 2: Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 3: Sales (consumption), revenue of PC Gaming Peripheral in global, regional level and country level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market

development, future development prospects, market space of each country in the world.

Chapter 4: Detailed analysis of PC Gaming Peripheral manufacturers competitive landscape, price, sales, revenue, market share and industry ranking, latest development plan, merger, and acquisition information, etc.

Chapter 5: Provides the analysis of various market segments by type, covering the sales, revenue, average price, and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 6: Provides the analysis of various market segments by application, covering the sales, revenue, average price, and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 7: Provides profiles of key manufacturers, introducing the basic situation of the main companies in the market in detail, including product descriptions and specifications, PC Gaming Peripheral sales, revenue, price, gross margin, and recent development, etc.

Chapter 8: North America (US & Canada) by type, by application and by country, sales, and revenue for each segment.

Chapter 9: Europe by type, by application and by country, sales, and revenue for each segment.

Chapter 10: China type, by application, sales, and revenue for each segment.

Chapter 11: Asia (excluding China) type, by application and by region, sales, and revenue for each segment.

Chapter 12: Middle East, Africa, and Latin America type, by application and by country, sales, and revenue for each segment.

Chapter 13: Analysis of industrial chain, sales channel, key raw materials, distributors and customers.

Chapter 14: The main concluding insights of the report.

Chapter 14: The main concluding insights of the report.

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