

Global Gaming Peripheral Market (2021 Edition) – Analysis by Product Type (Headsets, Keyboards, Joysticks, Mice, Gamepads Controllers, Others), Device Type, Distribution Channel, By Region, By Country: Market Insights and Forecast with Impact of COVID-19 (2021-2026)

<https://marketpublishers.com/r/G3AF1CE8FFB2EN.html>

Date: October 2021

Pages: 280

Price: US\$ 2,400.00 (Single User License)

ID: G3AF1CE8FFB2EN

Abstracts

Executive Summary

The Global Gaming Peripheral Market was valued at USD 4270.00 Million in the year 2020. Approximately one-third of the global population forms an active video-gamer and is expected to grow in the future and this will facilitate the demand for gaming peripherals. Moreover, the growing trend for the adoption of gaming as a profession especially among the youth across the globe is likely to drive the growth of the global market.

Based on device type, the market is segmented into PC and gaming consoles. The gaming consoles segment is expected to grow at a higher CAGR during the forecast period primarily due to the availability of user friendly and multi-functional gaming consoles that enable gamers to watch videos, browse internet, listen to music simultaneously while playing video games.

Americas is estimated to hold the maximum share in the global Gaming Peripheral Market. The increasing emergence of gaming peripherals, rising popularity of multiplayer video games, and growing advances in peripherals will facilitate the gaming peripheral market growth in Asia Pacific over the forecast period.

Gamers are now spending heavily on consoles and peripherals as gaming has become a mainstream market owing to the creation of social apps as gamers have created social groups to enhance the experience. The growing popularity of e-sports and various gaming tournaments such as League of Legends World Championship, PUBG Global Championship, and Call of Duty World League (CWL) are further driving demand for advanced peripherals, which help gamers to improve their gaming skills.

Scope of the Report

The report presents the analysis of Gaming Peripheral Market for the historical period of 2016-2020 and the forecast period of 2021-2026.

The report analyses the Gaming Peripheral Market by value (USD Million).

The report analyses the Gaming Peripheral Market by Product Type (Headsets, Keyboards, Joysticks, Mice, Gamepads Controllers, Others).

The report analyses the Gaming Peripheral Market by Device Type (PC (Desktop/Laptop), Gaming Consoles)

The report analyses the Gaming Peripheral Market by Technology (Wired, Wireless).

The report analyses the Gaming Peripheral Market by Distribution Channel (Online, Offline).

The Global Gaming Peripheral Market has been analysed by Countries (United States, Canada, Mexico, Brazil, United Kingdom, Germany, France, China, India, Japan).

The key insights of the report have been presented through the frameworks of SWOT and Porter's Five Forces Analysis. Also, the attractiveness of the market has been presented by region, by Product Type, by Device Type, by Technology, by Distribution Channel.

Also, the major opportunities, trends, drivers and challenges of the industry has been analysed in the report.

The report tracks competitive developments, strategies, mergers and

acquisitions and new product development. The companies analysed in the report include Cherry GmbH, Corsair, Razer Inc., Logitech International S.A., Plantronics, Inc., Sennheiser electronic, Turtle Beach, SteelSeries, Guillemot Corporation S.A., Thermaltake technology co., Ltd., Shenzhen Rapoo Technology Co., Ltd., Madcatz Global Limited, Alienware, Sharkoon Technologies.

Key Target Audience

Gaming Peripheral Market Players

Video Gaming Companies

Consulting and Advisory Firms

Government and Policy Makers

Regulatory Authorities

Contents

1. REPORT SCOPE AND METHODOLOGY

2. STRATEGIC RECOMMENDATIONS

3. GAMING PERIPHERAL MARKET: PRODUCT OVERVIEW

4. GLOBAL GAMING PERIPHERAL MARKET: AN ANALYSIS

4.1 Market Size, By Value, Year 2016-2026

4.2 Impact of COVID-19 on Gaming Peripheral Market

4.3 Global Gaming Peripheral Market

5. GLOBAL GAMING PERIPHERAL MARKET SEGMENT ANALYSIS

5.1 Global Gaming Peripheral Market By Product Type

5.2 Competitive Scenario of Global Gaming Peripheral Market: By Product Type (2020 & 2026)

5.3 By Headsets - Market Size and Forecast (2016-2026)

5.4 By Keyboards - Market Size and Forecast (2016-2026)

5.5 By Mice - Market Size and Forecast (2016-2026)

5.6 By Joysticks - Market Size and Forecast (2016-2026)

5.7 By Gamepads Controllers - Market Size and Forecast (2016-2026)

5.8 By Others - Market Size and Forecast (2016-2026)

6. GLOBAL GAMING PERIPHERAL MARKET BY DEVICE TYPE

6.1 Competitive Scenario of Global Gaming Peripheral Market: By Device Type (2020 & 2026)

6.2 By PC (Desktop/Laptop) - Market Size and Forecast (2016-2026)

6.3 By Gaming Consoles - Market Size and Forecast (2016-2026)

7. GLOBAL GAMING PERIPHERAL MARKET BY TECHNOLOGY

7.1 Competitive Scenario of Global Gaming Peripheral Market: By Technology (2020 & 2026)

7.2 By Wired - Market Size and Forecast (2016-2026)

7.3 By Wireless - Market Size and Forecast (2016-2026)

8. GLOBAL GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL

8.1 Competitive Scenario of Global Gaming Peripheral Market: By Distribution Channel (2020 & 2026)

8.2 By Online - Market Size and Forecast (2016-2026)

8.3 By Offline - Market Size and Forecast (2016-2026)

9. GLOBAL GAMING PERIPHERAL MARKET: REGIONAL ANALYSIS

9.1 Competitive Scenario of Global Gaming Peripheral Market: By Region (2020 & 2026)

10. AMERICAS GAMING PERIPHERAL MARKET: AN ANALYSIS (2016-2026)

10.1 Americas Gaming Peripheral Market by value: Size and Forecast (2016-2026)

10.2 Americas Gaming Peripheral Market: Prominent Companies

10.3 Market Segmentation By Product Type (Headsets, Keyboards, Mice, Joysticks, Gamepads Controllers, Others)

10.4 Market Segmentation By Device Type (PC (Desktop/Laptop), Gaming Consoles

10.5 Market Segmentation By Technology (Wired, Wireless)

10.6 Market Segmentation By Distribution Channel (Online, Offline)

10.7 Americas Gaming Peripheral Market: Country Analysis

10.8 Market Opportunity Chart of Americas Gaming Peripheral Market - By Country, By Value (Year-2026)

10.9 Competitive Scenario of Americas Gaming Peripheral Market - By Country (2020 & 2026)

10.10 United States Gaming Peripheral Market: Size and Forecast (2016-2026)

10.11 United States Gaming Peripheral Market Segmentation By Product Type (2016-2026)

10.12 United States Gaming Peripheral Market Segmentation By Device Type (2016-2026)

10.13 United States Gaming Peripheral Market Segmentation By Technology (2016-2026)

10.14 United States Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)

10.15 Canada Gaming Peripheral Market: Size and Forecast (2016-2026)

10.16 Canada Gaming Peripheral Market Segmentation By Product Type (2016-2026)

10.17 Canada Gaming Peripheral Market Segmentation By Device Type (2016-2026)

- 10.18 Canada Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 10.19 Canada Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)
- 10.20 Mexico Gaming Peripheral Market: Size and Forecast (2016-2026)
- 10.21 Mexico Gaming Peripheral Market Segmentation By Product Type (2016-2026)
- 10.22 Mexico Gaming Peripheral Market Segmentation By Device Type (2016-2026)
- 10.23 Mexico Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 10.24 Mexico Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)
- 10.25 Brazil Gaming Peripheral Market: Size and Forecast (2016-2026)
- 10.26 Brazil Gaming Peripheral Market Segmentation By Product Type (2016-2026)
- 10.27 Brazil Gaming Peripheral Market Segmentation By Device Type (2016-2026)
- 10.28 Brazil Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 10.29 Brazil Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)

11. EUROPE GAMING PERIPHERAL MARKET: AN ANALYSIS (2016-2026)

- 11.1 Europe Gaming Peripheral Market by value: Size and Forecast (2016-2026)
- 11.2 Europe Gaming Peripheral Market: Prominent Companies
- 11.3 Market Segmentation By Product Type (Headsets, Keyboards, Mice, Joysticks, Gamepads Controllers, Others)
- 11.4 Market Segmentation By Device Type (PC (Desktop/Laptop), Gaming Consoles)
- 11.5 Market Segmentation By Technology (Wired, Wireless)
- 11.6 Market Segmentation By Distribution Channel (Online, Offline)
- 11.7 Europe Gaming Peripheral Market: Country Analysis
- 11.8 Market Opportunity Chart of Europe Gaming Peripheral Market - By Country, By Value (Year-2026)
- 11.9 Competitive Scenario of Europe Gaming Peripheral Market - By Country (2020 & 2026)
- 11.10 United Kingdom Gaming Peripheral Market: Size and Forecast (2016-2026)
- 11.11 United Kingdom Gaming Peripheral Market Segmentation By Product Type (2016-2026)
- 11.12 United Kingdom Gaming Peripheral Market Segmentation By Device Type (2016-2026)
- 11.13 United Kingdom Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 11.14 United Kingdom Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)

- 11.15 Germany Gaming Peripheral Market: Size and Forecast (2016-2026)
- 11.16 Germany Gaming Peripheral Market Segmentation By Product Type (2016-2026)
- 11.17 Germany Gaming Peripheral Market Segmentation By Device Type (2016-2026)
- 11.18 Germany Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 11.19 Germany Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)
- 11.20 France Gaming Peripheral Market: Size and Forecast (2016-2026)
- 11.21 France Gaming Peripheral Market Segmentation By Product Type (2016-2026)
- 11.22 France Gaming Peripheral Market Segmentation By Device Type (2016-2026)
- 11.23 France Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 11.24 France Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)

12. ASIA PACIFIC GAMING PERIPHERAL MARKET: AN ANALYSIS (2016-2026)

- 12.1 Asia Pacific Gaming Peripheral Market by value: Size and Forecast (2016-2026)
- 12.2 Asia Pacific Gaming Peripheral Market: Prominent Companies
- 12.3 Market Segmentation By Product Type (Headsets, Keyboards, Mice, Joysticks, Gamepads Controllers, Others)
- 12.4 Market Segmentation By Device Type (PC (Desktop/Laptop), Gaming Consoles)
- 12.5 Market Segmentation By Technology (Wired, Wireless)
- 12.6 Market Segmentation By Distribution Channel (Online, Offline)
- 12.7 Asia Pacific Gaming Peripheral Market: Country Analysis
- 12.8 Market Opportunity Chart of Asia Pacific Gaming Peripheral Market - By Country, By Value (Year-2026)
- 12.9 Competitive Scenario of Asia Pacific Gaming Peripheral Market - By Country (2020 & 2026)
- 12.10 China Gaming Peripheral Market: Size and Forecast (2016-2026)
- 12.11 China Gaming Peripheral Market Segmentation By Product Type (2016-2026)
- 12.12 China Gaming Peripheral Market Segmentation By Device Type (2016-2026)
- 12.13 China Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 12.14 China Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)
- 12.15 India Gaming Peripheral Market: Size and Forecast (2016-2026)
- 12.16 India Gaming Peripheral Market Segmentation By Product Type (2016-2026)
- 12.17 India Gaming Peripheral Market Segmentation By Device Type (2016-2026)
- 12.18 India Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 12.19 India Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)

- 12.20 Japan Gaming Peripheral Market: Size and Forecast (2016-2026)
- 12.21 Japan Gaming Peripheral Market Segmentation By Product Type (2016-2026)
- 12.22 Japan Gaming Peripheral Market Segmentation By Device Type (2016-2026)
- 12.23 Japan Gaming Peripheral Market Segmentation By Technology (2016-2026)
- 12.24 Japan Gaming Peripheral Market Segmentation By Distribution Channel (2016-2026)

13. GLOBAL GAMING PERIPHERAL MARKET DYNAMICS

- 13.1 Global Gaming Peripheral Market Drivers
- 13.2 Global Gaming Peripheral Market Restraints
- 13.3 Global Gaming Peripheral Market Trends

14. MARKET ATTRACTIVENESS

- 14.1 Market Attractiveness Chart of Global Gaming Peripheral Market - By Product Type (Year 2026)
- 14.2 Market Attractiveness Chart of Global Gaming Peripheral Market - By Device Type (Year 2026)
- 14.3 Market Attractiveness Chart of Global Gaming Peripheral Market - By Technology (Year 2026)
- 14.4 Market Attractiveness Chart of Global Gaming Peripheral Market - By Distribution Channel (Year 2026)
- 14.5 Market Attractiveness Chart of Global Gaming Peripheral Market - By Region (Year 2026)

15. COMPETITIVE LANDSCAPE

- 15.1 Market Share of global leading companies
- 15.2 SWOT Analysis - Global Gaming Peripheral Market
- 15.3 Porter Five Force Analysis - Global Gaming Peripheral Market

16. GLOBAL GAMING PERIPHERAL MARKET: RECENT DEVELOPMENTS, MERGER & ACQUISITION

17. COMPANY PROFILES (BUSINESS DESCRIPTION, FINANCIAL ANALYSIS, BUSINESS STRATEGY)

- 17.1 Cherry GmbH

- 17.2 Corsair Components Inc.
- 17.3 Razer Inc.
- 17.4 Logitech International S.A.
- 17.5 Plantronics, Inc.
- 17.6 Sennheiser electronic GmbH & Co. KG
- 17.7 Turtle Beach Corporation
- 17.8 SteelSeries
- 17.9 Guillemot Corporation S.A.
- 17.10 Thermaltake technology co., Ltd.
- 17.11 Shenzhen Rapoo Technology Co., Ltd.
- 17.12 Madcatz Global Limited
- 17.13 Alienware
- 17.14 Sharkoon Technologies

List Of Figures

LIST OF FIGURES

Figure 1: Global Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 2: Esports revenue worldwide (USD million)

Figure 3: Number of smartphone users from 2016 to 2021 (in millions)

Figure 4: Number of active console gamers worldwide from 2014 to 2021 (in millions)

Figure 5: Number of mobile gamers worldwide 2021, by region (in millions)

Figure 6: Global Gaming Peripheral Market- By Product Type Market Share, 2020 & 2026

Figure 7: Global Gaming Peripheral Market- By Headsets, By Value (USD Million), 2016-2026

Figure 8: Global Gaming Peripheral Market- By Keyboards, By Value (USD Million), 2016-2026

Figure 9: Global Gaming Peripheral Market- By Mice, By Value (USD Million), 2016-2026

Figure 10: Global Gaming Peripheral Market- By Joysticks, By Value (USD Million), 2016-2026

Figure 11: Global Gaming Peripheral Market- By Gamepads Controllers, By Value (USD Million), 2016-2026

Figure 12: Global Gaming Peripheral Market- By others, By Value (USD Million), 2016-2026

Figure 13: Global Gaming Peripheral Market- By Device Type, Market Share, 2020 & 2026

Figure 14: Global Gaming Peripheral Market- By PC (Desktop/Laptop), By Value (USD Million), 2016-2026

Figure 15: Global Gaming Peripheral Market- By Gaming Consoles, By Value (USD Million), 2016-2026

Figure 16: Global Gaming Peripheral Market- By Technology, Market Share, 2020 & 2026

Figure 17: Global Gaming Peripheral Market- By Wired, By Value (USD Million), 2016-2026

Figure 18: Global Gaming Peripheral Market- By Wireless, By Value (USD Million), 2016-2026

Figure 19: Global Gaming Peripheral Market- By Distribution Channel, Market Share, 2020 & 2026

Figure 20: Global Gaming Peripheral Market- By Online, By Value (USD Million), 2016-2026

Figure 21: Global Gaming Peripheral Market- By Offline, By Value (USD Million), 2016-2026

Figure 22: Global Gaming Peripheral Market- By Region Market Share, 2020 & 2026

Figure 23: Americas Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 24: Share of devices played by gamers

Figure 25: Some of Video game console sales in North America for products' total lifespan as of September 2020 (in million units)

Figure 26: Smartphone Penetration

Figure 27: Americas Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 28: Americas Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 29: Americas Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 30: Americas Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 31: Market Opportunity Chart of Americas Gaming Peripheral Market- By Country, By Value (Year-2026)

Figure 32: Americas Gaming Peripheral Market- By Country Market Share, 2020 & 2026

Figure 33: United States Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 34: U.S. gamer penetration rate among the general population 2013-2018

Figure 35: North American unit sales of video game consoles in 2020

Figure 36: Average amount spent on video games by U.S. gamers, July 2020, by platform

Figure 37: United States Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 38: United States Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 39: United States Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 40: United States Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 41: Canada Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 42: Gaming penetration in Canada

Figure 43: Video Game Platform Profiles in 2018

Figure 44: Canadian home video game console ownership rate in 2018, by province

Figure 45: Canada Gaming Peripheral Market- By Product Type, By Value (USD

Million), 2016-2026

Figure 46: Canada Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 47: Canada Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 48: Canada Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 49: Mexico Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 50: Devices used for gaming in Mexico in 2020

Figure 51: Market share of gaming console manufacturers in Mexico in 4th quarter 2020

Figure 52: Mexico - types of devices used to play games 2016-2018 (Responders view share)

Figure 53: Mexico Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 54: Mexico Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 55: Mexico Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 56: Mexico Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 57: Brazil Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 58: Revenue generated in selected gaming platforms in Brazil in 2020 (in usd million)

Figure 59: Preferred gaming platforms in Brazil in 2021

Figure 60: Leading gaming console brands in 2019

Figure 61: Brazil Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 62: Brazil Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 63: Brazil Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 64: Brazil Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 65: Europe Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 66: Video game market value in Europe (m Euro)

Figure 67: Best selling gaming consoles in Europe (K unit sales, 2016)

Figure 68: Europe Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 69: Europe Gaming Peripheral Market- By Device Type, By Value (USD Million),

2016-2026

Figure 70: Europe Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 71: Europe Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 72: Breakdown of gamers in Europe (Age Group, in %)

Figure 73: Market Opportunity Chart of Europe Gaming Peripheral Market- By Country, By Value (Year-2026)

Figure 74: Europe Gaming Peripheral Market- By Country Market Share, 2020 & 2026

Figure 75: United Kingdom Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 76: Retail revenue of video game console hardware in the United Kingdom (UK) from 2010 to 2019

Figure 77: Mice leaders responses

Figure 78: % of satisfies virtual Mice users

Figure 79: United Kingdom Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 80: United Kingdom Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 81: United kingdom Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 82: United Kingdom Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 83: Germany Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 84: Most played device for video or computer games

Figure 85: Number of games consoles sold to private consumers in Germany from 2015 to 2020 (in 1,000 devices)

Figure 86: Germany Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 87: Germany Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 88: Germany Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 89: Germany Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 90: France Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 91: Share of internet users in France who play video games on selected devices as of 3rd quarter 2020

Figure 92: Leading video game devices according to gamers in France in 2020

Figure 93: Sales volume of gaming peripherals in France, 2018

Figure 94: France Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 95: France Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 96: France Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 97: France Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 98: Asia Pacific Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 99: Daily time spent using game consoles by internet users in Asia Pacific in 2020, by country(in minutes)

Figure 100: APeJ Gaming Device Forecast by Product Category, 2020-2025 (shipments in millions)

Figure 101: Asia Pacific Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 102: Asia Pacific Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 103: Asia Pacific Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 104: Asia Pacific Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 105: Increase in searches for gaming consoles during Covid-19 lockdown

Figure 106: Market Opportunity Chart of Asia Pacific Gaming Peripheral Market- By Country, By Value (Year-2026)

Figure 107: Asia Pacific Gaming Peripheral Market- By Country Market Share, 2020 & 2026

Figure 108: China Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 109: Console and PC game revenue in China from 2014 to 2019(in million yuan)

Figure 110: Distribution of eSports game users in China as of 1st half of 2019, by category

Figure 111: China Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 112: China Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 113: China Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 114: China Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 115: India Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 116: Share of casual gaming users in India in financial year 2021, by device

Figure 117: Types of devices used to play games, 2016-2018

Figure 118: Regular use of devices to play video games

Figure 119: India Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 120: India Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 121: India Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 122: India Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 123: Japan Gaming Peripheral Market Size, By Value, 2016-2026 (USD Million)

Figure 124: Devices use to play video games, 2021

Figure 125: Share of people who play video games on home consoles, Jan 2020, by age group

Figure 126: Sales volumes of new video game consoles in Japan

Figure 127: Cumulative unit sales of handheld and home video game consoles in Japan as of July 2021 (in millions)

Figure 128: Japan Gaming Peripheral Market- By Product Type, By Value (USD Million), 2016-2026

Figure 129: Japan Gaming Peripheral Market- By Device Type, By Value (USD Million), 2016-2026

Figure 130: Japan Gaming Peripheral Market- By Technology, By Value (USD Million), 2016-2026

Figure 131: Japan Gaming Peripheral Market- By Distribution Channel, By Value (USD Million), 2016-2026

Figure 132: Market Attractiveness Chart of Global Gaming Peripheral Market- By Product Type (Year-2026)

Figure 133: Market Attractiveness Chart of Global Gaming Peripheral Market- By Device Type (Year-2026)

Figure 134: Market Attractiveness Chart of Global Gaming Peripheral Market- By Technology (Year-2026)

Figure 135: Market Attractiveness Chart of Global Gaming Peripheral Market- By Distribution Channel (Year-2026)

Figure 136: Market Attractiveness Chart of Global Gaming Peripheral Market- By Region (Year-2026)

- Figure 137: Global Gaming Peripheral company market share (%), 2020
- Figure 138: Cherry GmbH Annual Sales Revenue, 2016-2020 (USD Million)
- Figure 139: Cherry GmbH Gross Profit, 2016-2020 (USD Million)
- Figure 140: Cherry GmbH Sales Revenue, By Business Segment (%), FY2020
- Figure 141: Cherry GmbH Sales Revenue, By Geographical Segment (%), FY2020
- Figure 142: Corsair Components Inc. Annual Sales Revenue, 2016-2020 (USD Million)
- Figure 143: Corsair Components Inc. Gross profit, 2016-2020 (USD Million)
- Figure 144: Corsair Components Inc. Sales Revenue, By Business Segment (%), FY2020
- Figure 145: Corsair Components Inc. Sales Revenue, By Geographical Segment (%), FY2020
- Figure 146: Razer Inc. Annual Sales Revenue, 2017-2020 (USD Million)
- Figure 147: Razer Inc. Net Profit, 2017-2020 (USD Million)
- Figure 148: Razer Inc. Sales Revenue, By geographical Segment (%), FY2019
- Figure 149: Razer Inc. Sales Revenue, By Geographical Segment (%), FY2020
- Figure 150: Logitech International S.A. Annual Sales Revenue, 2016-2020 (USD Million)
- Figure 151: Logitech International S.A. Gross Profit, 2016-2020 (USD Million)
- Figure 152: Logitech International S.A. Sales Revenue, By Business Segment (%), FY2020
- Figure 153: Logitech International S.A. Sales Revenue, By Geographical Segment (%), FY2020
- Figure 154: Plantronics, Inc. Annual Sales Revenue, 2016-2020 (USD Million)
- Figure 155: Plantronics, Inc. Gross Profit, 2016-2020 (USD Million)
- Figure 156: Plantronics, Inc. Sales Revenue, By Business Segment (%), FY2020
- Figure 157: Plantronics, Inc. Sales Revenue, By Geographical Segment (%), FY2020
- Figure 158: Sennheiser electronic GmbH & Co. KG Annual Sales Revenue, 2016-2020 (USD Million)
- Figure 159: Sennheiser electronic GmbH & Co. KG Net Profit, 2016-2020 (USD Million)
- Figure 160: Sennheiser electronic GmbH & Co. KG Sales Revenue, By Business Segment (%), FY2020
- Figure 161: Sennheiser electronic GmbH & Co. KG Sales Revenue, By Geographical Segment (%), FY2020
- Figure 162: Turtle Beach Corporation Annual Sales Revenue, 2016-2020 (USD Million)
- Figure 163: Turtle Beach Corporation Gross profit, 2016-2020 (USD Million)
- Figure 164: Turtle Beach Corporation Sales Revenue, By Geographical Segment (%), FY2019
- Figure 165: Turtle Beach Corporation Sales Revenue, By Geographical Segment (%), FY2020

Figure 166: SteelSeries Annual Sales Revenue, 2016-2020 (USD Million)

Figure 167: SteelSeries Gross profit, 2016-2020 (USD Million)

Figure 168: SteelSeries Sales Revenue, By Business Segment (%), FY2020

Figure 169: SteelSeries Sales Revenue, By Geographical Segment (%), FY2020

Figure 170: Guillemot Corporation S.A. Annual Sales Revenue, 2017-2020 (USD Million)

Figure 171: Guillemot Corporation S.A. Gross profit, 2017-2020 (USD Million)

Figure 172: Guillemot Corporation S.A. Sales Revenue, By Business Segment (%), FY2020

Figure 173: Guillemot Corporation S.A. Sales Revenue, By Business Segment (%), FY2019

Figure 174: Thermaltake Technology co., Ltd. Annual Sales Revenue, 2016-2020 (USD Million)

Figure 175: Thermaltake Technology co., Ltd. Gross profit, 2016-2020 (USD Million)

Figure 176: Shenzhen Rapoo Technology Co., Ltd. Annual Sales Revenue, 2017-2020 (USD Million)

Figure 177: Shenzhen Rapoo Technology Co., Ltd. Gross profit, 2017-2020 (USD Million)

Table A: Most in-demand console worldwide

I would like to order

Product name: Global Gaming Peripheral Market (2021 Edition) – Analysis by Product Type (Headsets, Keyboards, Joysticks, Mice, Gamepads Controllers, Others), Device Type, Distribution Channel, By Region, By Country: Market Insights and Forecast with Impact of COVID-19 (2021-2026)

Product link: <https://marketpublishers.com/r/G3AF1CE8FFB2EN.html>

Price: US\$ 2,400.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G3AF1CE8FFB2EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:

Last name:

Email:

Company:

Address:

City:

Zip code:

Country:

Tel:

Fax:

Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below
and fax the completed form to +44 20 7900 3970