

Global Gaming Gadgets Market Size study, By Gadget Type {PlayStation, Xbox, Wii, Others}, By End-user {Beginners, Intermediates, Professional}, By End-use {Residential/Households, Commercial}, Analysis Regional Forecasts 2021-2027

<https://marketpublishers.com/r/G08271B5D931EN.html>

Date: September 2021

Pages: 200

Price: US\$ 4,950.00 (Single User License)

ID: G08271B5D931EN

Abstracts

Global Gaming Gadgets Market reached USD XXX Billion in 2020. The Global Gaming Gadgets Market tends to grow by a CAGR of XX% in the 2021-2027 period.

Easier availability and accessibility of games on the internet along with the growing internet services is the major driving factor in this market. Another trending factor helping this market is the increase in adoption of smartphones with inbuilt gaming. The rising trend of social media gaming is creating an opportunity for the established players to launch a variety of products for the customers. High-cost accessories of gaming gadget is a restraining factor for this market. PlayStation segment is dominating the market owing to the upgraded technology, top performance, and easy availability of the product. In 2021, Samsung introduced the Odessey Neo G9 gaming monitor installed with quantum mini-LED technology for HDR applications.

The key regions covered in the global Gaming Gadgets market are North America, Latin America, Europe, Asia Pacific, and the ROW. Asia Pacific accounted for the largest market share and it is estimated to grow in the forecasted period owing to the growing numbers of online gamers and various online gaming tournaments.

Major market players included in this report are:

Nintendo Co., Ltd

Sony Corporation

Microsoft Corporation

Atari, Inc.

Hyperkin, Inc.

Razer Inc.

NVIDIA Corporation

SEGA of America, Inc.

Valve Corp.

Dell Technologies Inc.

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values for the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of the competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Gadget Type:

PlayStation

Xbox

Wii

Others

By End-user:

Beginners

Intermediates

Professional

By End-use:

Residential/Households

Commercial

By Region:

North America

The U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific
China
India
Japan
Australia
South Korea
RoAPAC
Latin America
Brazil
Mexico
Rest of the World

Furthermore, the years considered for the study are as follows:

Historical year – 2018, 2019

Base year – 2020

Forecast period – 2021 to 2027

Target Audience of the Global Gaming Gadgets Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors

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