

Global Gaming Peripheral Market Size study, By Product (Headsets, Keyboard, Mice, Controller and others), By Device (PC and Gaming Consoles), By Type (Wired and Wireless) and Regional Forecasts 2022-2028

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Abstracts

Global Gaming Peripheral Market is valued at approximately USD 4.3 Billion in 2021 and is anticipated to grow with a healthy growth rate of more than 10.4% over the forecast period 2022-2028. Gaming Peripheral include auxiliary devices such as headsets, gamepads, joysticks, and others which are connected to a personal computer (PC) or laptop for gaming experience. The increasing prevalence of virtual gaming in the past few years has propelled the development of gaming accessories. The growing popularity of e-sports and the growing number of gamers worldwide are likely to increase market demand. Videogames and e-sports have also led to the creation of controllers and specific gaming keyboards that can be modified and give better ergonomics to the user, which will fuel market expansion. The growing demand for realistic and comprehensive gaming experiences has necessitated the development of peripheral devices, high-quality video game consoles, and body sensors. The trend of online gaming has had a far-reaching influence on the market in recent years, with the introduction of new games and formats for a wide audience. For example, Nintendo has dominated the market with its Switch console series since its debut in 2017. Furthermore, access to a broad variety of game creation has created a trend in which games are produced based on the gamer's preferences, hobbies, and platforms. However, high cost of gaming Peripheral impedes the growth of the market over the forecast period of 2022-2028.

The key regions considered for the Global Gaming Peripheral Market study includes Asia Pacific, North America, Europe, Latin America, and Rest of the World. North

America dominated the space in terms of revenue, owing to presence of various market players such as Microsoft Corporation, CORSAIR, Mad Catz, and others. Asia Pacific is expected to grow significantly during the forecast period, owing to increasing number of gamers, in the region.

Major market players included in this report are:
Cooler Master Technology Inc.

CORSAIR

Logitech

Mad Catz

Plantronics Inc.

Rapoo Corporation

Razer Inc.

Redragon USA

SteelSeries

Turtle Beach

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to 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 competitive landscape and Application offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Product:

Headsets

Keyboard

Controller

Mice

Others

By Device:

PC

Gaming Consoles

By Type:

Wired

Wireless

By Region:

North America

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, years considered for the study are as follows:

Historical year – 2018, 2019, 2020

Base year – 2021

Forecast period – 2022 to 2028

Target Audience of the Global Gaming Peripheral 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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