

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

<https://marketpublishers.com/r/G8793A8E5F2AEN.html>

Date: September 2022

Pages: 200

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

ID: G8793A8E5F2AEN

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

Contents

CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Global & Segmental Market Estimates & Forecasts, 2020-2028 (USD Billion)
 - 1.2.1. Gaming Peripheral Market, by Region, 2020-2028 (USD Billion)
 - 1.2.2. Gaming Peripheral Market, by Product, 2020-2028 (USD Billion)
 - 1.2.3. Gaming Peripheral Market, by Device, 2020-2028 (USD Billion)
 - 1.2.4. Gaming Peripheral Market, by Type, 2020-2028 (USD Billion)
- 1.3. Key Trends
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. GLOBAL GAMING PERIPHERAL MARKET DEFINITION AND SCOPE

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
 - 2.2.1. Scope of the Study
 - 2.2.2. Industry Evolution
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

CHAPTER 3. GLOBAL GAMING PERIPHERAL MARKET DYNAMICS

- 3.1. Gaming Peripheral Market Impact Analysis (2020-2028)
 - 3.1.1. Market Drivers
 - 3.1.1.1. Growing popularity of virtual gaming in recent years
 - 3.1.1.2. The growing popularity of e-sports and the growing number of gamers worldwide
 - 3.1.1.3. Technological innovations and product launches
 - 3.1.2. Market Challenges
 - 3.1.2.1. Higher cost of gaming Peripheral
 - 3.1.3. Market Opportunities
 - 3.1.3.1. Growing demand for augmented reality and virtual reality
 - 3.1.3.2. Rise in demand for gaming Peripherals due to COVID-19

CHAPTER 4. GLOBAL GAMING PERIPHERAL MARKET INDUSTRY ANALYSIS

- 4.1. Porter's 5 Force Model
 - 4.1.1. Bargaining Power of Suppliers
 - 4.1.2. Bargaining Power of Buyers
 - 4.1.3. Threat of New Entrants
 - 4.1.4. Threat of Substitutes
 - 4.1.5. Competitive Rivalry
 - 4.1.6. Futuristic Approach to Porter's 5 Force Model (2018-2028)
- 4.2. PEST Analysis
 - 4.2.1. Political
 - 4.2.2. Economical
 - 4.2.3. Social
 - 4.2.4. Technological
- 4.3. Investment Adoption Model
- 4.4. Analyst Recommendation & Conclusion
- 4.5. Top investment opportunity
- 4.6. Top winning strategies

CHAPTER 5. RISK ASSESSMENT: COVID-19 IMPACT

- 5.1.1. Assessment of the overall impact of COVID-19 on the industry
- 5.1.2. Pre COVID-19 and post COVID-19 market scenario

CHAPTER 6. GLOBAL GAMING PERIPHERAL MARKET, BY PRODUCT

- 6.1. Market Snapshot
- 6.2. Global Gaming Peripheral Market by Product, Performance - Potential Analysis
- 6.3. Global Gaming Peripheral Market Estimates & Forecasts by Product, 2018-2028 (USD Billion)
- 6.4. Gaming Peripheral Market, Sub Segment Analysis
 - 6.4.1. Headsets
 - 6.4.2. Keyboard
 - 6.4.3. Controller
 - 6.4.4. Mice
 - 6.4.5. Others

CHAPTER 7. GLOBAL GAMING PERIPHERAL MARKET, BY DEVICE

- 7.1. Market Snapshot
- 7.2. Global Gaming Peripheral Market by Device, Performance - Potential Analysis

7.3. Global Gaming Peripheral Market Estimates & Forecasts by Device, 2018-2028 (USD Billion)

7.4. Gaming Peripheral Market, Sub Segment Analysis

7.4.1. PC

7.4.2. Gaming Consoles

CHAPTER 8. GLOBAL GAMING PERIPHERAL MARKET, BY TYPE

8.1. Market Snapshot

8.2. Global Gaming Peripheral Market by Type, Performance - Potential Analysis

8.3. Global Gaming Peripheral Market Estimates & Forecasts by Type, 2018-2028 (USD Billion)

8.4. Gaming Peripheral Market, Sub Segment Analysis

8.4.1. Wired

8.4.2. Wireless

CHAPTER 9. GLOBAL GAMING PERIPHERAL MARKET, REGIONAL ANALYSIS

9.1. Gaming Peripheral Market, Regional Market Snapshot

9.2. North America Gaming Peripheral Market

9.2.1. U.S. Gaming Peripheral Market

9.2.1.1. Product breakdown estimates & forecasts, 2018-2028

9.2.1.2. Device breakdown estimates & forecasts, 2018-2028

9.2.1.3. Type breakdown estimates & forecasts, 2018-2028

9.2.2. Canada Gaming Peripheral Market

9.3. Europe Gaming Peripheral Market Snapshot

9.3.1. U.K. Gaming Peripheral Market

9.3.2. Germany Gaming Peripheral Market

9.3.3. France Gaming Peripheral Market

9.3.4. Spain Gaming Peripheral Market

9.3.5. Italy Gaming Peripheral Market

9.3.6. Rest of Europe Gaming Peripheral Market

9.4. Asia-Pacific Gaming Peripheral Market Snapshot

9.4.1. China Gaming Peripheral Market

9.4.2. India Gaming Peripheral Market

9.4.3. Japan Gaming Peripheral Market

9.4.4. Australia Gaming Peripheral Market

9.4.5. South Korea Gaming Peripheral Market

9.4.6. Rest of Asia Pacific Gaming Peripheral Market

- 9.5. Latin America Gaming Peripheral Market Snapshot
 - 9.5.1. Brazil Gaming Peripheral Market
 - 9.5.2. Mexico Gaming Peripheral Market
- 9.6. Rest of The World Gaming Peripheral Market

CHAPTER 10. COMPETITIVE INTELLIGENCE

- 10.1. Top Market Strategies
- 10.2. Company Profiles
 - 10.2.1. Cooler Master Technology Inc.
 - 10.2.1.1. Key Information
 - 10.2.1.2. Overview
 - 10.2.1.3. Financial (Subject to Data Availability)
 - 10.2.1.4. Product Summary
 - 10.2.1.5. Recent Developments
 - 10.2.2. CORSAIR
 - 10.2.3. Logitech
 - 10.2.4. Mad Catz
 - 10.2.5. Plantronics Inc.
 - 10.2.6. Rapoo Corporation
 - 10.2.7. Razer Inc.
 - 10.2.8. Redragon USA
 - 10.2.9. SteelSeries
 - 10.2.10. Turtle Beach

CHAPTER 11. RESEARCH PROCESS

- 11.1. Research Process
 - 11.1.1. Data Mining
 - 11.1.2. Analysis
 - 11.1.3. Market Estimation
 - 11.1.4. Validation
 - 11.1.5. Publishing
- 11.2. Research Attributes
- 11.3. Research Assumption

List Of Tables

LIST OF TABLES

TABLE 1. Global Gaming Peripheral Market, report scope

TABLE 2. Global Gaming Peripheral Market estimates & forecasts by Region 2018-2028 (USD Billion)

TABLE 3. Global Gaming Peripheral Market estimates & forecasts by Product 2018-2028 (USD Billion)

TABLE 4. Global Gaming Peripheral Market estimates & forecasts by Device 2018-2028 (USD Billion)

TABLE 5. Global Gaming Peripheral Market estimates & forecasts by Type 2018-2028 (USD Billion)

TABLE 6. Global Gaming Peripheral Market by segment, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 7. Global Gaming Peripheral Market by region, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 8. Global Gaming Peripheral Market by segment, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 9. Global Gaming Peripheral Market by region, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 10. Global Gaming Peripheral Market by segment, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 11. Global Gaming Peripheral Market by region, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 12. Global Gaming Peripheral Market by segment, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 13. Global Gaming Peripheral Market by region, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 14. Global Gaming Peripheral Market by segment, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 15. Global Gaming Peripheral Market by region, estimates & forecasts, 2018-2028 (USD Billion)

TABLE 16. U.S. Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 17. U.S. Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 18. U.S. Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 19. Canada Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 20. Canada Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 21. Canada Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 22. UK Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 23. UK Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 24. UK Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 25. Germany Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 26. Germany Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 27. Germany Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 28. RoE Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 29. RoE Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 30. RoE Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 31. China Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 32. China Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 33. China Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 34. India Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 35. India Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 36. India Gaming Peripheral Market estimates & forecasts by segment 2018-2028 (USD Billion)

TABLE 37. Japan Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 38. Japan Gaming Peripheral Market estimates & forecasts by segment

2018-2028 (USD Billion)

TABLE 39. Japan Gaming Peripheral Market estimates & forecasts by segment

2018-2028 (USD Billion)

TABLE 40. RoAPAC Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 41. RoAPAC Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 42. RoAPAC Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 43. Brazil Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 44. Brazil Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 45. Brazil Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 46. Mexico Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 47. Mexico Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 48. Mexico Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 49. RoLA Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 50. RoLA Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 51. RoLA Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 52. Row Gaming Peripheral Market estimates & forecasts, 2018-2028 (USD Billion)

TABLE 53. Row Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 54. Row Gaming Peripheral Market estimates & forecasts by segment
2018-2028 (USD Billion)

TABLE 55. List of secondary sources, used in the study of global Gaming Peripheral Market

TABLE 56. List of primary sources, used in the study of global Gaming Peripheral Market

TABLE 57. Years considered for the study

TABLE 58. Exchange rates considered

List Of Figures

LIST OF FIGURES

- FIG 1. Global Gaming Peripheral Market, research methodology
- FIG 2. Global Gaming Peripheral Market, market estimation techniques
- FIG 3. Global market size estimates & forecast methods
- FIG 4. Global Gaming Peripheral Market, key trends 2021
- FIG 5. Global Gaming Peripheral Market, growth prospects 2022-2028
- FIG 6. Global Gaming Peripheral Market, porters 5 force model
- FIG 7. Global Gaming Peripheral Market, pest analysis
- FIG 8. Global Gaming Peripheral Market, value chain analysis
- FIG 9. Global Gaming Peripheral Market by segment, 2018 & 2028 (USD Billion)
- FIG 10. Global Gaming Peripheral Market by segment, 2018 & 2028 (USD Billion)
- FIG 11. Global Gaming Peripheral Market by segment, 2018 & 2028 (USD Billion)
- FIG 12. Global Gaming Peripheral Market by segment, 2018 & 2028 (USD Billion)
- FIG 13. Global Gaming Peripheral Market by segment, 2018 & 2028 (USD Billion)
- FIG 14. Global Gaming Peripheral Market, regional snapshot 2018 & 2028
- FIG 15. North America Gaming Peripheral Market 2018 & 2028 (USD Billion)
- FIG 16. Europe Gaming Peripheral Market 2018 & 2028 (USD Billion)
- FIG 17. Asia Pacific Gaming Peripheral market 2018 & 2028 (USD Billion)
- FIG 18. Latin America Gaming Peripheral Market 2018 & 2028 (USD Billion)
- FIG 19. Global Gaming Peripheral Market, company market share analysis (2021)

I would like to order

Product name: 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

Product link: <https://marketpublishers.com/r/G8793A8E5F2AEN.html>

Price: US\$ 4,950.00 (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/G8793A8E5F2AEN.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