

# Global Gamepad Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/G52A20A13C31EN.html>

Date: November 2024

Pages: 127

Price: US\$ 3,200.00 (Single User License)

ID: G52A20A13C31EN

## Abstracts

### Report Overview:

A gamepad (also called joypad or controller), is a type of game controller held in two hands, where the fingers (especially thumbs) are used to provide input. They are typically the main input device for video game consoles.

The Global Gamepad Market Size was estimated at USD 5104.78 million in 2023 and is projected to reach USD 9915.08 million by 2029, exhibiting a CAGR of 11.70% during the forecast period.

This report provides a deep insight into the global Gamepad market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, Porter's five forces analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Gamepad Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers,

consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Gamepad market in any manner.

## Global Gamepad Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

### Key Company

Microsoft

Sony

Razer

BEITONG

Logitech

Flydigi

Dashine Electronics

Thunderobot

GameSir

Shenzhen Yuyuanxin Electronic Technology Co., Ltd.

Thrustmaster

Shenzhen Pxn Electronics Technology Co., Ltd.

Nintendo

8BitDo

Market Segmentation (by Type)

PC Gamepad

Mobile Phone Gamepad

Universal Gamepad

Market Segmentation (by Application)

Game Console

PC

Smart Phone

Smart TV

Automobile

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

*Global Gamepad Market Research Report 2024(Status and Outlook)*

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Gamepad Market

Overview of the regional outlook of the Gamepad Market:

#### Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each

region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

## Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Note: this report may need to undergo a final check or review and this could take about 48 hours.

## Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, 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 Gamepad Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the Market's Competitive Landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the 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 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 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, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

#### 1.1 Market Definition and Statistical Scope of Gamepad

#### 1.2 Key Market Segments

##### 1.2.1 Gamepad Segment by Type

##### 1.2.2 Gamepad Segment by Application

#### 1.3 Methodology & Sources of Information

##### 1.3.1 Research Methodology

##### 1.3.2 Research Process

##### 1.3.3 Market Breakdown and Data Triangulation

##### 1.3.4 Base Year

##### 1.3.5 Report Assumptions & Caveats

### **2 GAMEPAD MARKET OVERVIEW**

#### 2.1 Global Market Overview

##### 2.1.1 Global Gamepad Market Size (M USD) Estimates and Forecasts (2019-2030)

##### 2.1.2 Global Gamepad Sales Estimates and Forecasts (2019-2030)

#### 2.2 Market Segment Executive Summary

#### 2.3 Global Market Size by Region

### **3 GAMEPAD MARKET COMPETITIVE LANDSCAPE**

#### 3.1 Global Gamepad Sales by Manufacturers (2019-2024)

#### 3.2 Global Gamepad Revenue Market Share by Manufacturers (2019-2024)

#### 3.3 Gamepad Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

#### 3.4 Global Gamepad Average Price by Manufacturers (2019-2024)

#### 3.5 Manufacturers Gamepad Sales Sites, Area Served, Product Type

#### 3.6 Gamepad Market Competitive Situation and Trends

##### 3.6.1 Gamepad Market Concentration Rate

##### 3.6.2 Global 5 and 10 Largest Gamepad Players Market Share by Revenue

##### 3.6.3 Mergers & Acquisitions, Expansion

### **4 GAMEPAD INDUSTRY CHAIN ANALYSIS**

#### 4.1 Gamepad Industry Chain Analysis

#### 4.2 Market Overview of Key Raw Materials

- 4.3 Midstream Market Analysis
- 4.4 Downstream Customer Analysis

## **5 THE DEVELOPMENT AND DYNAMICS OF GAMEPAD MARKET**

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Market Restraints
- 5.5 Industry News
  - 5.5.1 New Product Developments
  - 5.5.2 Mergers & Acquisitions
  - 5.5.3 Expansions
  - 5.5.4 Collaboration/Supply Contracts
- 5.6 Industry Policies

## **6 GAMEPAD MARKET SEGMENTATION BY TYPE**

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global Gamepad Sales Market Share by Type (2019-2024)
- 6.3 Global Gamepad Market Size Market Share by Type (2019-2024)
- 6.4 Global Gamepad Price by Type (2019-2024)

## **7 GAMEPAD MARKET SEGMENTATION BY APPLICATION**

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Gamepad Market Sales by Application (2019-2024)
- 7.3 Global Gamepad Market Size (M USD) by Application (2019-2024)
- 7.4 Global Gamepad Sales Growth Rate by Application (2019-2024)

## **8 GAMEPAD MARKET SEGMENTATION BY REGION**

- 8.1 Global Gamepad Sales by Region
  - 8.1.1 Global Gamepad Sales by Region
  - 8.1.2 Global Gamepad Sales Market Share by Region
- 8.2 North America
  - 8.2.1 North America Gamepad Sales by Country
  - 8.2.2 U.S.
  - 8.2.3 Canada



#### 8.2.4 Mexico

### 8.3 Europe

#### 8.3.1 Europe Gamepad Sales by Country

#### 8.3.2 Germany

#### 8.3.3 France

#### 8.3.4 U.K.

#### 8.3.5 Italy

#### 8.3.6 Russia

### 8.4 Asia Pacific

#### 8.4.1 Asia Pacific Gamepad Sales by Region

#### 8.4.2 China

#### 8.4.3 Japan

#### 8.4.4 South Korea

#### 8.4.5 India

#### 8.4.6 Southeast Asia

### 8.5 South America

#### 8.5.1 South America Gamepad Sales by Country

#### 8.5.2 Brazil

#### 8.5.3 Argentina

#### 8.5.4 Columbia

### 8.6 Middle East and Africa

#### 8.6.1 Middle East and Africa Gamepad Sales by Region

#### 8.6.2 Saudi Arabia

#### 8.6.3 UAE

#### 8.6.4 Egypt

#### 8.6.5 Nigeria

#### 8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

### 9.1 Microsoft

#### 9.1.1 Microsoft Gamepad Basic Information

#### 9.1.2 Microsoft Gamepad Product Overview

#### 9.1.3 Microsoft Gamepad Product Market Performance

#### 9.1.4 Microsoft Business Overview

#### 9.1.5 Microsoft Gamepad SWOT Analysis

#### 9.1.6 Microsoft Recent Developments

### 9.2 Sony

#### 9.2.1 Sony Gamepad Basic Information

9.2.2 Sony Gamepad Product Overview

9.2.3 Sony Gamepad Product Market Performance

9.2.4 Sony Business Overview

9.2.5 Sony Gamepad SWOT Analysis

9.2.6 Sony Recent Developments

### 9.3 Razer

9.3.1 Razer Gamepad Basic Information

9.3.2 Razer Gamepad Product Overview

9.3.3 Razer Gamepad Product Market Performance

9.3.4 Razer Gamepad SWOT Analysis

9.3.5 Razer Business Overview

9.3.6 Razer Recent Developments

### 9.4 BEITONG

9.4.1 BEITONG Gamepad Basic Information

9.4.2 BEITONG Gamepad Product Overview

9.4.3 BEITONG Gamepad Product Market Performance

9.4.4 BEITONG Business Overview

9.4.5 BEITONG Recent Developments

### 9.5 Logitech

9.5.1 Logitech Gamepad Basic Information

9.5.2 Logitech Gamepad Product Overview

9.5.3 Logitech Gamepad Product Market Performance

9.5.4 Logitech Business Overview

9.5.5 Logitech Recent Developments

### 9.6 Flydigi

9.6.1 Flydigi Gamepad Basic Information

9.6.2 Flydigi Gamepad Product Overview

9.6.3 Flydigi Gamepad Product Market Performance

9.6.4 Flydigi Business Overview

9.6.5 Flydigi Recent Developments

### 9.7 Dashine Electronics

9.7.1 Dashine Electronics Gamepad Basic Information

9.7.2 Dashine Electronics Gamepad Product Overview

9.7.3 Dashine Electronics Gamepad Product Market Performance

9.7.4 Dashine Electronics Business Overview

9.7.5 Dashine Electronics Recent Developments

### 9.8 Thunderobot

9.8.1 Thunderobot Gamepad Basic Information

9.8.2 Thunderobot Gamepad Product Overview

- 9.8.3 Thunderobot Gamepad Product Market Performance
- 9.8.4 Thunderobot Business Overview
- 9.8.5 Thunderobot Recent Developments
- 9.9 GameSir
  - 9.9.1 GameSir Gamepad Basic Information
  - 9.9.2 GameSir Gamepad Product Overview
  - 9.9.3 GameSir Gamepad Product Market Performance
  - 9.9.4 GameSir Business Overview
  - 9.9.5 GameSir Recent Developments
- 9.10 Shenzhen Yuyuanxin Electronic Technology Co., Ltd.
  - 9.10.1 Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Gamepad Basic Information
  - 9.10.2 Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Gamepad Product Overview
  - 9.10.3 Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Gamepad Product Market Performance
  - 9.10.4 Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Business Overview
  - 9.10.5 Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Recent Developments
- 9.11 Thrustmaster
  - 9.11.1 Thrustmaster Gamepad Basic Information
  - 9.11.2 Thrustmaster Gamepad Product Overview
  - 9.11.3 Thrustmaster Gamepad Product Market Performance
  - 9.11.4 Thrustmaster Business Overview
  - 9.11.5 Thrustmaster Recent Developments
- 9.12 Shenzhen Pxn Electronics Technology Co., Ltd.
  - 9.12.1 Shenzhen Pxn Electronics Technology Co., Ltd. Gamepad Basic Information
  - 9.12.2 Shenzhen Pxn Electronics Technology Co., Ltd. Gamepad Product Overview
  - 9.12.3 Shenzhen Pxn Electronics Technology Co., Ltd. Gamepad Product Market Performance
  - 9.12.4 Shenzhen Pxn Electronics Technology Co., Ltd. Business Overview
  - 9.12.5 Shenzhen Pxn Electronics Technology Co., Ltd. Recent Developments
- 9.13 Nintendo
  - 9.13.1 Nintendo Gamepad Basic Information
  - 9.13.2 Nintendo Gamepad Product Overview
  - 9.13.3 Nintendo Gamepad Product Market Performance
  - 9.13.4 Nintendo Business Overview
  - 9.13.5 Nintendo Recent Developments
- 9.14 8BitDo
  - 9.14.1 8BitDo Gamepad Basic Information

- 9.14.2 8BitDo Gamepad Product Overview
- 9.14.3 8BitDo Gamepad Product Market Performance
- 9.14.4 8BitDo Business Overview
- 9.14.5 8BitDo Recent Developments

## **10 GAMEPAD MARKET FORECAST BY REGION**

- 10.1 Global Gamepad Market Size Forecast
- 10.2 Global Gamepad Market Forecast by Region
  - 10.2.1 North America Market Size Forecast by Country
  - 10.2.2 Europe Gamepad Market Size Forecast by Country
  - 10.2.3 Asia Pacific Gamepad Market Size Forecast by Region
  - 10.2.4 South America Gamepad Market Size Forecast by Country
  - 10.2.5 Middle East and Africa Forecasted Consumption of Gamepad by Country

## **11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)**

- 11.1 Global Gamepad Market Forecast by Type (2025-2030)
  - 11.1.1 Global Forecasted Sales of Gamepad by Type (2025-2030)
  - 11.1.2 Global Gamepad Market Size Forecast by Type (2025-2030)
  - 11.1.3 Global Forecasted Price of Gamepad by Type (2025-2030)
- 11.2 Global Gamepad Market Forecast by Application (2025-2030)
  - 11.2.1 Global Gamepad Sales (K Units) Forecast by Application
  - 11.2.2 Global Gamepad Market Size (M USD) Forecast by Application (2025-2030)

## **12 CONCLUSION AND KEY FINDINGS**

## List Of Tables

### LIST OF TABLES

|   |
|---|
| Table 1. Introduction of the Type   |
| Table 2. Introduction of the Application  |
| Table 3. Market Size (M USD) Segment Executive Summary  |
| Table 4. Gamepad Market Size Comparison by Region (M USD)   |
| Table 5. Global Gamepad Sales (K Units) by Manufacturers (2019-2024)                              |
| Table 6. Global Gamepad Sales Market Share by Manufacturers (2019-2024)                           |
| Table 7. Global Gamepad Revenue (M USD) by Manufacturers (2019-2024)                              |
| Table 8. Global Gamepad Revenue Share by Manufacturers (2019-2024)                                |
| Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Gamepad as of 2022) |
| Table 10. Global Market Gamepad Average Price (USD/Unit) of Key Manufacturers (2019-2024)         |
| Table 11. Manufacturers Gamepad Sales Sites and Area Served                                       |
| Table 12. Manufacturers Gamepad Product Type  |
| Table 13. Global Gamepad Manufacturers Market Concentration Ratio (CR5 and HHI)                   |
| Table 14. Mergers & Acquisitions, Expansion Plans   |
| Table 15. Industry Chain Map of Gamepad   |
| Table 16. Market Overview of Key Raw Materials  |
| Table 17. Midstream Market Analysis   |
| Table 18. Downstream Customer Analysis  |
| Table 19. Key Development Trends  |
| Table 20. Driving Factors   |
| Table 21. Gamepad Market Challenges   |
| Table 22. Global Gamepad Sales by Type (K Units)  |
| Table 23. Global Gamepad Market Size by Type (M USD)  |
| Table 24. Global Gamepad Sales (K Units) by Type (2019-2024)                                      |
| Table 25. Global Gamepad Sales Market Share by Type (2019-2024)                                   |
| Table 26. Global Gamepad Market Size (M USD) by Type (2019-2024)                                  |
| Table 27. Global Gamepad Market Size Share by Type (2019-2024)                                    |
| Table 28. Global Gamepad Price (USD/Unit) by Type (2019-2024)                                     |
| Table 29. Global Gamepad Sales (K Units) by Application   |
| Table 30. Global Gamepad Market Size by Application   |
| Table 31. Global Gamepad Sales by Application (2019-2024) & (K Units)                             |
| Table 32. Global Gamepad Sales Market Share by Application (2019-2024)                            |
| Table 33. Global Gamepad Sales by Application (2019-2024) & (M USD)                               |

|   |
|---|
| Table 34. Global Gamepad Market Share by Application (2019-2024)  |
| Table 35. Global Gamepad Sales Growth Rate by Application (2019-2024)                                       |
| Table 36. Global Gamepad Sales by Region (2019-2024) & (K Units)  |
| Table 37. Global Gamepad Sales Market Share by Region (2019-2024)   |
| Table 38. North America Gamepad Sales by Country (2019-2024) & (K Units)                                    |
| Table 39. Europe Gamepad Sales by Country (2019-2024) & (K Units)   |
| Table 40. Asia Pacific Gamepad Sales by Region (2019-2024) & (K Units)                                      |
| Table 41. South America Gamepad Sales by Country (2019-2024) & (K Units)                                    |
| Table 42. Middle East and Africa Gamepad Sales by Region (2019-2024) & (K Units)                            |
| Table 43. Microsoft Gamepad Basic Information   |
| Table 44. Microsoft Gamepad Product Overview  |
| Table 45. Microsoft Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024) |
| Table 46. Microsoft Business Overview   |
| Table 47. Microsoft Gamepad SWOT Analysis   |
| Table 48. Microsoft Recent Developments   |
| Table 49. Sony Gamepad Basic Information  |
| Table 50. Sony Gamepad Product Overview   |
| Table 51. Sony Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)      |
| Table 52. Sony Business Overview  |
| Table 53. Sony Gamepad SWOT Analysis  |
| Table 54. Sony Recent Developments  |
| Table 55. Razer Gamepad Basic Information   |
| Table 56. Razer Gamepad Product Overview  |
| Table 57. Razer Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)     |
| Table 58. Razer Gamepad SWOT Analysis   |
| Table 59. Razer Business Overview   |
| Table 60. Razer Recent Developments   |
| Table 61. BEITONG Gamepad Basic Information   |
| Table 62. BEITONG Gamepad Product Overview  |
| Table 63. BEITONG Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)   |
| Table 64. BEITONG Business Overview   |
| Table 65. BEITONG Recent Developments   |
| Table 66. Logitech Gamepad Basic Information  |
| Table 67. Logitech Gamepad Product Overview   |
| Table 68. Logitech Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and                           |



Gross Margin (2019-2024)

Table 69. Logitech Business Overview

Table 70. Logitech Recent Developments

Table 71. Flydigi Gamepad Basic Information

Table 72. Flydigi Gamepad Product Overview

Table 73. Flydigi Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 74. Flydigi Business Overview

Table 75. Flydigi Recent Developments

Table 76. Dashine Electronics Gamepad Basic Information

Table 77. Dashine Electronics Gamepad Product Overview

Table 78. Dashine Electronics Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 79. Dashine Electronics Business Overview

Table 80. Dashine Electronics Recent Developments

Table 81. Thunderobot Gamepad Basic Information

Table 82. Thunderobot Gamepad Product Overview

Table 83. Thunderobot Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 84. Thunderobot Business Overview

Table 85. Thunderobot Recent Developments

Table 86. GameSir Gamepad Basic Information

Table 87. GameSir Gamepad Product Overview

Table 88. GameSir Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 89. GameSir Business Overview

Table 90. GameSir Recent Developments

Table 91. Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Gamepad Basic Information

Table 92. Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Gamepad Product Overview

Table 93. Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 94. Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Business Overview

Table 95. Shenzhen Yuyuanxin Electronic Technology Co., Ltd. Recent Developments

Table 96. Thrustmaster Gamepad Basic Information

Table 97. Thrustmaster Gamepad Product Overview

Table 98. Thrustmaster Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

|  |
|--|
| Table 99. Thrustmaster Business Overview   |
| Table 100. Thrustmaster Recent Developments  |
| Table 101. Shenzhen Pxn Electronics Technology Co., Ltd. Gamepad Basic Information   |
| Table 102. Shenzhen Pxn Electronics Technology Co., Ltd. Gamepad Product Overview  |
| Table 103. Shenzhen Pxn Electronics Technology Co., Ltd. Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024) |
| Table 104. Shenzhen Pxn Electronics Technology Co., Ltd. Business Overview   |
| Table 105. Shenzhen Pxn Electronics Technology Co., Ltd. Recent Developments   |
| Table 106. Nintendo Gamepad Basic Information  |
| Table 107. Nintendo Gamepad Product Overview   |
| Table 108. Nintendo Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)                                      |
| Table 109. Nintendo Business Overview  |
| Table 110. Nintendo Recent Developments  |
| Table 111. 8BitDo Gamepad Basic Information  |
| Table 112. 8BitDo Gamepad Product Overview   |
| Table 113. 8BitDo Gamepad Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)  |
| Table 114. 8BitDo Business Overview  |
| Table 115. 8BitDo Recent Developments  |
| Table 116. Global Gamepad Sales Forecast by Region (2025-2030) & (K Units)   |
| Table 117. Global Gamepad Market Size Forecast by Region (2025-2030) & (M USD)   |
| Table 118. North America Gamepad Sales Forecast by Country (2025-2030) & (K Units)   |
| Table 119. North America Gamepad Market Size Forecast by Country (2025-2030) & (M USD)   |
| Table 120. Europe Gamepad Sales Forecast by Country (2025-2030) & (K Units)  |
| Table 121. Europe Gamepad Market Size Forecast by Country (2025-2030) & (M USD)  |
| Table 122. Asia Pacific Gamepad Sales Forecast by Region (2025-2030) & (K Units)   |
| Table 123. Asia Pacific Gamepad Market Size Forecast by Region (2025-2030) & (M USD)   |
| Table 124. South America Gamepad Sales Forecast by Country (2025-2030) & (K Units)   |
| Table 125. South America Gamepad Market Size Forecast by Country (2025-2030) & (M USD)   |
| Table 126. Middle East and Africa Gamepad Consumption Forecast by Country (2025-2030) & (Units)  |
| Table 127. Middle East and Africa Gamepad Market Size Forecast by Country (2025-2030) & (M USD)  |



Table 128. Global Gamepad Sales Forecast by Type (2025-2030) & (K Units)

Table 129. Global Gamepad Market Size Forecast by Type (2025-2030) & (M USD)

Table 130. Global Gamepad Price Forecast by Type (2025-2030) & (USD/Unit)

Table 131. Global Gamepad Sales (K Units) Forecast by Application (2025-2030)

Table 132. Global Gamepad Market Size Forecast by Application (2025-2030) & (M USD)

## List Of Figures

### LIST OF FIGURES

- Figure 1. Product Picture of Gamepad
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Gamepad Market Size (M USD), 2019-2030
- Figure 5. Global Gamepad Market Size (M USD) (2019-2030)
- Figure 6. Global Gamepad Sales (K Units) & (2019-2030)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 8. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 9. Evaluation Matrix of Regional Market Development Potential
- Figure 10. Gamepad Market Size by Country (M USD)
- Figure 11. Gamepad Sales Share by Manufacturers in 2023
- Figure 12. Global Gamepad Revenue Share by Manufacturers in 2023
- Figure 13. Gamepad Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023
- Figure 14. Global Market Gamepad Average Price (USD/Unit) of Key Manufacturers in 2023
- Figure 15. The Global 5 and 10 Largest Players: Market Share by Gamepad Revenue in 2023
- Figure 16. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 17. Global Gamepad Market Share by Type
- Figure 18. Sales Market Share of Gamepad by Type (2019-2024)
- Figure 19. Sales Market Share of Gamepad by Type in 2023
- Figure 20. Market Size Share of Gamepad by Type (2019-2024)
- Figure 21. Market Size Market Share of Gamepad by Type in 2023
- Figure 22. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 23. Global Gamepad Market Share by Application
- Figure 24. Global Gamepad Sales Market Share by Application (2019-2024)
- Figure 25. Global Gamepad Sales Market Share by Application in 2023
- Figure 26. Global Gamepad Market Share by Application (2019-2024)
- Figure 27. Global Gamepad Market Share by Application in 2023
- Figure 28. Global Gamepad Sales Growth Rate by Application (2019-2024)
- Figure 29. Global Gamepad Sales Market Share by Region (2019-2024)
- Figure 30. North America Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 31. North America Gamepad Sales Market Share by Country in 2023
- Figure 32. U.S. Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 33. Canada Gamepad Sales (K Units) and Growth Rate (2019-2024)

- Figure 34. Mexico Gamepad Sales (Units) and Growth Rate (2019-2024)
- Figure 35. Europe Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 36. Europe Gamepad Sales Market Share by Country in 2023
- Figure 37. Germany Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 38. France Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 39. U.K. Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 40. Italy Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 41. Russia Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 42. Asia Pacific Gamepad Sales and Growth Rate (K Units)
- Figure 43. Asia Pacific Gamepad Sales Market Share by Region in 2023
- Figure 44. China Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 45. Japan Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 46. South Korea Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 47. India Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 48. Southeast Asia Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 49. South America Gamepad Sales and Growth Rate (K Units)
- Figure 50. South America Gamepad Sales Market Share by Country in 2023
- Figure 51. Brazil Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 52. Argentina Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 53. Columbia Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 54. Middle East and Africa Gamepad Sales and Growth Rate (K Units)
- Figure 55. Middle East and Africa Gamepad Sales Market Share by Region in 2023
- Figure 56. Saudi Arabia Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 57. UAE Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 58. Egypt Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 59. Nigeria Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 60. South Africa Gamepad Sales and Growth Rate (2019-2024) & (K Units)
- Figure 61. Global Gamepad Sales Forecast by Volume (2019-2030) & (K Units)
- Figure 62. Global Gamepad Market Size Forecast by Value (2019-2030) & (M USD)
- Figure 63. Global Gamepad Sales Market Share Forecast by Type (2025-2030)
- Figure 64. Global Gamepad Market Share Forecast by Type (2025-2030)
- Figure 65. Global Gamepad Sales Forecast by Application (2025-2030)
- Figure 66. Global Gamepad Market Share Forecast by Application (2025-2030)

## I would like to order

Product name: Global Gamepad Market Research Report 2024(Status and Outlook)

Product link: <https://marketpublishers.com/r/G52A20A13C31EN.html>

Price: US\$ 3,200.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G52A20A13C31EN.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