

# Global Handheld Gaming Device Market Research Report 2025(Status and Outlook)

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## Abstracts

### Report Overview

A handheld gaming device, often referred to as a handheld game console or handheld console, is a portable, small, dedicated gaming console that allows players to run video game software anytime and anywhere. These devices usually have their own screens and buttons that allow players to control in-game characters or perform other actions.

This report provides a deep insight into the global Handheld Gaming Device 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, 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 Handheld Gaming Device 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 Handheld Gaming Device market in any manner.

Global Handheld Gaming Device 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**

Valve  
Asus  
Lenovo  
AYANEO  
Shenzhen GPD Technology Co.  
Ltd.  
Razer Inc.  
Nintendo  
MSI  
Trend Hunter  
OneXPlayer  
PlayStation Vita (Sony)  
Nvidia  
Razer Edge  
Retroid  
Wikipad  
Razer  
GCW-Zero  
LeapFrog

### **Market Segmentation (by Type)**

Handheld Gaming PC  
Handheld Game Console

### **Market Segmentation (by Application)**

Household Use  
Commercial Use

### **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:**

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 Handheld Gaming Device Market

Overview of the regional outlook of the Handheld Gaming Device Market:

### **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.

### **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 Handheld Gaming Device 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 shares the main producing countries of Handheld Gaming Device, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 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 11 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment in the next five years.

Chapter 13 is the main points and conclusions of the report.

### **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 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**

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## Contents

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

#### 1.1 Market Definition and Statistical Scope of Handheld Gaming Device

#### 1.2 Key Market Segments

##### 1.2.1 Handheld Gaming Device Segment by Type

##### 1.2.2 Handheld Gaming Device 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 HANDHELD GAMING DEVICE MARKET OVERVIEW**

#### 2.1 Global Market Overview

##### 2.1.1 Global Handheld Gaming Device Market Size (M USD) Estimates and Forecasts (2020-2033)

##### 2.1.2 Global Handheld Gaming Device Sales Estimates and Forecasts (2020-2033)

#### 2.2 Market Segment Executive Summary

#### 2.3 Global Market Size by Region

### **3 HANDHELD GAMING DEVICE MARKET COMPETITIVE LANDSCAPE**

#### 3.1 Company Assessment Quadrant

#### 3.2 Global Handheld Gaming Device Product Life Cycle

#### 3.3 Global Handheld Gaming Device Sales by Manufacturers (2020-2025)

#### 3.4 Global Handheld Gaming Device Revenue Market Share by Manufacturers (2020-2025)

#### 3.5 Handheld Gaming Device Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

#### 3.6 Global Handheld Gaming Device Average Price by Manufacturers (2020-2025)

#### 3.7 Manufacturers? Manufacturing Sites, Areas Served, and Product Types

#### 3.8 Handheld Gaming Device Market Competitive Situation and Trends

##### 3.8.1 Handheld Gaming Device Market Concentration Rate

##### 3.8.2 Global 5 and 10 Largest Handheld Gaming Device Players Market Share by Revenue

### 3.8.3 Mergers & Acquisitions, Expansion

## **4 HANDHELD GAMING DEVICE INDUSTRY CHAIN ANALYSIS**

### 4.1 Handheld Gaming Device 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 HANDHELD GAMING DEVICE MARKET**

### 5.1 Key Development Trends

### 5.2 Driving Factors

### 5.3 Market Challenges

### 5.4 Industry News

#### 5.4.1 New Product Developments

#### 5.4.2 Mergers & Acquisitions

#### 5.4.3 Expansions

#### 5.4.4 Collaboration/Supply Contracts

### 5.5 PEST Analysis

#### 5.5.1 Industry Policies Analysis

#### 5.5.2 Economic Environment Analysis

#### 5.5.3 Social Environment Analysis

#### 5.5.4 Technological Environment Analysis

### 5.6 Global Handheld Gaming Device Market Porter's Five Forces Analysis

#### 5.6.1 Global Trade Frictions

#### 5.6.2 U.S. Tariff Policy ? April 2025

#### 5.6.3 Global Trade Frictions and Their Impacts to Handheld Gaming Device Market

### 5.7 ESG Ratings of Leading Companies

## **6 HANDHELD GAMING DEVICE MARKET SEGMENTATION BY TYPE**

### 6.1 Evaluation Matrix of Segment Market Development Potential (Type)

### 6.2 Global Handheld Gaming Device Sales Market Share by Type (2020-2025)

### 6.3 Global Handheld Gaming Device Market Size Market Share by Type (2020-2025)

### 6.4 Global Handheld Gaming Device Price by Type (2020-2025)

## **7 HANDHELD GAMING DEVICE MARKET SEGMENTATION BY APPLICATION**



- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Handheld Gaming Device Market Sales by Application (2020-2025)
- 7.3 Global Handheld Gaming Device Market Size (M USD) by Application (2020-2025)
- 7.4 Global Handheld Gaming Device Sales Growth Rate by Application (2020-2025)

## **8 HANDHELD GAMING DEVICE MARKET SALES BY REGION**

- 8.1 Global Handheld Gaming Device Sales by Region
  - 8.1.1 Global Handheld Gaming Device Sales by Region
  - 8.1.2 Global Handheld Gaming Device Sales Market Share by Region
- 8.2 Global Handheld Gaming Device Market Size by Region
  - 8.2.1 Global Handheld Gaming Device Market Size by Region
  - 8.2.2 Global Handheld Gaming Device Market Size Market Share by Region
- 8.3 North America
  - 8.3.1 North America Handheld Gaming Device Sales by Country
  - 8.3.2 North America Handheld Gaming Device Market Size by Country
  - 8.3.3 U.S. Market Overview
  - 8.3.4 Canada Market Overview
  - 8.3.5 Mexico Market Overview
- 8.4 Europe
  - 8.4.1 Europe Handheld Gaming Device Sales by Country
  - 8.4.2 Europe Handheld Gaming Device Market Size by Country
  - 8.4.3 Germany Market Overview
  - 8.4.4 France Market Overview
  - 8.4.5 U.K. Market Overview
  - 8.4.6 Italy Market Overview
  - 8.4.7 Spain Market Overview
- 8.5 Asia Pacific
  - 8.5.1 Asia Pacific Handheld Gaming Device Sales by Region
  - 8.5.2 Asia Pacific Handheld Gaming Device Market Size by Region
  - 8.5.3 China Market Overview
  - 8.5.4 Japan Market Overview
  - 8.5.5 South Korea Market Overview
  - 8.5.6 India Market Overview
  - 8.5.7 Southeast Asia Market Overview
- 8.6 South America
  - 8.6.1 South America Handheld Gaming Device Sales by Country
  - 8.6.2 South America Handheld Gaming Device Market Size by Country



8.6.3 Brazil Market Overview

8.6.4 Argentina Market Overview

8.6.5 Columbia Market Overview

8.7 Middle East and Africa

8.7.1 Middle East and Africa Handheld Gaming Device Sales by Region

8.7.2 Middle East and Africa Handheld Gaming Device Market Size by Region

8.7.3 Saudi Arabia Market Overview

8.7.4 UAE Market Overview

8.7.5 Egypt Market Overview

8.7.6 Nigeria Market Overview

8.7.7 South Africa Market Overview

## **9 HANDHELD GAMING DEVICE MARKET PRODUCTION BY REGION**

9.1 Global Production of Handheld Gaming Device by Region(2020-2025)

9.2 Global Handheld Gaming Device Revenue Market Share by Region (2020-2025)

9.3 Global Handheld Gaming Device Production, Revenue, Price and Gross Margin (2020-2025)

9.4 North America Handheld Gaming Device Production

9.4.1 North America Handheld Gaming Device Production Growth Rate (2020-2025)

9.4.2 North America Handheld Gaming Device Production, Revenue, Price and Gross Margin (2020-2025)

9.5 Europe Handheld Gaming Device Production

9.5.1 Europe Handheld Gaming Device Production Growth Rate (2020-2025)

9.5.2 Europe Handheld Gaming Device Production, Revenue, Price and Gross Margin (2020-2025)

9.6 Japan Handheld Gaming Device Production (2020-2025)

9.6.1 Japan Handheld Gaming Device Production Growth Rate (2020-2025)

9.6.2 Japan Handheld Gaming Device Production, Revenue, Price and Gross Margin (2020-2025)

9.7 China Handheld Gaming Device Production (2020-2025)

9.7.1 China Handheld Gaming Device Production Growth Rate (2020-2025)

9.7.2 China Handheld Gaming Device Production, Revenue, Price and Gross Margin (2020-2025)

## **10 KEY COMPANIES PROFILE**

10.1 Valve

10.1.1 Valve Basic Information

- 10.1.2 Valve Handheld Gaming Device Product Overview
- 10.1.3 Valve Handheld Gaming Device Product Market Performance
- 10.1.4 Valve Business Overview
- 10.1.5 Valve SWOT Analysis
- 10.1.6 Valve Recent Developments
- 10.2 Asus
  - 10.2.1 Asus Basic Information
  - 10.2.2 Asus Handheld Gaming Device Product Overview
  - 10.2.3 Asus Handheld Gaming Device Product Market Performance
  - 10.2.4 Asus Business Overview
  - 10.2.5 Asus SWOT Analysis
  - 10.2.6 Asus Recent Developments
- 10.3 Lenovo
  - 10.3.1 Lenovo Basic Information
  - 10.3.2 Lenovo Handheld Gaming Device Product Overview
  - 10.3.3 Lenovo Handheld Gaming Device Product Market Performance
  - 10.3.4 Lenovo Business Overview
  - 10.3.5 Lenovo SWOT Analysis
  - 10.3.6 Lenovo Recent Developments
- 10.4 AYANEO
  - 10.4.1 AYANEO Basic Information
  - 10.4.2 AYANEO Handheld Gaming Device Product Overview
  - 10.4.3 AYANEO Handheld Gaming Device Product Market Performance
  - 10.4.4 AYANEO Business Overview
  - 10.4.5 AYANEO Recent Developments
- 10.5 Shenzhen GPD Technology Co.
  - 10.5.1 Shenzhen GPD Technology Co. Basic Information
  - 10.5.2 Shenzhen GPD Technology Co. Handheld Gaming Device Product Overview
  - 10.5.3 Shenzhen GPD Technology Co. Handheld Gaming Device Product Market Performance
  - 10.5.4 Shenzhen GPD Technology Co. Business Overview
  - 10.5.5 Shenzhen GPD Technology Co. Recent Developments
- 10.6 Ltd.
  - 10.6.1 Ltd. Basic Information
  - 10.6.2 Ltd. Handheld Gaming Device Product Overview
  - 10.6.3 Ltd. Handheld Gaming Device Product Market Performance
  - 10.6.4 Ltd. Business Overview
  - 10.6.5 Ltd. Recent Developments
- 10.7 Razer Inc.

- 10.7.1 Razer Inc. Basic Information
- 10.7.2 Razer Inc. Handheld Gaming Device Product Overview
- 10.7.3 Razer Inc. Handheld Gaming Device Product Market Performance
- 10.7.4 Razer Inc. Business Overview
- 10.7.5 Razer Inc. Recent Developments
- 10.8 Nintendo
  - 10.8.1 Nintendo Basic Information
  - 10.8.2 Nintendo Handheld Gaming Device Product Overview
  - 10.8.3 Nintendo Handheld Gaming Device Product Market Performance
  - 10.8.4 Nintendo Business Overview
  - 10.8.5 Nintendo Recent Developments
- 10.9 MSI
  - 10.9.1 MSI Basic Information
  - 10.9.2 MSI Handheld Gaming Device Product Overview
  - 10.9.3 MSI Handheld Gaming Device Product Market Performance
  - 10.9.4 MSI Business Overview
  - 10.9.5 MSI Recent Developments
- 10.10 Trend Hunter
  - 10.10.1 Trend Hunter Basic Information
  - 10.10.2 Trend Hunter Handheld Gaming Device Product Overview
  - 10.10.3 Trend Hunter Handheld Gaming Device Product Market Performance
  - 10.10.4 Trend Hunter Business Overview
  - 10.10.5 Trend Hunter Recent Developments
- 10.11 OneXPlayer
  - 10.11.1 OneXPlayer Basic Information
  - 10.11.2 OneXPlayer Handheld Gaming Device Product Overview
  - 10.11.3 OneXPlayer Handheld Gaming Device Product Market Performance
  - 10.11.4 OneXPlayer Business Overview
  - 10.11.5 OneXPlayer Recent Developments
- 10.12 PlayStation Vita (Sony)
  - 10.12.1 PlayStation Vita (Sony) Basic Information
  - 10.12.2 PlayStation Vita (Sony) Handheld Gaming Device Product Overview
  - 10.12.3 PlayStation Vita (Sony) Handheld Gaming Device Product Market Performance
  - 10.12.4 PlayStation Vita (Sony) Business Overview
  - 10.12.5 PlayStation Vita (Sony) Recent Developments
- 10.13 Nvidia
  - 10.13.1 Nvidia Basic Information
  - 10.13.2 Nvidia Handheld Gaming Device Product Overview

- 10.13.3 Nvidia Handheld Gaming Device Product Market Performance
- 10.13.4 Nvidia Business Overview
- 10.13.5 Nvidia Recent Developments
- 10.14 Razer Edge
  - 10.14.1 Razer Edge Basic Information
  - 10.14.2 Razer Edge Handheld Gaming Device Product Overview
  - 10.14.3 Razer Edge Handheld Gaming Device Product Market Performance
  - 10.14.4 Razer Edge Business Overview
  - 10.14.5 Razer Edge Recent Developments
- 10.15 Retroid
  - 10.15.1 Retroid Basic Information
  - 10.15.2 Retroid Handheld Gaming Device Product Overview
  - 10.15.3 Retroid Handheld Gaming Device Product Market Performance
  - 10.15.4 Retroid Business Overview
  - 10.15.5 Retroid Recent Developments
- 10.16 Wikipad
  - 10.16.1 Wikipad Basic Information
  - 10.16.2 Wikipad Handheld Gaming Device Product Overview
  - 10.16.3 Wikipad Handheld Gaming Device Product Market Performance
  - 10.16.4 Wikipad Business Overview
  - 10.16.5 Wikipad Recent Developments
- 10.17 Razer
  - 10.17.1 Razer Basic Information
  - 10.17.2 Razer Handheld Gaming Device Product Overview
  - 10.17.3 Razer Handheld Gaming Device Product Market Performance
  - 10.17.4 Razer Business Overview
  - 10.17.5 Razer Recent Developments
- 10.18 GCW-Zero
  - 10.18.1 GCW-Zero Basic Information
  - 10.18.2 GCW-Zero Handheld Gaming Device Product Overview
  - 10.18.3 GCW-Zero Handheld Gaming Device Product Market Performance
  - 10.18.4 GCW-Zero Business Overview
  - 10.18.5 GCW-Zero Recent Developments
- 10.19 LeapFrog
  - 10.19.1 LeapFrog Basic Information
  - 10.19.2 LeapFrog Handheld Gaming Device Product Overview
  - 10.19.3 LeapFrog Handheld Gaming Device Product Market Performance
  - 10.19.4 LeapFrog Business Overview
  - 10.19.5 LeapFrog Recent Developments

## **11 HANDHELD GAMING DEVICE MARKET FORECAST BY REGION**

11.1 Global Handheld Gaming Device Market Size Forecast

11.2 Global Handheld Gaming Device Market Forecast by Region

11.2.1 North America Market Size Forecast by Country

11.2.2 Europe Handheld Gaming Device Market Size Forecast by Country

11.2.3 Asia Pacific Handheld Gaming Device Market Size Forecast by Region

11.2.4 South America Handheld Gaming Device Market Size Forecast by Country

11.2.5 Middle East and Africa Forecasted Sales of Handheld Gaming Device by Country

## **12 FORECAST MARKET BY TYPE AND BY APPLICATION (2026-2033)**

12.1 Global Handheld Gaming Device Market Forecast by Type (2026-2033)

12.1.1 Global Forecasted Sales of Handheld Gaming Device by Type (2026-2033)

12.1.2 Global Handheld Gaming Device Market Size Forecast by Type (2026-2033)

12.1.3 Global Forecasted Price of Handheld Gaming Device by Type (2026-2033)

12.2 Global Handheld Gaming Device Market Forecast by Application (2026-2033)

12.2.1 Global Handheld Gaming Device Sales (K Units) Forecast by Application

12.2.2 Global Handheld Gaming Device Market Size (M USD) Forecast by Application (2026-2033)

## **13 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. Handheld Gaming Device Market Size Comparison by Region (M USD)

Table 5. Global Handheld Gaming Device Sales (K Units) by Manufacturers  
(2020-2025)

Table 6. Global Handheld Gaming Device Sales Market Share by Manufacturers  
(2020-2025)

Table 7. Global Handheld Gaming Device Revenue (M USD) by Manufacturers  
(2020-2025)

Table 8. Global Handheld Gaming Device Revenue Share by Manufacturers  
(2020-2025)

Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in  
Handheld Gaming Device as of 2024)

Table 10. Global Market Handheld Gaming Device Average Price (USD/Unit) of Key  
Manufacturers (2020-2025)

Table 11. Manufacturers? Manufacturing Sites, Areas Served

Table 12. Manufacturers? Product Type

Table 13. Global Handheld Gaming Device Manufacturers Market Concentration Ratio  
(CR5 and HHI)

Table 14. Mergers & Acquisitions, Expansion Plans

Table 15. Market Overview of Key Raw Materials

Table 16. Midstream Market Analysis

Table 17. Downstream Customer Analysis

Table 18. Key Development Trends

Table 19. Driving Factors

Table 20. Handheld Gaming Device Market Challenges

Table 21. Goldman Sachs' forecast real GDP growth rate for 2024-2026

Table 22. S&P Global ' Forecast Real GDP Growth Rate For 2024-2027

Table 23. World Bank ' Forecast Real GDP Growth Rate For 2024-2026

Table 24. The Tariff Rates Imposed by the United States on Major Commodity Trading  
Countries

Table 25. Global Handheld Gaming Device Sales by Type (K Units)

Table 26. Global Handheld Gaming Device Market Size by Type (M USD)

Table 27. Global Handheld Gaming Device Sales (K Units) by Type (2020-2025)



Table 28. Global Handheld Gaming Device Sales Market Share by Type (2020-2025)
Table 29. Global Handheld Gaming Device Market Size (M USD) by Type (2020-2025)
Table 30. Global Handheld Gaming Device Market Size Share by Type (2020-2025)
Table 31. Global Handheld Gaming Device Price (USD/Unit) by Type (2020-2025)
Table 32. Global Handheld Gaming Device Sales (K Units) by Application
Table 33. Global Handheld Gaming Device Market Size by Application
Table 34. Global Handheld Gaming Device Sales by Application (2020-2025) & (K Units)
Table 35. Global Handheld Gaming Device Sales Market Share by Application (2020-2025)
Table 36. Global Handheld Gaming Device Market Size by Application (2020-2025) & (M USD)
Table 37. Global Handheld Gaming Device Market Share by Application (2020-2025)
Table 38. Global Handheld Gaming Device Sales Growth Rate by Application (2020-2025)
Table 39. Global Handheld Gaming Device Sales by Region (2020-2025) & (K Units)
Table 40. Global Handheld Gaming Device Sales Market Share by Region (2020-2025)
Table 41. Global Handheld Gaming Device Market Size by Region (2020-2025) & (M USD)
Table 42. Global Handheld Gaming Device Market Size Market Share by Region (2020-2025)
Table 43. North America Handheld Gaming Device Sales by Country (2020-2025) & (K Units)
Table 44. North America Handheld Gaming Device Market Size by Country (2020-2025) & (M USD)
Table 45. Europe Handheld Gaming Device Sales by Country (2020-2025) & (K Units)
Table 46. Europe Handheld Gaming Device Market Size by Country (2020-2025) & (M USD)
Table 47. Asia Pacific Handheld Gaming Device Sales by Region (2020-2025) & (K Units)
Table 48. Asia Pacific Handheld Gaming Device Market Size by Region (2020-2025) & (M USD)
Table 49. South America Handheld Gaming Device Sales by Country (2020-2025) & (K Units)
Table 50. South America Handheld Gaming Device Market Size by Country (2020-2025) & (M USD)
Table 51. Middle East and Africa Handheld Gaming Device Sales by Region (2020-2025) & (K Units)
Table 52. Middle East and Africa Handheld Gaming Device Market Size by Region



(2020-2025) & (M USD)

Table 53. Global Handheld Gaming Device Production (K Units) by Region(2020-2025)

Table 54. Global Handheld Gaming Device Revenue (US\$ Million) by Region  
(2020-2025)

Table 55. Global Handheld Gaming Device Revenue Market Share by Region  
(2020-2025)

Table 56. Global Handheld Gaming Device Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 57. North America Handheld Gaming Device Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 58. Europe Handheld Gaming Device Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 59. Japan Handheld Gaming Device Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 60. China Handheld Gaming Device Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 61. Valve Basic Information

Table 62. Valve Handheld Gaming Device Product Overview

Table 63. Valve Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 64. Valve Business Overview

Table 65. Valve SWOT Analysis

Table 66. Valve Recent Developments

Table 67. Asus Basic Information

Table 68. Asus Handheld Gaming Device Product Overview

Table 69. Asus Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 70. Asus Business Overview

Table 71. Asus SWOT Analysis

Table 72. Asus Recent Developments

Table 73. Lenovo Basic Information

Table 74. Lenovo Handheld Gaming Device Product Overview

Table 75. Lenovo Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 76. Lenovo Business Overview

Table 77. Lenovo SWOT Analysis

Table 78. Lenovo Recent Developments

Table 79. AYANEO Basic Information

Table 80. AYANEO Handheld Gaming Device Product Overview

Table 81. AYANEO Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 82. AYANEO Business Overview

Table 83. AYANEO Recent Developments

Table 84. Shenzhen GPD Technology Co. Basic Information

Table 85. Shenzhen GPD Technology Co. Handheld Gaming Device Product Overview

Table 86. Shenzhen GPD Technology Co. Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 87. Shenzhen GPD Technology Co. Business Overview

Table 88. Shenzhen GPD Technology Co. Recent Developments

Table 89. Ltd. Basic Information

Table 90. Ltd. Handheld Gaming Device Product Overview

Table 91. Ltd. Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 92. Ltd. Business Overview

Table 93. Ltd. Recent Developments

Table 94. Razer Inc. Basic Information

Table 95. Razer Inc. Handheld Gaming Device Product Overview

Table 96. Razer Inc. Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 97. Razer Inc. Business Overview

Table 98. Razer Inc. Recent Developments

Table 99. Nintendo Basic Information

Table 100. Nintendo Handheld Gaming Device Product Overview

Table 101. Nintendo Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 102. Nintendo Business Overview

Table 103. Nintendo Recent Developments

Table 104. MSI Basic Information

Table 105. MSI Handheld Gaming Device Product Overview

Table 106. MSI Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 107. MSI Business Overview

Table 108. MSI Recent Developments

Table 109. Trend Hunter Basic Information

Table 110. Trend Hunter Handheld Gaming Device Product Overview

Table 111. Trend Hunter Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 112. Trend Hunter Business Overview

Table 113. Trend Hunter Recent Developments

Table 114. OneXPlayer Basic Information

Table 115. OneXPlayer Handheld Gaming Device Product Overview

Table 116. OneXPlayer Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 117. OneXPlayer Business Overview

Table 118. OneXPlayer Recent Developments

Table 119. PlayStation Vita (Sony) Basic Information

Table 120. PlayStation Vita (Sony) Handheld Gaming Device Product Overview

Table 121. PlayStation Vita (Sony) Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 122. PlayStation Vita (Sony) Business Overview

Table 123. PlayStation Vita (Sony) Recent Developments

Table 124. Nvidia Basic Information

Table 125. Nvidia Handheld Gaming Device Product Overview

Table 126. Nvidia Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 127. Nvidia Business Overview

Table 128. Nvidia Recent Developments

Table 129. Razer Edge Basic Information

Table 130. Razer Edge Handheld Gaming Device Product Overview

Table 131. Razer Edge Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 132. Razer Edge Business Overview

Table 133. Razer Edge Recent Developments

Table 134. Retroid Basic Information

Table 135. Retroid Handheld Gaming Device Product Overview

Table 136. Retroid Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 137. Retroid Business Overview

Table 138. Retroid Recent Developments

Table 139. Wikipad Basic Information

Table 140. Wikipad Handheld Gaming Device Product Overview

Table 141. Wikipad Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 142. Wikipad Business Overview

Table 143. Wikipad Recent Developments

Table 144. Razer Basic Information

Table 145. Razer Handheld Gaming Device Product Overview

Table 146. Razer Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 147. Razer Business Overview

Table 148. Razer Recent Developments

Table 149. GCW-Zero Basic Information

Table 150. GCW-Zero Handheld Gaming Device Product Overview

Table 151. GCW-Zero Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 152. GCW-Zero Business Overview

Table 153. GCW-Zero Recent Developments

Table 154. LeapFrog Basic Information

Table 155. LeapFrog Handheld Gaming Device Product Overview

Table 156. LeapFrog Handheld Gaming Device Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2020-2025)

Table 157. LeapFrog Business Overview

Table 158. LeapFrog Recent Developments

Table 159. Global Handheld Gaming Device Sales Forecast by Region (2026-2033) & (K Units)

Table 160. Global Handheld Gaming Device Market Size Forecast by Region (2026-2033) & (M USD)

Table 161. North America Handheld Gaming Device Sales Forecast by Country (2026-2033) & (K Units)

Table 162. North America Handheld Gaming Device Market Size Forecast by Country (2026-2033) & (M USD)

Table 163. Europe Handheld Gaming Device Sales Forecast by Country (2026-2033) & (K Units)

Table 164. Europe Handheld Gaming Device Market Size Forecast by Country (2026-2033) & (M USD)

Table 165. Asia Pacific Handheld Gaming Device Sales Forecast by Region (2026-2033) & (K Units)

Table 166. Asia Pacific Handheld Gaming Device Market Size Forecast by Region (2026-2033) & (M USD)

Table 167. South America Handheld Gaming Device Sales Forecast by Country (2026-2033) & (K Units)

Table 168. South America Handheld Gaming Device Market Size Forecast by Country (2026-2033) & (M USD)

Table 169. Middle East and Africa Handheld Gaming Device Sales Forecast by Country (2026-2033) & (Units)

Table 170. Middle East and Africa Handheld Gaming Device Market Size Forecast by

Country (2026-2033) & (M USD)

Table 171. Global Handheld Gaming Device Sales Forecast by Type (2026-2033) & (K Units)

Table 172. Global Handheld Gaming Device Market Size Forecast by Type (2026-2033) & (M USD)

Table 173. Global Handheld Gaming Device Price Forecast by Type (2026-2033) & (USD/Unit)

Table 174. Global Handheld Gaming Device Sales (K Units) Forecast by Application (2026-2033)

Table 175. Global Handheld Gaming Device Market Size Forecast by Application (2026-2033) & (M USD)

## List Of Figures

### LIST OF FIGURES

- Figure 1. Product Picture of Handheld Gaming Device
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Handheld Gaming Device Market Size (M USD), 2024-2033
- Figure 5. Global Handheld Gaming Device Market Size (M USD) (2020-2033)
- Figure 6. Global Handheld Gaming Device Sales (K Units) & (2020-2033)
- 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. Handheld Gaming Device Market Size by Country (M USD)
- Figure 11. Company Assessment Quadrant
- Figure 12. Global Handheld Gaming Device Product Life Cycle
- Figure 13. Handheld Gaming Device Sales Share by Manufacturers in 2024
- Figure 14. Global Handheld Gaming Device Revenue Share by Manufacturers in 2024
- Figure 15. Handheld Gaming Device Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2024
- Figure 16. Global Market Handheld Gaming Device Average Price (USD/Unit) of Key Manufacturers in 2024
- Figure 17. The Global 5 and 10 Largest Players: Market Share by Handheld Gaming Device Revenue in 2024
- Figure 18. Industry Chain Map of Handheld Gaming Device
- Figure 19. Global Handheld Gaming Device Market PEST Analysis
- Figure 20. Global Handheld Gaming Device Market Porter's Five Forces Analysis
- Figure 21. Global Merchandise Trade as a Percentage Of GDP
- Figure 22. US - Imports of Goods by Country
- Figure 23. China Exports by Country
- Figure 24. ESG Rating Distribution of The Leading Company Compared With Its Peers
- Figure 25. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 26. Global Handheld Gaming Device Market Share by Type
- Figure 27. Sales Market Share of Handheld Gaming Device by Type (2020-2025)
- Figure 28. Sales Market Share of Handheld Gaming Device by Type in 2024
- Figure 29. Market Size Share of Handheld Gaming Device by Type (2020-2025)
- Figure 30. Market Size Share of Handheld Gaming Device by Type in 2024
- Figure 31. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 32. Global Handheld Gaming Device Market Share by Application



Figure 33. Global Handheld Gaming Device Sales Market Share by Application (2020-2025)

Figure 34. Global Handheld Gaming Device Sales Market Share by Application in 2024

Figure 35. Global Handheld Gaming Device Market Share by Application (2020-2025)

Figure 36. Global Handheld Gaming Device Market Share by Application in 2024

Figure 37. Global Handheld Gaming Device Sales Growth Rate by Application (2020-2025)

Figure 38. Global Handheld Gaming Device Sales Market Share by Region (2020-2025)

Figure 39. Global Handheld Gaming Device Market Size Market Share by Region (2020-2025)

Figure 40. North America Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 41. North America Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 42. North America Handheld Gaming Device Sales Market Share by Country in 2024

Figure 43. North America Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 44. North America Handheld Gaming Device Market Size Market Share by Country in 2024

Figure 45. U.S. Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 46. U.S. Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 47. Canada Handheld Gaming Device Sales (K Units) and Growth Rate (2020-2025)

Figure 48. Canada Handheld Gaming Device Market Size (M USD) and Growth Rate (2020-2025)

Figure 49. Mexico Handheld Gaming Device Sales (Units) and Growth Rate (2020-2025)

Figure 50. Mexico Handheld Gaming Device Market Size (Units) and Growth Rate (2020-2025)

Figure 51. Europe Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 52. Europe Handheld Gaming Device Sales Market Share by Country in 2024

Figure 53. Europe Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 54. Europe Handheld Gaming Device Market Size Market Share by Country in 2024



Figure 55. Germany Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 56. Germany Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 57. France Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 58. France Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 59. U.K. Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 60. U.K. Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 61. Italy Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 62. Italy Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 63. Spain Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 64. Spain Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 65. Asia Pacific Handheld Gaming Device Sales and Growth Rate (K Units)

Figure 66. Asia Pacific Handheld Gaming Device Sales Market Share by Region in 2024

Figure 67. Asia Pacific Handheld Gaming Device Market Size Market Share by Region in 2024

Figure 68. China Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 69. China Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 70. Japan Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 71. Japan Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 72. South Korea Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 73. South Korea Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 74. India Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 75. India Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 76. Southeast Asia Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 77. Southeast Asia Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 78. South America Handheld Gaming Device Sales and Growth Rate (K Units)

Figure 79. South America Handheld Gaming Device Sales Market Share by Country in 2024

Figure 80. South America Handheld Gaming Device Market Size and Growth Rate (M USD)

Figure 81. South America Handheld Gaming Device Market Size Market Share by Country in 2024

Figure 82. Brazil Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 83. Brazil Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 84. Argentina Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 85. Argentina Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 86. Columbia Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 87. Columbia Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 88. Middle East and Africa Handheld Gaming Device Sales and Growth Rate (K Units)

Figure 89. Middle East and Africa Handheld Gaming Device Sales Market Share by Region in 2024

Figure 90. Middle East and Africa Handheld Gaming Device Market Size and Growth Rate (M USD)

Figure 91. Middle East and Africa Handheld Gaming Device Market Size Market Share by Region in 2024

Figure 92. Saudi Arabia Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 93. Saudi Arabia Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 94. UAE Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 95. UAE Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 96. Egypt Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 97. Egypt Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 98. Nigeria Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 99. Nigeria Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 100. South Africa Handheld Gaming Device Sales and Growth Rate (2020-2025) & (K Units)

Figure 101. South Africa Handheld Gaming Device Market Size and Growth Rate (2020-2025) & (M USD)

Figure 102. Global Handheld Gaming Device Production Market Share by Region (2020-2025)

Figure 103. North America Handheld Gaming Device Production (K Units) Growth Rate (2020-2025)

Figure 104. Europe Handheld Gaming Device Production (K Units) Growth Rate (2020-2025)

Figure 105. Japan Handheld Gaming Device Production (K Units) Growth Rate (2020-2025)

Figure 106. China Handheld Gaming Device Production (K Units) Growth Rate (2020-2025)

Figure 107. Global Handheld Gaming Device Sales Forecast by Volume (2020-2033) & (K Units)

Figure 108. Global Handheld Gaming Device Market Size Forecast by Value (2020-2033) & (M USD)

Figure 109. Global Handheld Gaming Device Sales Market Share Forecast by Type (2026-2033)

Figure 110. Global Handheld Gaming Device Market Share Forecast by Type (2026-2033)

Figure 111. Global Handheld Gaming Device Sales Forecast by Application (2026-2033)

Figure 112. Global Handheld Gaming Device Market Share Forecast by Application (2026-2033)

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