

Global Gaming Peripherals Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Gaming Peripherals market size will reach 3,844.45 Million USD in 2025 and is projected to reach 5,648.34 Million USD by 2032, with a CAGR of 5.65% (2025-2032). Notably, the China Gaming Peripherals market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

Research Summary

Gaming peripherals encompass a range of specialized input and output devices designed to optimize the gaming experience. These peripherals include items like gaming mice, keyboards, headsets, controllers, and monitors, each tailored to enhance specific aspects of gaming. Gaming mice often feature high DPI for precise cursor movement, customizable buttons, and ergonomic designs. Gaming keyboards may have mechanical switches, anti-ghosting capabilities, and customizable backlighting. Gaming headsets provide immersive audio and often come equipped with microphones for in-game communication. Controllers offer a console-like gaming experience on PCs, and gaming monitors focus on high refresh rates and low input lag for smooth visuals. Collectively, gaming peripherals are crucial for providing gamers with the tools and features necessary for precise control, immersive audio, and an overall enhanced gaming environment.

The major global suppliers of Gaming Peripherals include Razer, Logitech G (ASTRO), Turtle Beach, Corsair, Sennheiser, Plantronics, SteelSeries, Mad Catz, ROCCAT,

QPAD, Thrustmaster, Tt eSPORTS, HyperX, Cooler Master, ZOWIE, Sharkoon, Trust, Microsoft, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Gaming Peripherals. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global Gaming Peripherals market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Gaming Peripherals market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Gaming Peripherals industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of Gaming Peripherals Include:

Razer

Logitech G (ASTRO)

Turtle Beach

Corsair

Sennheiser

Plantronics

SteelSeries

Mad Catz

ROCCAT

QPAD

Thrustmaster

Tt eSPORTS

HyperX

Cooler Master

ZOWIE

Sharkoon

Trust

Microsoft

Gaming Peripherals Product Segment Include:

Gaming Mouse

Gaming Keyboards

Headset

Controllers

Others

Gaming Peripherals Product Application Include:

Personal

Commercial

Chapter Scope

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