

Global Game Joystick Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Game Joystick market size was valued at US\$ 274 million in 2025 and is forecast to a readjusted size of US\$ 381 million by 2032 with a CAGR of 4.9% during review period.

Game Joystick is an input device commonly used to control characters or objects in video games. A joystick usually has a moving stick that can be tilted or rotated to achieve control in different directions. They are widely used in various types of gaming equipment, especially in arcade game consoles and certain game controllers.

From the production side, China, Europe and Japan are important production areas. It is expected that China will maintain the fastest growth rate in the next few years, and the share is expected to reach 5.5% in 2030.

From the perspective of product types, arcade joysticks occupy an important position, and the share is expected to reach 63.5% in 2030. However, affected by the popularity of aviation simulation flight games, the growth rate of flight joysticks will be faster in the next few years. From a global perspective, the share of flight joysticks in the US and European markets is higher.

At the same time, in terms of application, unlike game controllers, game joysticks are usually used in more professional gaming fields. Therefore, game joysticks are more used in professional game consoles such as PlayStation, Xbox, Nintendo, etc. Therefore, the share used for game consoles is higher, and the share used for game consoles is about 79.6%, and the CAGR in the next few years is about 5.3%.

From the perspective of manufacturers, globally, the core manufacturers of game

joysticks mainly include HORI, Logitech, Thrustmaster, Nacon, Mad Catz, PXN and Qanba, etc. The world's first-tier manufacturers include HORI, Logitech, Thrustmaster and Nacon, which account for approximately 35% of the market share; the second-tier manufacturers include Mad Catz, PXN and Qanba, which together account for 25% of the market share.

This report is a detailed and comprehensive analysis for global Game Joystick market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Game Joystick market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Game Joystick market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Game Joystick market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Game Joystick market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2021-2026

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Game Joystick

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Game Joystick market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies

covered as a part of this study include Logitech, Razer, HORI, Mad Catz, Mayflash, Bigben (Nacon), Thrustmaster, PDP (Victrix), Trust, VKB, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

Game Joystick market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Arcade Fight Stick

Flightstick

Market segment by Application

Game Consoles

PC and Mobile

Major players covered

Logitech

Razer

HORI

Mad Catz

Mayflash

Bigben (Nacon)

Thrustmaster

PDP (Victrix)

Trust

VKB

Speedlink

PowerA

CH Products

GameSir

Gammac

Turtle Beach

Qanba

PXN

8BitDo

Betop

Market segment by region, regional analysis covers
North America (United States, Canada, and Mexico)
Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)
Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)
South America (Brazil, Argentina, Colombia, and Rest of South America)
Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Game Joystick product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Game Joystick, with price, sales quantity, revenue, and global market share of Game Joystick from 2021 to 2026.

Chapter 3, the Game Joystick competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Game Joystick breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2021 to 2032.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2021 to 2026. and Game Joystick market forecast, by regions, by Type, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Game Joystick.

Chapter 14 and 15, to describe Game Joystick sales channel, distributors, customers, research findings and conclusion.

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