

Global Game Living Capture Card Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Game Living Capture Card market size is expected to reach \$ 324.7 million by 2029, rising at a market growth of 8.1% CAGR during the forecast period (2023-2029).

The key producers of the global game living capture card include Elgato (Corsair), AVerMedia, Blackmagic, Razer, EVGA, UGREEN, ezcap and Acasis, etc. The top five manufacturers hold a share over 60 percent. The global production of game living capture cards is mainly distributed in North America, Europe, Chinese Mainland and China Taiwan, among which the top three production regions account for more than 75% of the market share. At present, North America is the largest production region, accounting for more than 25% of the market share. As far as products are concerned, USB capture cards are growing relatively fast, with a market share of more than 80%. Online sales is the first sales channel, accounting for more than 70% of the market, followed by offline sales channels.

This report studies the global Game Living Capture Card production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Game Living Capture Card, and provides market size (US\$ million) and Year-over-Year (YoY) Growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Game Living Capture Card that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Game Living Capture Card total production and demand, 2018-2029, (K Units)

Global Game Living Capture Card total production value, 2018-2029, (USD Million)

Global Game Living Capture Card production by region & country, production, value, CAGR, 2018-2029, (USD Million) & (K Units)

Global Game Living Capture Card consumption by region & country, CAGR, 2018-2029 & (K Units)

U.S. VS China: Game Living Capture Card domestic production, consumption, key domestic manufacturers and share

Global Game Living Capture Card production by manufacturer, production, price, value and market share 2018-2023, (USD Million) & (K Units)

Global Game Living Capture Card production by Type, production, value, CAGR, 2018-2029, (USD Million) & (K Units)

Global Game Living Capture Card production by Sales Channel production, value, CAGR, 2018-2029, (USD Million) & (K Units)

This reports profiles key players in the global Game Living Capture Card market based on the following parameters – company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Elgato (Corsair), AVerMedia, Blackmagic, Razer, EVGA, UGREEN, ezcap and Acasis, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Game Living Capture Card market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K Units) and average price (US\$/Unit) by

manufacturer, by Type, and by Sales Channel. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Game Living Capture Card Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Game Living Capture Card Market, Segmentation by Type

USB Capture Card

PCI/PCIe Capture Card

Global Game Living Capture Card Market, Segmentation by Sales Channel

Online

Offline

Companies Profiled:

Elgato (Corsair)

AVerMedia

Blackmagic

Razer

EVGA

UGREEN

ezcap

Acasis

Key Questions Answered

1. How big is the global Game Living Capture Card market?
2. What is the demand of the global Game Living Capture Card market?
3. What is the year over year growth of the global Game Living Capture Card market?
4. What is the production and production value of the global Game Living Capture Card market?
5. Who are the key producers in the global Game Living Capture Card market?
6. What are the growth factors driving the market demand?

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