

Global Game Simulation Gear Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/GDD4D1067A63EN.html>

Date: November 2025

Pages: 124

Price: US\$ 3,480.00 (Single User License)

ID: GDD4D1067A63EN

Abstracts

According to our latest research, the global Game Simulation Gear market size will reach USD 1228 million in 2031, growing at a CAGR of 4.9% over the analysis period.

Game Simulation Gear refers to a specialized set of equipment and tools designed to enhance the immersive experience of video gaming. This gear typically includes hardware such as VR (Virtual Reality) headsets, motion-sensing devices, haptic feedback systems, steering wheels, flight controllers, and other peripherals that simulate real-life actions within the digital gaming world. These tools are designed to provide a more realistic, interactive, and engaging gaming experience by replicating physical sensations, movements, and environments in a virtual setting. The primary purpose of game simulation gear is to create an environment that allows gamers to feel as if they are truly part of the game, whether they are flying an aircraft, driving a car, or exploring an entirely new virtual world.

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 Simulation Gear market. Both quantitative and qualitative analyses are presented by company, 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 Simulation Gear market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Game Simulation Gear market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Game Simulation Gear market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Game Simulation Gear market shares of main players, in revenue (\$ Million), 2020-2025

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 Simulation Gear

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 Simulation Gear market based on the following parameters - company overview, revenue, 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 Simulation Gear market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Racing and Driving Simulation Gear

Flight Simulation Gear

Market segment by Application

Game Consoles

PC and Mobile

Market segment by players, this report covers

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 regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

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

Chapter 2, to profile the top players of Game Simulation Gear, with revenue, gross margin, and global market share of Game Simulation Gear from 2020 to 2025.

Chapter 3, the Game Simulation Gear competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2020 to 2031

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2020 to 2025. and Game Simulation Gear market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Game Simulation Gear.

Chapter 13, to describe Game Simulation Gear research findings and conclusion.

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