

# Global Gaming Mouse & Keyboards Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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## Abstracts

According to our (Global Info Research) latest study, the global Gaming Mouse & Keyboards market size was valued at US\$ 1730 million in 2024 and is forecast to a readjusted size of USD 2684 million by 2031 with a CAGR of 6.5% during review period.

Gaming Mouse & Keyboards are engineered to provide gamers with higher-end performance and a great gaming experience.

Gaming keyboards often have a variety of programmable keys for use in or out of game. They are often backlit, and may feature a thicker coating of paint on the most used gaming keys (w, a, s, d, space). They're also more suitable for long time use by (usually) being built in a more robust fashion, and are made so that they won't hurt the user's hands after a period of long use. Gaming keyboards can also come with a variety of useful features from a windows key disable switch to a LCD screen.

Gaming Mouse is specifically designed for use in computer games. They typically employ a wide array of controls and buttons and have designs that differ radically from traditional mice. It is also common for gaming mice, especially those designed for use in real-time strategy games such as StarCraft, or in multiplayer online battle arena games such as Dota 2 to have a relatively high sensitivity, measured in dots per inch (DPI). Some advanced mice from gaming manufacturers also allow users to customize the weight of the mouse by adding or subtracting weights to allow for easier control. Ergonomic quality is also an important factor in gaming mice, as extended gameplay times may render further use of the mouse to be uncomfortable. Some mice have been designed to have adjustable features such as removable and/or elongated palm rests, horizontally adjustable thumb rests and pinky rests.

The global Gaming Mouse & Keyboards industry mainly concentrates in the North America, Europe, China and Taiwan. the global leading players in this market are Razer, Corsair, A4TECH, Logitech and RAPOO, which accounts for about 58% of total production value.

This report is a detailed and comprehensive analysis for global Gaming Mouse & Keyboards 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 Gaming Mouse & Keyboards market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2020-2031

Global Gaming Mouse & Keyboards market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2020-2031

Global Gaming Mouse & Keyboards market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (USD/Unit), 2020-2031

Global Gaming Mouse & Keyboards market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (USD/Unit), 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 Gaming Mouse & Keyboards

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 Gaming Mouse & Keyboards 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 Razer, Corsair, A4TECH, Logitech, RAPOO, Genius(KYE Systems Corp), SteelSeries, MADCATZ, Roccat, Mionix, etc.

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

### Market Segmentation

Gaming Mouse & Keyboards 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 in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

#### Market segment by Type

Gaming Mouse

Gaming Keyboards

#### Market segment by Application

Entertainment Place

Private Used

#### Major players covered

Razer

Corsair

A4TECH

Logitech

RAPOO

Genius(KYE Systems Corp)

SteelSeries

MADCATZ

Roccat

Mionix

COUGAR

AZio

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 Gaming Mouse & Keyboards product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Gaming Mouse & Keyboards, with price, sales quantity, revenue, and global market share of Gaming Mouse & Keyboards from

2020 to 2025.

Chapter 3, the Gaming Mouse & Keyboards competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Gaming Mouse & Keyboards breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

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 2020 to 2031.

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 2020 to 2025. and Gaming Mouse & Keyboards market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

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 Gaming Mouse & Keyboards.

Chapter 14 and 15, to describe Gaming Mouse & Keyboards sales channel, distributors, customers, research findings and conclusion.

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