

# Global Gaming Peripherals Supply, Demand and Key Producers, 2026-2032

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## Abstracts

The global Gaming Peripherals market size is expected to reach \$ 5291 million by 2032, rising at a market growth of 5.4% CAGR during the forecast period (2026-2032).

Gaming Peripherals are hardware devices, such as mice, keyboards, headsets, surfaces and controllers, used to play games in conjunction.

### Market Drivers

**eSports & Streaming:** The rise of professional gaming and content creation drives demand for tournament-grade gear .

**The 'Prosumer' Revolution:** Enthusiasts seek professional-level performance for a competitive edge, fueling demand for high-end, customizable equipment .

**Technological Innovation:** Advances in wireless tech (low-latency), sensors, AI, and haptics create new, desirable product categories .

**Quest for Immersion:** Gamers invest in multi-sensory experiences like spatial audio and haptic feedback to feel more connected to game worlds .

**Rising Disposable Income:** Growing global wealth, especially in emerging markets, allows more consumers to spend on premium peripherals

This report studies the global Gaming Peripherals demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Gaming Peripherals, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Gaming Peripherals that contribute to its increasing demand across many markets.

## **Highlights and key features of the study**

Global Gaming Peripherals total market, 2021-2032, (USD Million)

Global Gaming Peripherals total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Gaming Peripherals total market, key domestic companies, and share, (USD Million)

Global Gaming Peripherals revenue by player, revenue and market share 2021-2026, (USD Million)

Global Gaming Peripherals total market by Type, CAGR, 2021-2032, (USD Million)

Global Gaming Peripherals total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Gaming Peripherals 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, Genius, Pulsar, Razer, Turtle Beach (Roccat), Corsair, HyperX, MSI, Asus (ROG), SteelSeries, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world Gaming Peripherals market

## **Detailed Segmentation:**

Each section contains quantitative market data including market by value (US\$

Millions), by player, by regions, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

#### Global Gaming Peripherals Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

#### Global Gaming Peripherals Market, Segmentation by Type:

Gaming Mouse

Gaming Keyboards

Headset

Controllers

Others

#### Global Gaming Peripherals Market, Segmentation by Equipment:

PC Gaming

Console Gaming

Mobile Gaming

Global Gaming Peripherals Market, Segmentation by Marketing Channel:

Online

Offline

Global Gaming Peripherals Market, Segmentation by Application:

Personal

Commercial

Companies Profiled:

Logitech

Genius

Pulsar

Razer

Turtle Beach (Roccat)

Corsair

HyperX

MSI

Asus (ROG)

SteelSeries

Argand (Cherry)

Mad Catz

Cooler Master

Thermaltake (Tt eSPORTS)

Sennheiser

Plantronics

Roccat

QPAD

PXN

RAPPO

Dareu

Thunderobot

### Key Questions Answered

1. How big is the global Gaming Peripherals market?
2. What is the demand of the global Gaming Peripherals market?
3. What is the year over year growth of the global Gaming Peripherals market?
4. What is the total value of the global Gaming Peripherals market?
5. Who are the Major Players in the global Gaming Peripherals market?
6. What are the growth factors driving the market demand?

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