

Global (North America, Europe, Asia-Pacific, South America, Middle East and Africa) Gaming Peripheral Market 2018, Forecast to 2023

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Abstracts

Gaming peripherals refer to auxiliary devices, such as controllers, keyboards, and gaming mice, which connect to computers or gaming consoles to offer easy game playing.

SCOPE OF THE REPORT:

This report focuses on the Gaming Peripheral in global market, especially in North America, Europe and Asia-Pacific, South America, Middle East and Africa. This report categorizes the market based on manufacturers, regions, type and application.

Razer is the world leading player in global PC Gaming Peripherals market with the market share of 12.83%, in terms of revenue, and followed by Logitech G (ASTRO), Turtle Beach, Corsair and Sennheiser.

In 2017, headsets had accounted for the largest share of the PC Gaming Peripherals market revenue, with a total value of \$1197.23 million, followed by mice and keyboards. The wired segment accounts for the major share for the PC gaming accessories market due to the quick response time when compared to the wireless segment. The rise in number of gamers has led to the demand for faster technology which will eliminate time lags, this has led to a positive impact on gaming peripheral market size. Therefore, vendors in the gaming peripheral market are focusing on developing advanced technology products to retain customers.

The worldwide market for Gaming Peripheral is expected to grow at a CAGR of roughly xx% over the next five years, will reach xx million US\$ in 2023, from xx million US\$ in 2017, according to a new GIR (Global Info Research) study.

Market Segment by Manufacturers, this report covers

Razer

Logitech G (Astro)

Turtle Beach

Corsair

Sennheiser

Plantronics

SteelSeries

Mad Catz

Roccat

QPAD

Thrustmaster

HyperX

Tt eSPORTS

Cooler Master

ZOWIE

Sharkoon

Trust

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Argentina, Colombia etc.)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Headsets

Mouse

Mousepads

Keyboards

Controllers

Other

Market Segment by Applications, can be divided into

Distribution Channels

Third-Party Retail Channels

Direct Channels

There are 15 Chapters to deeply display the global Gaming Peripheral market.

Chapter 1, to describe Gaming Peripheral Introduction, product scope, market overview, market opportunities, market risk, market driving force;

Chapter 2, to analyze the top manufacturers of Gaming Peripheral, with sales, revenue, and price of Gaming Peripheral, in 2016 and 2017;

Chapter 3, to display the competitive situation among the top manufacturers, with sales, revenue and market share in 2016 and 2017;

Chapter 4, to show the global market by regions, with sales, revenue and market share of Gaming Peripheral, for each region, from 2013 to 2018;

Chapter 5, 6, 7, 8 and 9, to analyze the market by countries, by type, by application and by manufacturers, with sales, revenue and market share by key countries in these regions;

Chapter 10 and 11, to show the market by type and application, with sales market share and growth rate by type, application, from 2013 to 2018;

Chapter 12, Gaming Peripheral market forecast, by regions, type and application, with sales and revenue, from 2018 to 2023;

Chapter 13, 14 and 15, to describe Gaming Peripheral sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source

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