

# Global PC Game Controller Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

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## Abstracts

According to our (Global Info Research) latest study, the global PC Game Controller market size was valued at USD 1098.9 million in 2022 and is forecast to a readjusted size of USD 1996 million by 2029 with a CAGR of 8.9% during review period.

The PC game controller market has been experiencing significant growth in recent years, driven by the increasing popularity of PC gaming and the demand for more immersive gaming experiences. Major sales regions for PC game controllers include North America, Europe, Asia Pacific, and Latin America. North America and Europe are the largest markets for PC game controllers, accounting for a significant share of the global market. The high adoption of gaming consoles and PCs in these regions, coupled with the presence of a large number of gamers, has contributed to the growth of the market. Asia Pacific is also a lucrative market for PC game controllers, with countries like China, Japan, and South Korea witnessing a surge in the popularity of PC gaming. The increasing disposable income and the growing number of gaming enthusiasts in these countries have fueled the demand for PC game controllers. Market concentration in the PC game controller market is relatively high, with a few key players dominating the market. However, the PC game controller market also presents several challenges and opportunities. One of the major challenges is the compatibility of game controllers with different gaming platforms and operating systems. As the gaming industry continues to evolve, manufacturers need to ensure that their controllers are compatible with a wide range of devices to cater to the diverse needs of gamers. Another challenge is the increasing competition from alternative gaming input devices, such as keyboards and mice. These devices offer precise control and customization options, making them popular among PC gamers. To stay competitive, game controller manufacturers need to continuously innovate and offer unique features that differentiate their products from

other input devices. Despite these challenges, the PC game controller market also presents several opportunities. The rising popularity of virtual reality (VR) gaming is expected to drive the demand for specialized VR game controllers. Manufacturers can capitalize on this trend by developing controllers that offer enhanced motion tracking and haptic feedback to provide a more immersive VR gaming experience. Furthermore, the growing trend of multiplayer and online gaming presents an opportunity for game controller manufacturers to develop controllers with improved connectivity options and multiplayer features. Additionally, the increasing number of female gamers and the rising interest in casual gaming among a broader demographic provide a potential market for game controllers that cater to these specific needs. In conclusion, the PC game controller market is witnessing significant growth, driven by the increasing popularity of PC gaming. Major sales regions include North America, Europe, Asia Pacific, and Latin America. The market is concentrated, with a few key players dominating the industry. However, manufacturers face challenges such as compatibility issues and competition from alternative input devices. Nonetheless, opportunities exist in the form of VR gaming, multiplayer gaming, and catering to specific demographics.

The Global Info Research report includes an overview of the development of the PC Game Controller industry chain, the market status of Household (Wired, Wireless), Commercial (Wired, Wireless), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of PC Game Controller.

Regionally, the report analyzes the PC Game Controller markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global PC Game Controller market, with robust domestic demand, supportive policies, and a strong manufacturing base.

**Key Features:**

The report presents comprehensive understanding of the PC Game Controller market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the PC Game Controller industry.

The report involves analyzing the market at a macro level:

**Market Sizing and Segmentation:** Report collect data on the overall market size,

including the sales quantity (K Units), revenue generated, and market share of different by Type (e.g., Wired, Wireless).

**Industry Analysis:** Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the PC Game Controller market.

**Regional Analysis:** The report involves examining the PC Game Controller market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

**Market Projections:** Report covers the gathered data and analysis to make future projections and forecasts for the PC Game Controller market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to PC Game Controller:

**Company Analysis:** Report covers individual PC Game Controller manufacturers, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

**Consumer Analysis:** Report covers data on consumer behaviour, preferences, and attitudes towards PC Game Controller This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Household, Commercial).

**Technology Analysis:** Report covers specific technologies relevant to PC Game Controller. It assesses the current state, advancements, and potential future developments in PC Game Controller areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the PC Game Controller market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

## Market Segmentation

PC Game Controller market is split by Type and by Application. For the period 2018-2029, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value.

### Market segment by Type

Wired

Wireless

### Market segment by Application

Household

Commercial

### Major players covered

Microsoft

Sony

Logitech

Razer

SteelSeries

Thrustmaster

Nintendo

Mad Catz

Hori

PowerA

SCUF

Nacon

8BitDo

GameSir

ASUS

MSI

Turtle Beach

Corsair

HyperX

Cooler Master

Sharkoon

Trust

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 PC Game Controller product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of PC Game Controller, with price, sales, revenue and global market share of PC Game Controller from 2018 to 2023.

Chapter 3, the PC Game Controller competitive situation, sales quantity, revenue and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the PC Game Controller breakdown data are shown at the regional level, to show the sales quantity, consumption value and growth by regions, from 2018 to 2029.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share and growth rate by type, application, from 2018 to 2029.

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 2017 to 2022. and PC Game Controller market forecast, by regions, type and application, with sales and revenue, from 2024 to 2029.

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 PC Game Controller.

Chapter 14 and 15, to describe PC Game Controller sales channel, distributors, customers, research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of PC Game Controller
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Market Analysis by Type
  - 1.3.1 Overview: Global PC Game Controller Consumption Value by Type: 2018 Versus 2022 Versus 2029
  - 1.3.2 Wired
  - 1.3.3 Wireless
- 1.4 Market Analysis by Application
  - 1.4.1 Overview: Global PC Game Controller Consumption Value by Application: 2018 Versus 2022 Versus 2029
  - 1.4.2 Household
  - 1.4.3 Commercial
- 1.5 Global PC Game Controller Market Size & Forecast
  - 1.5.1 Global PC Game Controller Consumption Value (2018 & 2022 & 2029)
  - 1.5.2 Global PC Game Controller Sales Quantity (2018-2029)
  - 1.5.3 Global PC Game Controller Average Price (2018-2029)

### 2 MANUFACTURERS PROFILES

- 2.1 Microsoft
  - 2.1.1 Microsoft Details
  - 2.1.2 Microsoft Major Business
  - 2.1.3 Microsoft PC Game Controller Product and Services
  - 2.1.4 Microsoft PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.1.5 Microsoft Recent Developments/Updates
- 2.2 Sony
  - 2.2.1 Sony Details
  - 2.2.2 Sony Major Business
  - 2.2.3 Sony PC Game Controller Product and Services
  - 2.2.4 Sony PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.2.5 Sony Recent Developments/Updates
- 2.3 Logitech
  - 2.3.1 Logitech Details

- 2.3.2 Logitech Major Business
- 2.3.3 Logitech PC Game Controller Product and Services
- 2.3.4 Logitech PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.3.5 Logitech Recent Developments/Updates
- 2.4 Razer
  - 2.4.1 Razer Details
  - 2.4.2 Razer Major Business
  - 2.4.3 Razer PC Game Controller Product and Services
  - 2.4.4 Razer PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.4.5 Razer Recent Developments/Updates
- 2.5 SteelSeries
  - 2.5.1 SteelSeries Details
  - 2.5.2 SteelSeries Major Business
  - 2.5.3 SteelSeries PC Game Controller Product and Services
  - 2.5.4 SteelSeries PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.5.5 SteelSeries Recent Developments/Updates
- 2.6 Thrustmaster
  - 2.6.1 Thrustmaster Details
  - 2.6.2 Thrustmaster Major Business
  - 2.6.3 Thrustmaster PC Game Controller Product and Services
  - 2.6.4 Thrustmaster PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.6.5 Thrustmaster Recent Developments/Updates
- 2.7 Nintendo
  - 2.7.1 Nintendo Details
  - 2.7.2 Nintendo Major Business
  - 2.7.3 Nintendo PC Game Controller Product and Services
  - 2.7.4 Nintendo PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.7.5 Nintendo Recent Developments/Updates
- 2.8 Mad Catz
  - 2.8.1 Mad Catz Details
  - 2.8.2 Mad Catz Major Business
  - 2.8.3 Mad Catz PC Game Controller Product and Services
  - 2.8.4 Mad Catz PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)



## 2.8.5 Mad Catz Recent Developments/Updates

## 2.9 Hori

### 2.9.1 Hori Details

### 2.9.2 Hori Major Business

### 2.9.3 Hori PC Game Controller Product and Services

### 2.9.4 Hori PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.9.5 Hori Recent Developments/Updates

## 2.10 PowerA

### 2.10.1 PowerA Details

### 2.10.2 PowerA Major Business

### 2.10.3 PowerA PC Game Controller Product and Services

### 2.10.4 PowerA PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.10.5 PowerA Recent Developments/Updates

## 2.11 SCUF

### 2.11.1 SCUF Details

### 2.11.2 SCUF Major Business

### 2.11.3 SCUF PC Game Controller Product and Services

### 2.11.4 SCUF PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.11.5 SCUF Recent Developments/Updates

## 2.12 Nacon

### 2.12.1 Nacon Details

### 2.12.2 Nacon Major Business

### 2.12.3 Nacon PC Game Controller Product and Services

### 2.12.4 Nacon PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.12.5 Nacon Recent Developments/Updates

## 2.13 8BitDo

### 2.13.1 8BitDo Details

### 2.13.2 8BitDo Major Business

### 2.13.3 8BitDo PC Game Controller Product and Services

### 2.13.4 8BitDo PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.13.5 8BitDo Recent Developments/Updates

## 2.14 GameSir

### 2.14.1 GameSir Details

### 2.14.2 GameSir Major Business

- 2.14.3 GameSir PC Game Controller Product and Services
- 2.14.4 GameSir PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.14.5 GameSir Recent Developments/Updates
- 2.15 ASUS
  - 2.15.1 ASUS Details
  - 2.15.2 ASUS Major Business
  - 2.15.3 ASUS PC Game Controller Product and Services
  - 2.15.4 ASUS PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.15.5 ASUS Recent Developments/Updates
- 2.16 MSI
  - 2.16.1 MSI Details
  - 2.16.2 MSI Major Business
  - 2.16.3 MSI PC Game Controller Product and Services
  - 2.16.4 MSI PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.16.5 MSI Recent Developments/Updates
- 2.17 Turtle Beach
  - 2.17.1 Turtle Beach Details
  - 2.17.2 Turtle Beach Major Business
  - 2.17.3 Turtle Beach PC Game Controller Product and Services
  - 2.17.4 Turtle Beach PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.17.5 Turtle Beach Recent Developments/Updates
- 2.18 Corsair
  - 2.18.1 Corsair Details
  - 2.18.2 Corsair Major Business
  - 2.18.3 Corsair PC Game Controller Product and Services
  - 2.18.4 Corsair PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.18.5 Corsair Recent Developments/Updates
- 2.19 HyperX
  - 2.19.1 HyperX Details
  - 2.19.2 HyperX Major Business
  - 2.19.3 HyperX PC Game Controller Product and Services
  - 2.19.4 HyperX PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
  - 2.19.5 HyperX Recent Developments/Updates

## 2.20 Cooler Master

### 2.20.1 Cooler Master Details

### 2.20.2 Cooler Master Major Business

### 2.20.3 Cooler Master PC Game Controller Product and Services

### 2.20.4 Cooler Master PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.20.5 Cooler Master Recent Developments/Updates

## 2.21 Sharkoon

### 2.21.1 Sharkoon Details

### 2.21.2 Sharkoon Major Business

### 2.21.3 Sharkoon PC Game Controller Product and Services

### 2.21.4 Sharkoon PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.21.5 Sharkoon Recent Developments/Updates

## 2.22 Trust

### 2.22.1 Trust Details

### 2.22.2 Trust Major Business

### 2.22.3 Trust PC Game Controller Product and Services

### 2.22.4 Trust PC Game Controller Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

### 2.22.5 Trust Recent Developments/Updates

## **3 COMPETITIVE ENVIRONMENT: PC GAME CONTROLLER BY MANUFACTURER**

### 3.1 Global PC Game Controller Sales Quantity by Manufacturer (2018-2023)

### 3.2 Global PC Game Controller Revenue by Manufacturer (2018-2023)

### 3.3 Global PC Game Controller Average Price by Manufacturer (2018-2023)

### 3.4 Market Share Analysis (2022)

#### 3.4.1 Producer Shipments of PC Game Controller by Manufacturer Revenue (\$MM) and Market Share (%): 2022

#### 3.4.2 Top 3 PC Game Controller Manufacturer Market Share in 2022

#### 3.4.2 Top 6 PC Game Controller Manufacturer Market Share in 2022

### 3.5 PC Game Controller Market: Overall Company Footprint Analysis

#### 3.5.1 PC Game Controller Market: Region Footprint

#### 3.5.2 PC Game Controller Market: Company Product Type Footprint

#### 3.5.3 PC Game Controller Market: Company Product Application Footprint

### 3.6 New Market Entrants and Barriers to Market Entry

### 3.7 Mergers, Acquisition, Agreements, and Collaborations

## **4 CONSUMPTION ANALYSIS BY REGION**

- 4.1 Global PC Game Controller Market Size by Region
  - 4.1.1 Global PC Game Controller Sales Quantity by Region (2018-2029)
  - 4.1.2 Global PC Game Controller Consumption Value by Region (2018-2029)
  - 4.1.3 Global PC Game Controller Average Price by Region (2018-2029)
- 4.2 North America PC Game Controller Consumption Value (2018-2029)
- 4.3 Europe PC Game Controller Consumption Value (2018-2029)
- 4.4 Asia-Pacific PC Game Controller Consumption Value (2018-2029)
- 4.5 South America PC Game Controller Consumption Value (2018-2029)
- 4.6 Middle East and Africa PC Game Controller Consumption Value (2018-2029)

## **5 MARKET SEGMENT BY TYPE**

- 5.1 Global PC Game Controller Sales Quantity by Type (2018-2029)
- 5.2 Global PC Game Controller Consumption Value by Type (2018-2029)
- 5.3 Global PC Game Controller Average Price by Type (2018-2029)

## **6 MARKET SEGMENT BY APPLICATION**

- 6.1 Global PC Game Controller Sales Quantity by Application (2018-2029)
- 6.2 Global PC Game Controller Consumption Value by Application (2018-2029)
- 6.3 Global PC Game Controller Average Price by Application (2018-2029)

## **7 NORTH AMERICA**

- 7.1 North America PC Game Controller Sales Quantity by Type (2018-2029)
- 7.2 North America PC Game Controller Sales Quantity by Application (2018-2029)
- 7.3 North America PC Game Controller Market Size by Country
  - 7.3.1 North America PC Game Controller Sales Quantity by Country (2018-2029)
  - 7.3.2 North America PC Game Controller Consumption Value by Country (2018-2029)
  - 7.3.3 United States Market Size and Forecast (2018-2029)
  - 7.3.4 Canada Market Size and Forecast (2018-2029)
  - 7.3.5 Mexico Market Size and Forecast (2018-2029)

## **8 EUROPE**

- 8.1 Europe PC Game Controller Sales Quantity by Type (2018-2029)
- 8.2 Europe PC Game Controller Sales Quantity by Application (2018-2029)

### 8.3 Europe PC Game Controller Market Size by Country

- 8.3.1 Europe PC Game Controller Sales Quantity by Country (2018-2029)
- 8.3.2 Europe PC Game Controller Consumption Value by Country (2018-2029)
- 8.3.3 Germany Market Size and Forecast (2018-2029)
- 8.3.4 France Market Size and Forecast (2018-2029)
- 8.3.5 United Kingdom Market Size and Forecast (2018-2029)
- 8.3.6 Russia Market Size and Forecast (2018-2029)
- 8.3.7 Italy Market Size and Forecast (2018-2029)

## 9 ASIA-PACIFIC

- 9.1 Asia-Pacific PC Game Controller Sales Quantity by Type (2018-2029)
- 9.2 Asia-Pacific PC Game Controller Sales Quantity by Application (2018-2029)
- 9.3 Asia-Pacific PC Game Controller Market Size by Region
  - 9.3.1 Asia-Pacific PC Game Controller Sales Quantity by Region (2018-2029)
  - 9.3.2 Asia-Pacific PC Game Controller Consumption Value by Region (2018-2029)
  - 9.3.3 China Market Size and Forecast (2018-2029)
  - 9.3.4 Japan Market Size and Forecast (2018-2029)
  - 9.3.5 Korea Market Size and Forecast (2018-2029)
  - 9.3.6 India Market Size and Forecast (2018-2029)
  - 9.3.7 Southeast Asia Market Size and Forecast (2018-2029)
  - 9.3.8 Australia Market Size and Forecast (2018-2029)

## 10 SOUTH AMERICA

- 10.1 South America PC Game Controller Sales Quantity by Type (2018-2029)
- 10.2 South America PC Game Controller Sales Quantity by Application (2018-2029)
- 10.3 South America PC Game Controller Market Size by Country
  - 10.3.1 South America PC Game Controller Sales Quantity by Country (2018-2029)
  - 10.3.2 South America PC Game Controller Consumption Value by Country (2018-2029)
  - 10.3.3 Brazil Market Size and Forecast (2018-2029)
  - 10.3.4 Argentina Market Size and Forecast (2018-2029)

## 11 MIDDLE EAST & AFRICA

- 11.1 Middle East & Africa PC Game Controller Sales Quantity by Type (2018-2029)
- 11.2 Middle East & Africa PC Game Controller Sales Quantity by Application (2018-2029)

### 11.3 Middle East & Africa PC Game Controller Market Size by Country

11.3.1 Middle East & Africa PC Game Controller Sales Quantity by Country  
(2018-2029)

11.3.2 Middle East & Africa PC Game Controller Consumption Value by Country  
(2018-2029)

11.3.3 Turkey Market Size and Forecast (2018-2029)

11.3.4 Egypt Market Size and Forecast (2018-2029)

11.3.5 Saudi Arabia Market Size and Forecast (2018-2029)

11.3.6 South Africa Market Size and Forecast (2018-2029)

## 12 MARKET DYNAMICS

12.1 PC Game Controller Market Drivers

12.2 PC Game Controller Market Restraints

12.3 PC Game Controller Trends Analysis

12.4 Porters Five Forces Analysis

12.4.1 Threat of New Entrants

12.4.2 Bargaining Power of Suppliers

12.4.3 Bargaining Power of Buyers

12.4.4 Threat of Substitutes

12.4.5 Competitive Rivalry

## 13 RAW MATERIAL AND INDUSTRY CHAIN

13.1 Raw Material of PC Game Controller and Key Manufacturers

13.2 Manufacturing Costs Percentage of PC Game Controller

13.3 PC Game Controller Production Process

13.4 PC Game Controller Industrial Chain

## 14 SHIPMENTS BY DISTRIBUTION CHANNEL

14.1 Sales Channel

14.1.1 Direct to End-User

14.1.2 Distributors

14.2 PC Game Controller Typical Distributors

14.3 PC Game Controller Typical Customers

## 15 RESEARCH FINDINGS AND CONCLUSION

## **16 APPENDIX**

16.1 Methodology

16.2 Research Process and Data Source

16.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Global PC Game Controller Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global PC Game Controller Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Microsoft Basic Information, Manufacturing Base and Competitors

Table 4. Microsoft Major Business

Table 5. Microsoft PC Game Controller Product and Services

Table 6. Microsoft PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 7. Microsoft Recent Developments/Updates

Table 8. Sony Basic Information, Manufacturing Base and Competitors

Table 9. Sony Major Business

Table 10. Sony PC Game Controller Product and Services

Table 11. Sony PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 12. Sony Recent Developments/Updates

Table 13. Logitech Basic Information, Manufacturing Base and Competitors

Table 14. Logitech Major Business

Table 15. Logitech PC Game Controller Product and Services

Table 16. Logitech PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 17. Logitech Recent Developments/Updates

Table 18. Razer Basic Information, Manufacturing Base and Competitors

Table 19. Razer Major Business

Table 20. Razer PC Game Controller Product and Services

Table 21. Razer PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 22. Razer Recent Developments/Updates

Table 23. SteelSeries Basic Information, Manufacturing Base and Competitors

Table 24. SteelSeries Major Business

Table 25. SteelSeries PC Game Controller Product and Services

Table 26. SteelSeries PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 27. SteelSeries Recent Developments/Updates

Table 28. Thrustmaster Basic Information, Manufacturing Base and Competitors



Table 29. Thrustmaster Major Business

Table 30. Thrustmaster PC Game Controller Product and Services

Table 31. Thrustmaster PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 32. Thrustmaster Recent Developments/Updates

Table 33. Nintendo Basic Information, Manufacturing Base and Competitors

Table 34. Nintendo Major Business

Table 35. Nintendo PC Game Controller Product and Services

Table 36. Nintendo PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 37. Nintendo Recent Developments/Updates

Table 38. Mad Catz Basic Information, Manufacturing Base and Competitors

Table 39. Mad Catz Major Business

Table 40. Mad Catz PC Game Controller Product and Services

Table 41. Mad Catz PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 42. Mad Catz Recent Developments/Updates

Table 43. Hori Basic Information, Manufacturing Base and Competitors

Table 44. Hori Major Business

Table 45. Hori PC Game Controller Product and Services

Table 46. Hori PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 47. Hori Recent Developments/Updates

Table 48. PowerA Basic Information, Manufacturing Base and Competitors

Table 49. PowerA Major Business

Table 50. PowerA PC Game Controller Product and Services

Table 51. PowerA PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 52. PowerA Recent Developments/Updates

Table 53. SCUF Basic Information, Manufacturing Base and Competitors

Table 54. SCUF Major Business

Table 55. SCUF PC Game Controller Product and Services

Table 56. SCUF PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 57. SCUF Recent Developments/Updates

Table 58. Nacon Basic Information, Manufacturing Base and Competitors

Table 59. Nacon Major Business

Table 60. Nacon PC Game Controller Product and Services

Table 61. Nacon PC Game Controller Sales Quantity (K Units), Average Price

(US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 62. Nacon Recent Developments/Updates

Table 63. 8BitDo Basic Information, Manufacturing Base and Competitors

Table 64. 8BitDo Major Business

Table 65. 8BitDo PC Game Controller Product and Services

Table 66. 8BitDo PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 67. 8BitDo Recent Developments/Updates

Table 68. GameSir Basic Information, Manufacturing Base and Competitors

Table 69. GameSir Major Business

Table 70. GameSir PC Game Controller Product and Services

Table 71. GameSir PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 72. GameSir Recent Developments/Updates

Table 73. ASUS Basic Information, Manufacturing Base and Competitors

Table 74. ASUS Major Business

Table 75. ASUS PC Game Controller Product and Services

Table 76. ASUS PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 77. ASUS Recent Developments/Updates

Table 78. MSI Basic Information, Manufacturing Base and Competitors

Table 79. MSI Major Business

Table 80. MSI PC Game Controller Product and Services

Table 81. MSI PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 82. MSI Recent Developments/Updates

Table 83. Turtle Beach Basic Information, Manufacturing Base and Competitors

Table 84. Turtle Beach Major Business

Table 85. Turtle Beach PC Game Controller Product and Services

Table 86. Turtle Beach PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 87. Turtle Beach Recent Developments/Updates

Table 88. Corsair Basic Information, Manufacturing Base and Competitors

Table 89. Corsair Major Business

Table 90. Corsair PC Game Controller Product and Services

Table 91. Corsair PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 92. Corsair Recent Developments/Updates

Table 93. HyperX Basic Information, Manufacturing Base and Competitors

- Table 94. HyperX Major Business
- Table 95. HyperX PC Game Controller Product and Services
- Table 96. HyperX PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 97. HyperX Recent Developments/Updates
- Table 98. Cooler Master Basic Information, Manufacturing Base and Competitors
- Table 99. Cooler Master Major Business
- Table 100. Cooler Master PC Game Controller Product and Services
- Table 101. Cooler Master PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 102. Cooler Master Recent Developments/Updates
- Table 103. Sharkoon Basic Information, Manufacturing Base and Competitors
- Table 104. Sharkoon Major Business
- Table 105. Sharkoon PC Game Controller Product and Services
- Table 106. Sharkoon PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 107. Sharkoon Recent Developments/Updates
- Table 108. Trust Basic Information, Manufacturing Base and Competitors
- Table 109. Trust Major Business
- Table 110. Trust PC Game Controller Product and Services
- Table 111. Trust PC Game Controller Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 112. Trust Recent Developments/Updates
- Table 113. Global PC Game Controller Sales Quantity by Manufacturer (2018-2023) & (K Units)
- Table 114. Global PC Game Controller Revenue by Manufacturer (2018-2023) & (USD Million)
- Table 115. Global PC Game Controller Average Price by Manufacturer (2018-2023) & (US\$/Unit)
- Table 116. Market Position of Manufacturers in PC Game Controller, (Tier 1, Tier 2, and Tier 3), Based on Consumption Value in 2022
- Table 117. Head Office and PC Game Controller Production Site of Key Manufacturer
- Table 118. PC Game Controller Market: Company Product Type Footprint
- Table 119. PC Game Controller Market: Company Product Application Footprint
- Table 120. PC Game Controller New Market Entrants and Barriers to Market Entry
- Table 121. PC Game Controller Mergers, Acquisition, Agreements, and Collaborations
- Table 122. Global PC Game Controller Sales Quantity by Region (2018-2023) & (K Units)
- Table 123. Global PC Game Controller Sales Quantity by Region (2024-2029) & (K

Units)

Table 124. Global PC Game Controller Consumption Value by Region (2018-2023) & (USD Million)

Table 125. Global PC Game Controller Consumption Value by Region (2024-2029) & (USD Million)

Table 126. Global PC Game Controller Average Price by Region (2018-2023) & (US\$/Unit)

Table 127. Global PC Game Controller Average Price by Region (2024-2029) & (US\$/Unit)

Table 128. Global PC Game Controller Sales Quantity by Type (2018-2023) & (K Units)

Table 129. Global PC Game Controller Sales Quantity by Type (2024-2029) & (K Units)

Table 130. Global PC Game Controller Consumption Value by Type (2018-2023) & (USD Million)

Table 131. Global PC Game Controller Consumption Value by Type (2024-2029) & (USD Million)

Table 132. Global PC Game Controller Average Price by Type (2018-2023) & (US\$/Unit)

Table 133. Global PC Game Controller Average Price by Type (2024-2029) & (US\$/Unit)

Table 134. Global PC Game Controller Sales Quantity by Application (2018-2023) & (K Units)

Table 135. Global PC Game Controller Sales Quantity by Application (2024-2029) & (K Units)

Table 136. Global PC Game Controller Consumption Value by Application (2018-2023) & (USD Million)

Table 137. Global PC Game Controller Consumption Value by Application (2024-2029) & (USD Million)

Table 138. Global PC Game Controller Average Price by Application (2018-2023) & (US\$/Unit)

Table 139. Global PC Game Controller Average Price by Application (2024-2029) & (US\$/Unit)

Table 140. North America PC Game Controller Sales Quantity by Type (2018-2023) & (K Units)

Table 141. North America PC Game Controller Sales Quantity by Type (2024-2029) & (K Units)

Table 142. North America PC Game Controller Sales Quantity by Application (2018-2023) & (K Units)

Table 143. North America PC Game Controller Sales Quantity by Application (2024-2029) & (K Units)

- Table 144. North America PC Game Controller Sales Quantity by Country (2018-2023) & (K Units)
- Table 145. North America PC Game Controller Sales Quantity by Country (2024-2029) & (K Units)
- Table 146. North America PC Game Controller Consumption Value by Country (2018-2023) & (USD Million)
- Table 147. North America PC Game Controller Consumption Value by Country (2024-2029) & (USD Million)
- Table 148. Europe PC Game Controller Sales Quantity by Type (2018-2023) & (K Units)
- Table 149. Europe PC Game Controller Sales Quantity by Type (2024-2029) & (K Units)
- Table 150. Europe PC Game Controller Sales Quantity by Application (2018-2023) & (K Units)
- Table 151. Europe PC Game Controller Sales Quantity by Application (2024-2029) & (K Units)
- Table 152. Europe PC Game Controller Sales Quantity by Country (2018-2023) & (K Units)
- Table 153. Europe PC Game Controller Sales Quantity by Country (2024-2029) & (K Units)
- Table 154. Europe PC Game Controller Consumption Value by Country (2018-2023) & (USD Million)
- Table 155. Europe PC Game Controller Consumption Value by Country (2024-2029) & (USD Million)
- Table 156. Asia-Pacific PC Game Controller Sales Quantity by Type (2018-2023) & (K Units)
- Table 157. Asia-Pacific PC Game Controller Sales Quantity by Type (2024-2029) & (K Units)
- Table 158. Asia-Pacific PC Game Controller Sales Quantity by Application (2018-2023) & (K Units)
- Table 159. Asia-Pacific PC Game Controller Sales Quantity by Application (2024-2029) & (K Units)
- Table 160. Asia-Pacific PC Game Controller Sales Quantity by Region (2018-2023) & (K Units)
- Table 161. Asia-Pacific PC Game Controller Sales Quantity by Region (2024-2029) & (K Units)
- Table 162. Asia-Pacific PC Game Controller Consumption Value by Region (2018-2023) & (USD Million)
- Table 163. Asia-Pacific PC Game Controller Consumption Value by Region (2024-2029) & (USD Million)
- Table 164. South America PC Game Controller Sales Quantity by Type (2018-2023) &

(K Units)

Table 165. South America PC Game Controller Sales Quantity by Type (2024-2029) & (K Units)

Table 166. South America PC Game Controller Sales Quantity by Application (2018-2023) & (K Units)

Table 167. South America PC Game Controller Sales Quantity by Application (2024-2029) & (K Units)

Table 168. South America PC Game Controller Sales Quantity by Country (2018-2023) & (K Units)

Table 169. South America PC Game Controller Sales Quantity by Country (2024-2029) & (K Units)

Table 170. South America PC Game Controller Consumption Value by Country (2018-2023) & (USD Million)

Table 171. South America PC Game Controller Consumption Value by Country (2024-2029) & (USD Million)

Table 172. Middle East & Africa PC Game Controller Sales Quantity by Type (2018-2023) & (K Units)

Table 173. Middle East & Africa PC Game Controller Sales Quantity by Type (2024-2029) & (K Units)

Table 174. Middle East & Africa PC Game Controller Sales Quantity by Application (2018-2023) & (K Units)

Table 175. Middle East & Africa PC Game Controller Sales Quantity by Application (2024-2029) & (K Units)

Table 176. Middle East & Africa PC Game Controller Sales Quantity by Region (2018-2023) & (K Units)

Table 177. Middle East & Africa PC Game Controller Sales Quantity by Region (2024-2029) & (K Units)

Table 178. Middle East & Africa PC Game Controller Consumption Value by Region (2018-2023) & (USD Million)

Table 179. Middle East & Africa PC Game Controller Consumption Value by Region (2024-2029) & (USD Million)

Table 180. PC Game Controller Raw Material

Table 181. Key Manufacturers of PC Game Controller Raw Materials

Table 182. PC Game Controller Typical Distributors

Table 183. PC Game Controller Typical Customers

## List Of Figures

### LIST OF FIGURES

Figure 1. PC Game Controller Picture

Figure 2. Global PC Game Controller Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 3. Global PC Game Controller Consumption Value Market Share by Type in 2022

Figure 4. Wired Examples

Figure 5. Wireless Examples

Figure 6. Global PC Game Controller Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Figure 7. Global PC Game Controller Consumption Value Market Share by Application in 2022

Figure 8. Household Examples

Figure 9. Commercial Examples

Figure 10. Global PC Game Controller Consumption Value, (USD Million): 2018 & 2022 & 2029

Figure 11. Global PC Game Controller Consumption Value and Forecast (2018-2029) & (USD Million)

Figure 12. Global PC Game Controller Sales Quantity (2018-2029) & (K Units)

Figure 13. Global PC Game Controller Average Price (2018-2029) & (US\$/Unit)

Figure 14. Global PC Game Controller Sales Quantity Market Share by Manufacturer in 2022

Figure 15. Global PC Game Controller Consumption Value Market Share by Manufacturer in 2022

Figure 16. Producer Shipments of PC Game Controller by Manufacturer Sales Quantity (\$MM) and Market Share (%): 2021

Figure 17. Top 3 PC Game Controller Manufacturer (Consumption Value) Market Share in 2022

Figure 18. Top 6 PC Game Controller Manufacturer (Consumption Value) Market Share in 2022

Figure 19. Global PC Game Controller Sales Quantity Market Share by Region (2018-2029)

Figure 20. Global PC Game Controller Consumption Value Market Share by Region (2018-2029)

Figure 21. North America PC Game Controller Consumption Value (2018-2029) & (USD Million)

Figure 22. Europe PC Game Controller Consumption Value (2018-2029) & (USD Million)

Figure 23. Asia-Pacific PC Game Controller Consumption Value (2018-2029) & (USD Million)

Figure 24. South America PC Game Controller Consumption Value (2018-2029) & (USD Million)

Figure 25. Middle East & Africa PC Game Controller Consumption Value (2018-2029) & (USD Million)

Figure 26. Global PC Game Controller Sales Quantity Market Share by Type (2018-2029)

Figure 27. Global PC Game Controller Consumption Value Market Share by Type (2018-2029)

Figure 28. Global PC Game Controller Average Price by Type (2018-2029) & (US\$/Unit)

Figure 29. Global PC Game Controller Sales Quantity Market Share by Application (2018-2029)

Figure 30. Global PC Game Controller Consumption Value Market Share by Application (2018-2029)

Figure 31. Global PC Game Controller Average Price by Application (2018-2029) & (US\$/Unit)

Figure 32. North America PC Game Controller Sales Quantity Market Share by Type (2018-2029)

Figure 33. North America PC Game Controller Sales Quantity Market Share by Application (2018-2029)

Figure 34. North America PC Game Controller Sales Quantity Market Share by Country (2018-2029)

Figure 35. North America PC Game Controller Consumption Value Market Share by Country (2018-2029)

Figure 36. United States PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 37. Canada PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 38. Mexico PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 39. Europe PC Game Controller Sales Quantity Market Share by Type (2018-2029)

Figure 40. Europe PC Game Controller Sales Quantity Market Share by Application (2018-2029)

Figure 41. Europe PC Game Controller Sales Quantity Market Share by Country (2018-2029)



Figure 42. Europe PC Game Controller Consumption Value Market Share by Country (2018-2029)

Figure 43. Germany PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 44. France PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 45. United Kingdom PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 46. Russia PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 47. Italy PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 48. Asia-Pacific PC Game Controller Sales Quantity Market Share by Type (2018-2029)

Figure 49. Asia-Pacific PC Game Controller Sales Quantity Market Share by Application (2018-2029)

Figure 50. Asia-Pacific PC Game Controller Sales Quantity Market Share by Region (2018-2029)

Figure 51. Asia-Pacific PC Game Controller Consumption Value Market Share by Region (2018-2029)

Figure 52. China PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 53. Japan PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 54. Korea PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 55. India PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 56. Southeast Asia PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 57. Australia PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 58. South America PC Game Controller Sales Quantity Market Share by Type (2018-2029)

Figure 59. South America PC Game Controller Sales Quantity Market Share by Application (2018-2029)

Figure 60. South America PC Game Controller Sales Quantity Market Share by Country (2018-2029)

Figure 61. South America PC Game Controller Consumption Value Market Share by

Country (2018-2029)

Figure 62. Brazil PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 63. Argentina PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 64. Middle East & Africa PC Game Controller Sales Quantity Market Share by Type (2018-2029)

Figure 65. Middle East & Africa PC Game Controller Sales Quantity Market Share by Application (2018-2029)

Figure 66. Middle East & Africa PC Game Controller Sales Quantity Market Share by Region (2018-2029)

Figure 67. Middle East & Africa PC Game Controller Consumption Value Market Share by Region (2018-2029)

Figure 68. Turkey PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 69. Egypt PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 70. Saudi Arabia PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 71. South Africa PC Game Controller Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 72. PC Game Controller Market Drivers

Figure 73. PC Game Controller Market Restraints

Figure 74. PC Game Controller Market Trends

Figure 75. Porters Five Forces Analysis

Figure 76. Manufacturing Cost Structure Analysis of PC Game Controller in 2022

Figure 77. Manufacturing Process Analysis of PC Game Controller

Figure 78. PC Game Controller Industrial Chain

Figure 79. Sales Quantity Channel: Direct to End-User vs Distributors

Figure 80. Direct Channel Pros & Cons

Figure 81. Indirect Channel Pros & Cons

Figure 82. Methodology

Figure 83. Research Process and Data Source

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