

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

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## Abstracts

The global PC Gaming Peripheral market size is expected to reach \$ 5406 million by 2032, rising at a market growth of 5.2% CAGR during the forecast period (2026-2032).

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

Razer, Logitech G (Astro), Corsair, Mad Catz, Turtle Beach, and Sennheiser are the major PC gaming peripheral manufacturers. Razer is the world's largest, with about 10% of the market, and the top 3 is about 20%.

The Americas and Asia-Pacific regions are the most important markets, each accounting for about 35% of the market share.

This report studies the global PC Gaming Peripheral production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for PC Gaming Peripheral 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 PC Gaming Peripheral that contribute to its increasing demand across many markets.

### Highlights and key features of the study

Global PC Gaming Peripheral total production and demand, 2021-2032, (K Units)

Global PC Gaming Peripheral total production value, 2021-2032, (USD Million)

Global PC Gaming Peripheral production by region & country, production, value, CAGR,

2021-2032, (USD Million) & (K Units), (based on production site)

Global PC Gaming Peripheral consumption by region & country, CAGR, 2021-2032 & (K Units)

U.S. VS China: PC Gaming Peripheral domestic production, consumption, key domestic manufacturers and share

Global PC Gaming Peripheral production by manufacturer, production, price, value and market share 2021-2026, (USD Million) & (K Units)

Global PC Gaming Peripheral production by Type, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

Global PC Gaming Peripheral production by Application, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

This report profiles key players in the global PC Gaming Peripheral market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Razer, Logitech G (ASTRO), Turtle Beach, Corsair, Sennheiser, Plantronics, SteelSeries, Mad Catz, ROCCAT, QPAD, 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 PC Gaming Peripheral market

### **Detailed Segmentation:**

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K Units) and average price (USD/Unit) by manufacturer, 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 PC Gaming Peripheral Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

#### Global PC Gaming Peripheral Market, Segmentation by Type:

Headsets

Mice

Keyboards

Surfaces

Controllers

#### Global PC Gaming Peripheral Market, Segmentation by Application:

Distribution Channels

Third-Party Retail Channels

Direct Channels

#### Companies Profiled:

Razer

Logitech G (ASTRO)

Turtle Beach

Corsair

Sennheiser

Plantronics

SteelSeries

Mad Catz

ROCCAT

QPAD

Thrustmaster

HyperX

Tt eSPORTS

Cooler Master

ZOWIE

Sharkoon

Trust

### **Key Questions Answered:**

1. How big is the global PC Gaming Peripheral market?
2. What is the demand of the global PC Gaming Peripheral market?
3. What is the year over year growth of the global PC Gaming Peripheral market?
4. What is the production and production value of the global PC Gaming Peripheral market?
5. Who are the key producers in the global PC Gaming Peripheral market?

6. What are the growth factors driving the market demand?

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