

Global PC Gaming Peripheral Market 2024 by Manufacturers, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global PC Gaming Peripheral market size was valued at USD 3284.2 million in 2023 and is forecast to a readjusted size of USD 4643.5 million by 2030 with a CAGR of 5.1% during review period.

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.

The Global Info Research report includes an overview of the development of the PC Gaming Peripheral industry chain, the market status of Distribution Channels (Headsets, Mice), Third-Party Retail Channels (Headsets, Mice), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of PC Gaming Peripheral.

Regionally, the report analyzes the PC Gaming Peripheral 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 Gaming Peripheral market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the PC Gaming Peripheral 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 Gaming Peripheral 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., Headsets, Mice).

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 Gaming Peripheral market.

Regional Analysis: The report involves examining the PC Gaming Peripheral 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 Gaming Peripheral 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 Gaming Peripheral:

Company Analysis: Report covers individual PC Gaming Peripheral 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 Gaming Peripheral This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Distribution

Channels, Third-Party Retail Channels).

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

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the PC Gaming Peripheral 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 Gaming Peripheral market is split by Type and by Application. For the period 2019-2030, 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

Headsets

Mice

Keyboards

Surfaces

Controllers

Market segment by Application

Distribution Channels

Third-Party Retail Channels

Direct Channels

Major players covered

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 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 Gaming Peripheral product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of PC Gaming Peripheral, with price, sales, revenue and global market share of PC Gaming Peripheral from 2019 to 2024.

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

Chapter 4, the PC Gaming Peripheral breakdown data are shown at the regional level, to show the sales quantity, consumption value and growth by regions, from 2019 to 2030.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share and growth rate by type, application, from 2019 to 2030.

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 2023. and PC Gaming Peripheral market forecast, by regions, type and application, with sales and revenue, from 2025 to 2030.

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 Gaming Peripheral.

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

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