

# Global Video Game Accessories Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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## Abstracts

According to our (Global Info Research) latest study, the global Video Game Accessories market size was valued at US\$ 1535 million in 2024 and is forecast to a readjusted size of USD 2321 million by 2031 with a CAGR of 6.2% during review period.

A video game accessory is a distinct piece of hardware that is required to use a video game console, or one that enriches the video game's play experience.

The video game accessories market has experienced robust growth in recent years, with an expanding market size and soaring sales. These accessories have evolved from mere peripherals to essential equipment for gamers, ranging from high-performance gaming headsets to professional-grade controllers, catering to gamers' growing demands for an enhanced gaming experience. Specific uses in this market include improving gaming performance, enhancing immersion, and elevating competitive gameplay. In the future, the video game accessories market is poised to continue its growth, especially with the emergence of new technologies like augmented reality and virtual reality, offering further opportunities for innovation and expansion.

This report is a detailed and comprehensive analysis for global Video Game Accessories market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

### **Key Features:**

Global Video Game Accessories market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Video Game Accessories market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Video Game Accessories market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Video Game Accessories market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2020-2025

### **The Primary Objectives in This Report Are:**

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Video Game Accessories

To forecast future growth in each product and end-use market

To forecast future factors affecting the marketplace

This report profiles key players in the global Video Game Accessories market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Sony, SteelSeries, Nintendo, Microsoft, Next Level Racing, Logitech, Razer, Turtle Beach, Thrustmaster, PowerA, etc.

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

### **Market Segmentation**

Video Game Accessories market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

## Market segment by Type

Game Controller

Memory Units

Audio/Video Cables

Software Accessories

Other

## Market segment by Application

Online Sales

Hypermarket/Supermarket

Specialty Store

Other

## Major players covered

Sony

SteelSeries

Nintendo

Microsoft

Next Level Racing

Logitech

Razer

Turtle Beach

Thrustmaster

PowerA

PDP

HyperX

EPOS

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 Video Game Accessories product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Video Game Accessories, with price, sales quantity, revenue, and global market share of Video Game Accessories from 2020 to 2025.

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

Chapter 4, the Video Game Accessories breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

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 2020 to 2025. and Video Game Accessories market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

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 Video Game Accessories.

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

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