

Gaming Peripheral Market Size, Share & Trends Analysis Report By Product (Headsets, Keyboard, Mice, Controller), By Device, By Type, By Distribution Channel, By Region, And Segment Forecasts, 2020 - 2025

<https://marketpublishers.com/r/G54F070AB709EN.html>

Date: May 2020

Pages: 120

Price: US\$ 4,950.00 (Single User License)

ID: G54F070AB709EN

Abstracts

Gaming Peripherals Market Growth & Trends

The global gaming peripheral market size is expected to reach USD 6.96 billion by 2025, registering a CAGR of 10.4% from 2020 to 2025, according to a new report by Grand View Research, Inc. The increasing number of online gamers and hardware improvements such as faster processors, graphics and sound cards has enabled a wider scope for the industry. In addition, the industry is also witnessing a high influx of revenue based on a high consumer spending for ultra-modern games. In the past two decades video games have progressed through many stages as gaming consoles have become more sophisticated in the recent years.

The scope of gaming hardware market has gone to a vast extent encompassing a lot of diversity of applications. To supplement the growth factors, investment is one of the value chain components that features the game or a large corporation dealing with large-budgets. On contrary, independent developers may also opt to fund their own platforms. Ongoing innovations are further expected to drive the market growth. For instance, in October 2019, Logitech G, a brand of Logitech introduced PRO X mechanical gaming keyboard that comes with swappable switches as a part of personalization. The new keyboard is a better choice for Esports professionals that exhibits a high reliability and features in enhanced designing.

Asia Pacific is expected to witness a rapid growth attributing to wide popularity of video

games and high preference for entertainment and online gaming. India being a huge market for online gaming is gaining traction as digitalization is at its peak. Government initiatives such as 'Skill India' and 'Make in India' have been encouraging the development of gaming peripherals and entertainment industry. In addition, Indian consumers possess a huge liking for online games and are inclined toward spending on these peripherals.

Gaming Peripherals Market Report Highlights

The headsets segment is expected to expand at the highest CAGR from 2019 to 2025. The introduction of advanced features such as multiple connectivity option, noise canceling technology, adjustable controls, and high audio quality driving demand for headsets segment

The gaming consoles segment is expected to register the highest CAGR over the forecast period. This growth can be attributed to the introduction of consoles with wireless connectivity and increasing number of gamers globally

Wired segment is still a predominant aspect of technological growth as there is a robust demand for DVD games and other hardware such as joystick, mouse, and other peripherals

Online distribution is expected to gain a strong growth as developers now focus on developing their own platforms for release and distribution

North America held the largest market share in 2019 and is expected to maintain its dominance over the forecast period. Growing demand for advanced gaming peripherals such as wireless keyboard and mouse, 4K gaming console, and wireless headsets with noise cancellation technology for enhanced gaming experience is expected to drive the growth

Contents

CHAPTER 1 METHODOLOGY AND SCOPE

- 1.1 Research Methodology
- 1.2 Research Scope and Assumptions
- 1.3 List of Data Sources

CHAPTER 2 EXECUTIVE SUMMARY

- 2.1 Gaming Peripherals Market - Industry Snapshot & Key Buying Criteria, 2014 - 2025
- 2.2 Global Gaming Peripherals Market, 2014 - 2025
 - 2.2.1 Global gaming peripherals market, by region, 2014 - 2025
 - 2.2.2 Global gaming peripherals market, by product, 2014 - 2025
 - 2.2.3 Global gaming peripherals market, by device, 2014 - 2025
 - 2.2.4 Global gaming peripherals market, by type, 2014 - 2025
 - 2.2.5 Global gaming peripherals market, by distribution channel, 2014 - 2025

CHAPTER 3 GAMING PERIPHERALS MARKET - INDUSTRY OUTLOOK

- 3.1 Market Segmentation and Scope
- 3.2 Market Size and Growth Prospects
- 3.3 Gaming Peripherals Market - Value Chain Analysis
 - 3.3.1 Vendor landscape
- 3.4 Gaming Peripherals Market Dynamics
 - 3.4.1 Market driver analysis
 - 3.4.1.1 Rising popularity of eSport gaming
 - 3.4.1.2 Increasing emergence of haptics gaming peripherals
 - 3.4.2 Market challenge analysis
 - 3.4.2.1 Increasing use of smartphones and tablets for gaming
- 3.5 Penetration and Growth Prospect Mapping
- 3.6 Gaming Peripherals Market - Key Company Market Share Analysis, 2019
- 3.7 Gaming Peripherals Market - Porter's Five Forces Analysis
- 3.8 Gaming Peripherals Market - PESTEL Analysis

CHAPTER 4 GAMING PERIPHERALS PRODUCT OUTLOOK

- 4.1 Gaming Peripherals Market Share By Product, 2019
- 4.2 Headset

- 4.2.1 Gaming headset market, 2014 - 2025
- 4.3 Keyboard
 - 4.3.1 Gaming keyboard market, 2014 - 2025
- 4.4 Controller
 - 4.4.1 Gaming controller market, 2014 - 2025
- 4.5 Mice
 - 4.5.1 Gaming mice market, 2014 - 2025
- 4.6 Others
 - 4.6.1 Other gaming peripherals market, 2014 - 2025

CHAPTER 5 GAMING PERIPHERALS DEVICE OUTLOOK

- 5.1 Gaming Peripherals Market Share By Device, 2019
- 5.2 PC
 - 5.2.1 Gaming PC market, 2014 - 2025
- 5.3 Gaming Consoles
 - 5.3.1 Gaming consoles market, 2014 - 2025

CHAPTER 6 GAMING PERIPHERALS TYPE OUTLOOK

- 6.1 Gaming Peripherals Market Share By Type, 2019
- 6.2 Wired
 - 6.2.1 Wired gaming peripherals market, 2014 - 2025
- 6.3 Wireless
 - 6.3.1 Wireless gaming peripherals market, 2014 - 2025

CHAPTER 7 GAMING PERIPHERALS DISTRIBUTION CHANNEL OUTLOOK

- 7.1 Gaming Peripherals Market Share By Distribution Channel, 2019
- 7.2 Online
 - 7.2.1 Online gaming peripherals market, 2014 - 2025
- 7.3 Offline
 - 7.3.1 Offline gaming peripherals market, 2014 - 2025

CHAPTER 8 GAMING PERIPHERALS REGIONAL OUTLOOK

- 8.1 Gaming Peripherals Market Share by Region, 2019
- 8.2 North America
 - 8.2.1 North America gaming peripherals market, 2014 - 2025

8.2.2 North America gaming peripherals market, by product, 2014 - 2025

8.2.3 North America gaming peripherals market, by device, 2014 - 2025

8.2.4 North America gaming peripherals market, by type, 2014 - 2025

8.2.5 North America gaming peripherals market, by distribution channel, 2014 - 2025

8.2.6 U.S.

8.2.6.1 U.S. gaming peripherals market, 2014 - 2025

8.2.6.2 U.S. gaming peripherals market, by product, 2014 - 2025

8.2.6.3 U.S. gaming peripherals market, by device, 2014 - 2025

8.2.6.4 U.S. gaming peripherals market, by type, 2014 - 2025

8.2.6.5 U.S. gaming peripherals market, by distribution channel, 2014 - 2025

8.2.7 Canada

8.2.7.1 Canada gaming peripherals market, 2014 - 2025

8.2.7.2 Canada gaming peripherals market, by product, 2014 - 2025

8.2.7.3 Canada gaming peripherals market, by device, 2014 - 2025

8.2.7.4 Canada gaming peripherals market, by type, 2014 - 2025

8.2.7.5 Canada gaming peripherals market, by distribution channel, 2014 - 2025

8.3 Europe

8.3.1 Europe gaming peripherals market, 2014 - 2025

8.3.2 Europe gaming peripherals market, by product, 2014 - 2025

8.3.3 Europe gaming peripherals market, by device, 2014 - 2025

8.3.4 Europe gaming peripherals market, by type, 2014 - 2025

8.3.5 Europe gaming peripherals market, by distribution channel, 2014 - 2025

8.3.6 Germany

8.3.6.1 Germany gaming peripherals market, 2014 - 2025

8.3.6.2 Germany gaming peripherals market, by product, 2014 - 2025

8.3.6.3 Germany gaming peripherals market, by device, 2014 - 2025

8.3.6.4 Germany gaming peripherals market, by type, 2014 - 2025

8.3.6.5 Germany gaming peripherals market, by distribution channel, 2014 - 2025

8.3.7 U.K.

8.3.7.1 U.K. gaming peripherals market, 2014 - 2025

8.3.7.2 U.K. gaming peripherals market, by product, 2014 - 2025

8.3.7.3 U.K. gaming peripherals market, by device, 2014 - 2025

8.3.7.4 U.K. gaming peripherals market, by type, 2014 - 2025

8.3.7.5 U.K. gaming peripherals market, by distribution channel, 2014 - 2025

8.4 Asia Pacific

8.4.1 Asia Pacific gaming peripherals market, 2014 - 2025

8.4.2 Asia Pacific gaming peripherals market, by product, 2014 - 2025

8.4.3 Asia Pacific gaming peripherals market, by device, 2014 - 2025

8.4.4 Asia Pacific gaming peripherals market, by type, 2014 - 2025

8.4.5 Asia Pacific gaming peripherals market, by distribution channel, 2014 - 2025

8.4.6 China

8.4.6.1 China gaming peripherals market, 2014 - 2025

8.4.6.2 China gaming peripherals market, by product, 2014 - 2025

8.4.6.3 China gaming peripherals market, by device, 2014 - 2025

8.4.6.4 China gaming peripherals market, by type, 2014 - 2025

8.4.6.5 China gaming peripherals market, by distribution channel, 2014 - 2025

8.4.7 India

8.4.7.1 India gaming peripherals market, 2014 - 2025

8.4.7.2 India gaming peripherals market, by product, 2014 - 2025

8.4.7.3 India gaming peripherals market, by device, 2014 - 2025

8.4.7.4 India gaming peripherals market, by type, 2014 - 2025

8.4.7.5 India gaming peripherals market, by distribution channel, 2014 - 2025

8.4.8 Japan

8.4.8.1 Japan gaming peripherals market, 2014 - 2025

8.4.8.2 Japan gaming peripherals market, by product, 2014 - 2025

8.4.8.3 Japan gaming peripherals market, by device, 2014 - 2025

8.4.8.4 Japan gaming peripherals market, by type, 2014 - 2025

8.4.8.5 Japan gaming peripherals market, by distribution channel, 2014 - 2025

8.5 Latin America

8.5.1 Latin America gaming peripherals market, 2014 - 2025

8.5.2 Latin America gaming peripherals market, by product, 2014 - 2025

8.5.3 Latin America gaming peripherals market, by device, 2014 - 2025

8.5.4 Latin America gaming peripherals market, by type, 2014 - 2025

8.5.5 Latin America gaming peripherals market, by distribution channel, 2014 - 2025

8.5.6 Brazil

8.5.6.1 Brazil gaming peripherals market, 2014 - 2025

8.5.6.2 Brazil gaming peripherals market, by product, 2014 - 2025

8.5.6.3 Brazil gaming peripherals market, by device, 2014 - 2025

8.5.6.4 Brazil gaming peripherals market, by type, 2014 - 2025

8.5.6.5 Brazil gaming peripherals market, by distribution channel, 2014 - 2025

8.6 MEA

8.6.1 MEA gaming peripherals market, 2014 - 2025

8.6.2 MEA gaming peripherals market, by product, 2014 - 2025

8.6.3 MEA gaming peripherals market, by device, 2014 - 2025

8.6.4 MEA gaming peripherals market, by type, 2014 - 2025

8.6.5 MEA gaming peripherals market, by distribution channel, 2014 - 2025

CHAPTER 9 COMPETITIVE LANDSCAPE

- 9.1 Anker Innovations Limited
 - 9.1.1 Company overview
 - 9.1.2 Financial performance
 - 9.1.3 Product benchmarking
 - 9.1.4 Strategic initiatives
- 9.2 Cooler Master Technology Inc.
 - 9.2.1 Company overview
 - 9.2.2 Financial performance
 - 9.2.3 Product benchmarking
 - 9.2.4 Strategic initiatives
- 9.3 CORSAIR
 - 9.3.1 Company overview
 - 9.3.2 Financial performance
 - 9.3.3 Product benchmarking
 - 9.3.4 Strategic initiatives
- 9.4 HyperX/Kingston Technology Company, Inc.
 - 9.4.1 Company overview
 - 9.4.2 Financial performance
 - 9.4.3 Product benchmarking
 - 9.4.4 Strategic initiatives
- 9.5 Logitech
 - 9.5.1 Company overview
 - 9.5.2 Financial performance
 - 9.5.3 Product benchmarking
 - 9.5.4 Strategic initiatives
- 9.6 Plantronics Inc.
 - 9.6.1 Company overview
 - 9.6.2 Financial performance
 - 9.6.3 Product benchmarking
 - 9.6.4 Strategic initiatives
- 9.7 Rapoo Corporation
 - 9.7.1 Company overview
 - 9.7.2 Financial performance
 - 9.7.3 Product benchmarking
 - 9.7.4 Strategic initiatives
- 9.8 Razer Inc.
 - 9.8.1 Company overview
 - 9.8.2 Financial performance

9.8.3 Product benchmarking

9.8.4 Strategic initiatives

9.9 Redragon USA

9.9.1 Company overview

9.9.2 Financial performance

9.9.3 Product benchmarking

9.9.4 Strategic initiatives

9.10 Turtle Beach

9.10.1 Company overview

9.10.2 Financial performance

9.10.3 Product benchmarking

9.10.4 Strategic initiatives

List Of Tables

LIST OF TABLES

TABLE 1 Gaming peripherals market - Industry snapshot & key buying criteria, 2014 - 2025

TABLE 2 Global gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 3 Global gaming peripherals market, by region, 2014 - 2025 (USD Million)

TABLE 4 Global gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 5 Global gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 6 Global gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 7 Global gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 8 Vendor landscape

TABLE 9 Gaming peripherals market - Key market driver impact

TABLE 10 Gaming peripherals market - Key market restraint impact

TABLE 11 Gaming headsets market, 2014 - 2025 (USD Million)

TABLE 12 Gaming headsets market, by region, 2014 - 2025 (USD Million)

TABLE 13 Gaming keyboard market, 2014 - 2025 (USD Million)

TABLE 14 Gaming keyboard market, by region, 2014 - 2025 (USD Million)

TABLE 15 Gaming controller market, 2014 - 2025 (USD Million)

TABLE 16 Gaming controller market, by region, 2014 - 2025 (USD Million)

TABLE 17 Gaming mice market, 2014 - 2025 (USD Million)

TABLE 18 Gaming mice market, by region, 2014 - 2025 (USD Million)

TABLE 19 Other gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 20 Other gaming peripherals market, by region, 2014 - 2025 (USD Million)

TABLE 21 Gaming PC market, 2014 - 2025 (USD Million)

TABLE 22 Gaming PC market, by region, 2014 - 2025 (USD Million)

TABLE 23 Gaming consoles market, 2014 - 2025 (USD Million)

TABLE 24 Gaming consoles market, by region, 2014 - 2025 (USD Million)

TABLE 25 Wireless gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 26 Wireless gaming peripherals market, by region, 2014 - 2025 (USD Million)

TABLE 27 Wired gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 28 Wired gaming peripherals market, by region, 2014 - 2025 (USD Million)

TABLE 29 Online gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 30 Online gaming peripherals market, by region, 2014 - 2025 (USD Million)

TABLE 31 Offline gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 32 Offline gaming peripherals market, by region, 2014 - 2025 (USD Million)

TABLE 33 North America gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 34 North America gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 35 North America gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 36 North America gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 37 North America gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 38 U.S. gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 39 U.S. gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 40 U.S. gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 41 U.S. gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 42 U.S. gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 43 Canada gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 44 Canada gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 45 Canada gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 46 Canada gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 47 Canada gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 48 Europe gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 49 Europe gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 50 Europe gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 51 Europe gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 52 Europe gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 53 Germany gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 54 Germany gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 55 Germany gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 56 Germany gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 57 Germany gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 58 U.K. gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 59 U.K. gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 60 U.K. gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 61 U.K. gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 62 U.K. gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 63 Asia Pacific gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 64 Asia Pacific gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 65 Asia Pacific gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 66 Asia Pacific gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 67 Asia Pacific gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 68 China gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 69 China gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 70 China gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 71 China gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 72 China gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 72 India gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 74 India gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 75 India gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 76 India gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 78 India gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 79 Japan gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 80 Japan gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 81 Japan gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 82 Japan gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 83 Japan gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 84 Latin America gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 85 Latin America gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 86 Latin America gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 87 Latin America gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 88 Latin America gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 89 Brazil gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 90 Brazil gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 91 Brazil gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 92 Brazil gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 93 Brazil gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

TABLE 94 MEA gaming peripherals market, 2014 - 2025 (USD Million)

TABLE 95 MEA gaming peripherals market, by product, 2014 - 2025 (USD Million)

TABLE 96 MEA gaming peripherals market, by device, 2014 - 2025 (USD Million)

TABLE 97 MEA gaming peripherals market, by type, 2014 - 2025 (USD Million)

TABLE 98 MEA gaming peripherals market, by distribution channel, 2014 - 2025 (USD Million)

List Of Figures

LIST OF FIGURES

- FIG. 1 Market segmentation and scope
- FIG. 2 Global gaming peripherals market, 2014 - 2025 (USD Million)
- FIG. 3 Gaming peripherals market - Value chain analysis
- FIG. 4 Gaming peripherals market dynamics
- FIG. 5 Key opportunities prioritized
- FIG. 6 Gaming peripherals market - Key company market share analysis, 2019
- FIG. 7 Gaming peripherals market - Porter's five forces analysis
- FIG. 8 Gaming peripherals market - PESTEL analysis
- FIG. 9 Gaming peripherals market, by product, 2019
- FIG. 10 Gaming peripherals market, by device, 2019
- FIG. 11 Gaming peripherals market, by type, 2019
- FIG. 12 Gaming peripherals market, by distribution channel, 2019
- FIG. 13 Gaming peripherals market, by region, 2019
- FIG. 14 Gaming peripherals market - Regional takeaways
- FIG. 15 North America gaming peripherals market - Key takeaways
- FIG. 16 Europe gaming peripherals market - Key takeaways
- FIG. 17 Asia Pacific gaming peripherals market - Key takeaways
- FIG. 18 Latin America gaming peripherals market - Key takeaways
- FIG. 19 MEA gaming peripherals market - Key takeaways

I would like to order

Product name: Gaming Peripheral Market Size, Share & Trends Analysis Report By Product (Headsets, Keyboard, Mice, Controller), By Device, By Type, By Distribution Channel, By Region, And Segment Forecasts, 2020 - 2025

Product link: <https://marketpublishers.com/r/G54F070AB709EN.html>

Price: US\$ 4,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G54F070AB709EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below

and fax the completed form to +44 20 7900 3970