

# COVID-19 Global & China Gaming Peripheral Market Research by Company, Type & Application 2015-2026

<https://marketpublishers.com/r/CEE14C5AF504EN.html>

Date: February 2021

Pages: 114

Price: US\$ 2,000.00 (Single User License)

ID: CEE14C5AF504EN

## Abstracts

### SUMMARY

HeyReport estimates that the Gaming Peripheral market size will grow from xxx Million USD in 2020 to xxxx Million USD by 2025, and with a CAGR of xx%. The base year considered for this report is 2019, and the market forecast is projected from 2021 to 2025.

In this report, HeyReport discusses the Global & China industrial policies, economic environment, and the impact of covid-19 on the Gaming Peripheral industry and its cost structure. Besides, this report covers the basic market dynamics, market size and companies competition data. In addition, the report also conducts basic market research on major product type, market end-use and regional trade.

Market Segment as follows:

Product Type Segmentation Includes

Controllers

Headsets

Keyboards

Mouse

Others

## Application Segmentation Includes

Commercial

Personal

## Companies Includes

Corsair Components

Logitech International

Mad Catz Interactive

Razer

SteelSeries

Sony

Microsoft

Cooler Master

Kingston

Gigabyte

Fnatic Gear

BenQ

Gamdias

Mionix

QPAD

Tesoro Gaming

CM Storm

COUGAR

TTeSPORTS

Roccat

SteelSeries

The main contents of the report including:

Section 1:

Product definition, type and application, Global & China market overview;

Section 2:

Global & China Market competition by company;

Section 3:

Global & China sales revenue, volume and price by type;

Section 4:

Global & China sales revenue, volume and price by application;

Section 5:

China export and import;

Section 6:

Company information, business overview, sales data and product specifications;

Section 7:

Industry chain and raw materials;

Section 8:

Industrial policies & economic environment

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Conclusion.

For any other requirements, please feel free to contact HeyReport for customized contents.

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