

Global PC Gaming Peripheral Market Research Report 2012-2024

https://marketpublishers.com/r/G37FD0D192FEN.html

Date: July 2019

Pages: 134

Price: US\$ 4,670.00 (Single User License)

ID: G37FD0D192FEN

Abstracts

SUMMARY

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

The global PC Gaming Peripheral market will reach xxx Million USD in 2019 with CAGR xx% 2019-2024. The objective of report is to define, segment, and project the market on the basis of product type, application, and region, and to describe the content about the factors influencing market dynamics, policy, economic, technology and market entry etc.

Based on products type, the report describes major products type share of regional market. Products mentioned as follows:

Headsets

Mice

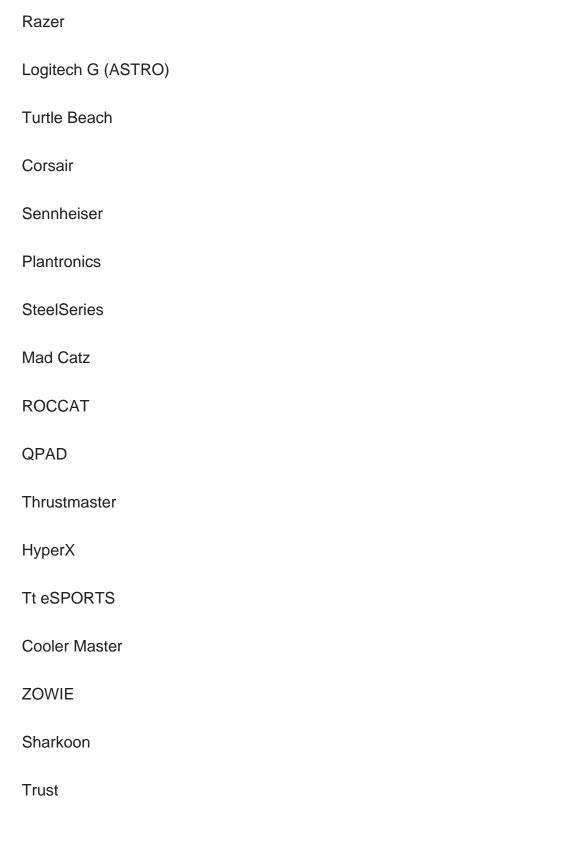
Keyboards

Surfaces

Controllers

Leading vendors in the market are included based on profile, business performance etc. Vendors mentioned as follows:





Based on Application, the report describes major application share of regional market. Application mentioned as follows:

Distribution Channels



Third-Party Retail Channels	S
Direct Channels	

Based on region, the report describes major regions market by products and application. Regions mentioned as follows:

Asia-Pacific

North America

Europe

South America

Middle East & Africa



Contents

1 MARKET OVERVIEW

- 1.1 Objectives of Research
 - 1.1.1 Definition
 - 1.1.2 Specifications
- 1.2 Market Segment
 - 1.2.1 by Type
 - 1.2.1.1 Headsets
 - 1.2.1.2 Mice
 - 1.2.1.3 Keyboards
 - 1.2.1.4 Surfaces
 - 1.2.1.5 Controllers
 - 1.2.2 by Application
 - 1.2.2.1 Distribution Channels
 - 1.2.2.2 Third-Party Retail Channels
 - 1.2.2.3 Direct Channels
 - 1.2.3 by Regions

2 INDUSTRY CHAIN

- 2.1 Industry Chain Structure
- 2.2 Upstream
- 2.3 Market
 - 2.3.1 SWOT
 - 2.3.2 Dynamics

3 ENVIRONMENTAL ANALYSIS

- 3.1 Policy
- 3.2 Economic
- 3.3 Technology
- 3.4 Market Entry

4 MARKET SEGMENTATION BY TYPE

- 4.1 Market Size
 - 4.1.1 Headsets Market, 2013-2018



- 4.1.2 Mice Market, 2013-2018
- 4.1.3 Keyboards Market, 2013-2018
- 4.1.4 Surfaces Market, 2013-2018
- 4.1.5 Controllers Market, 2013-2018
- 4.2 Market Forecast
- 4.2.1 Headsets Market Forecast, 2019-2024
- 4.2.2 Mice Market Forecast, 2019-2024
- 4.2.3 Keyboards Market Forecast, 2019-2024
- 4.2.4 Surfaces Market Forecast, 2019-2024
- 4.2.5 Controllers Market Forecast, 2019-2024

5 MARKET SEGMENTATION BY APPLICATION

- 5.1 Market Size
 - 5.1.1 Distribution Channels Market, 2013-2018
 - 5.1.2 Third-Party Retail Channels Market, 2013-2018
 - 5.1.3 Direct Channels Market, 2013-2018
- 5.2 Market Forecast
 - 5.2.1 Distribution Channels Market Forecast, 2019-2024
 - 5.2.2 Third-Party Retail Channels Market Forecast, 2019-2024
 - 5.2.3 Direct Channels Market Forecast, 2019-2024

6 MARKET SEGMENTATION BY REGION

- 6.1 Market Size
 - 6.1.1 Asia-Pacific
 - 6.1.1.1 Asia-Pacific Market, 2012-2018
 - 6.1.1.2 Asia-Pacific Market by Type
 - 6.1.1.3 Asia-Pacific Market by Application
 - 6.1.2 North America
 - 6.1.2.1 North America Market, 2012-2018
 - 6.1.2.2 North America Market by Type
 - 6.1.2.3 North America Market by Application
 - 6.1.3 Europe
 - 6.1.3.1 Europe Market, 2012-2018
 - 6.1.3.2 Europe Market by Type
 - 6.1.3.3 Europe Market by Application
 - 6.1.4 South America
 - 6.1.4.1 South America Market, 2012-2018



- 6.1.4.2 South America Market by Type
- 6.1.4.3 South America Market by Application
- 6.1.5 Middle East & Africa
 - 6.1.5.1 Middle East & Africa Market, 2012-2018
 - 6.1.5.2 Middle East & Africa Market by Type
 - 6.1.5.3 Middle East & Africa Market by Application
- 6.2 Market Forecast
 - 6.2.1 Asia-Pacific Market Forecast, 2019-2024
 - 6.2.2 North America Market Forecast, 2019-2024
 - 6.2.3 Europe Market Forecast, 2019-2024
 - 6.2.4 South America Market Forecast, 2019-2024
 - 6.2.5 Middle East & Africa Market Forecast, 2019-2024

7 MARKET COMPETITIVE

- 7.1 Global Market by Vendors
- 7.2 Market Concentration
- 7.3 Price & Factors
- 7.4 Marketing Channel

8 MAJOR VENDORS

- 8.1 Razer
- 8.2 Logitech G (ASTRO)
- 8.3 Turtle Beach
- 8.4 Corsair
- 8.5 Sennheiser
- 8.6 Plantronics
- 8.7 SteelSeries
- 8.8 Mad Catz
- 8.9 ROCCAT
- 8.10 QPAD
- 8.11 Thrustmaster
- 8.12 HyperX
- 8.13 Tt eSPORTS
- 8.14 Cooler Master
- 8.15 **ZOWIE**
- 8.16 Sharkoon
- 8.17 Trust



9 CONCLUSION



List Of Tables

LIST OF TABLES

Table Product Specifications of PC Gaming Peripheral

Table Products Segment of PC Gaming Peripheral

Table Headsets Overview

Table Mice Overview

Table Keyboards Overview

Table Surfaces Overview

Table Controllers Overview

Table Global PC Gaming Peripheral Market by Type, 2011-2022 (USD Million)

Table Application Segment of PC Gaming Peripheral

Table Distribution Channels Overview

Table Third-Party Retail Channels Overview

Table Direct Channels Overview

Table Global PC Gaming Peripheral Market by Application, 2011-2022 (USD Million)

Table Global PC Gaming Peripheral Market by Region, 2011-2022 (USD Million)

Table Cost of PC Gaming Peripheral

Table Market Dynamics

Table Policy of PC Gaming Peripheral

Table GDP of Major Countries

Table Headsets CAGR by Revenue and Volume, 2012-2018

Table Mice CAGR by Revenue and Volume, 2012-2018

Table Keyboards CAGR by Revenue and Volume, 2012-2018

Table Surfaces CAGR by Revenue and Volume, 2012-2018

Table Controllers CAGR by Revenue and Volume, 2012-2018

Table Headsets CAGR by Revenue and Volume, 2012-2024

Table Mice CAGR by Revenue and Volume, 2012-2024

Table Keyboards CAGR by Revenue and Volume, 2012-2024

Table Surfaces CAGR by Revenue and Volume, 2012-2024

Table Controllers CAGR by Revenue and Volume, 2012-2024

Table Distribution Channels CAGR by Revenue and Volume, 2012-2018

Table Third-Party Retail Channels CAGR by Revenue and Volume, 2012-2018

Table Direct Channels CAGR by Revenue and Volume, 2012-2018

Table Global PC Gaming Peripheral Market by Vendors, 2012-2018 (USD Million)

Table Global PC Gaming Peripheral Market by Vendors, 2012-2018 (in Volume)

Table Global PC Gaming Peripheral Market Share by Vendors, 2012-2018 (USD Million)



Table Global PC Gaming Peripheral Market Share by Vendors, 2012-2018 (in Volume)

Table Price Factors List

Table Razer Profile List

Table Microecological Modulator Operating Data of Razer (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Logitech G (ASTRO) Profile List

Table Microecological Modulator Operating Data of Logitech G (ASTRO) (Sales

Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Turtle Beach Profile List

Table Microecological Modulator Operating Data of Turtle Beach (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Corsair Profile List

Table Microecological Modulator Operating Data of Corsair (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Sennheiser Profile List

Table Microecological Modulator Operating Data of Sennheiser (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Plantronics Profile List

Table Microecological Modulator Operating Data of Plantronics (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table SteelSeries Profile List

Table Microecological Modulator Operating Data of SteelSeries (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Mad Catz Profile List

Table Microecological Modulator Operating Data of Mad Catz (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table ROCCAT Profile List

Table Microecological Modulator Operating Data of ROCCAT (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table QPAD Profile List

Table Microecological Modulator Operating Data of QPAD (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Thrustmaster Profile List

Table Microecological Modulator Operating Data of Thrustmaster (Sales Revenue,

Sales Volume, Price, Cost, Gross Margin)

Table HyperX Profile List

Table Microecological Modulator Operating Data of HyperX (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Tt eSPORTS Profile List



Table Microecological Modulator Operating Data of Tt eSPORTS (Sales Revenue,

Sales Volume, Price, Cost, Gross Margin)

Table Cooler Master Profile List

Table Microecological Modulator Operating Data of Cooler Master (Sales Revenue,

Sales Volume, Price, Cost, Gross Margin)

Table ZOWIE Profile List

Table Microecological Modulator Operating Data of ZOWIE (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Sharkoon Profile List

Table Microecological Modulator Operating Data of Sharkoon (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)

Table Trust Profile List

Table Microecological Modulator Operating Data of Trust (Sales Revenue, Sales

Volume, Price, Cost, Gross Margin)



List Of Figures

LIST OF FIGURES

Figure PC Gaming Peripheral Picture

Figure Industry Chain Structure of PC Gaming Peripheral

Figure SWOT of PC Gaming Peripheral

Figure Headsets Market Size and Growth, 2012-2018 (USD Million)

Figure Headsets Market Size and Growth, 2012-2018 (in Volume)

Figure Mice Market Size and Growth, 2012-2018 (USD Million)

Figure Mice Market Size and Growth, 2012-2018 (in Volume)

Figure Keyboards Market Size and Growth, 2012-2018 (USD Million)

Figure Keyboards Market Size and Growth, 2012-2018 (in Volume)

Figure Surfaces Market Size and Growth, 2012-2018 (USD Million)

Figure Surfaces Market Size and Growth, 2012-2018 (in Volume)

Figure Controllers Market Size and Growth, 2012-2018 (USD Million)

Figure Controllers Market Size and Growth, 2012-2018 (in Volume)

Figure Headsets Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure Headsets Market Estimates and Forecasts, 2019-2024 (in Volume)

Figure Mice Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure Mice Market Estimates and Forecasts, 2019-2024 (in Volume)

Figure Keyboards Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure Keyboards Market Estimates and Forecasts, 2019-2024 (in Volume)

Figure Surfaces Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure Surfaces Market Estimates and Forecasts, 2019-2024 (in Volume)

Figure Controllers Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure Controllers Market Estimates and Forecasts, 2019-2024 (in Volume)

Figure Distribution Channels Market Size and Growth, 2012-2018 (USD Million)

Figure Market Size and Growth, 2012-2018 (in Volume)

Figure Third-Party Retail Channels Market Size and Growth, 2012-2018 (USD Million)

Figure Market Size and Growth, 2012-2018 (in Volume)

Figure Direct Channels Market Size and Growth, 2012-2018 (USD Million)

Figure Market Size and Growth, 2012-2018 (in Volume)

Figure Asia-Pacific Market Size and Growth, 2012-2018 (USD Million)

Figure Asia-Pacific Market Size and Growth, 2012-2018 (in Volume)

Figure Asia-Pacific Market Size by Type

Figure Asia-Pacific Market Share by Type

Figure Asia-Pacific Market Size by Application

Figure Asia-Pacific Market Share by Application



Figure North America Market Size and Growth, 2012-2018 (USD Million)

Figure North America Market Size and Growth, 2012-2018 (in Volume)

Figure North America Market Size by Type

Figure North America Market Share by Type

Figure North America Market Size by Application

Figure North America Market Share by Application

Figure Europe Market Size and Growth, 2012-2018 (USD Million)

Figure Europe Market Size and Growth, 2012-2018 (in Volume)

Figure Europe Market Size by Type

Figure Europe Market Share by Type

Figure Europe Market Size by Application

Figure Europe Market Share by Application

Figure South America Market Size and Growth, 2012-2018 (USD Million)

Figure South America Market Size and Growth, 2012-2018 (in Volume)

Figure South America Market Size by Type

Figure South America Market Share by Type

Figure South America Market Size by Application

Figure South America Market Share by Application

Figure Middle East & Africa Market Size and Growth, 2012-2018 (USD Million)

Figure Middle East & Africa Market Size and Growth, 2012-2018 (in Volume)

Figure Middle East & Africa Market Size by Type

Figure Middle East & Africa Market Share by Type

Figure Middle East & Africa Market Size by Application

Figure Middle East & Africa Market Share by Application

Figure Asia-Pacific Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure North America Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure Europe Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure South America Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure Middle East & Africa Market Estimates and Forecasts, 2019-2024 (USD Million)

Figure PC Gaming Peripheral Market Concentration by Region

Figure Marketing Channels Overview



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