

Gaming Accessories Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2023-2028

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Abstracts

Market Overview:

The global gaming accessories market size reached US\$ 9.3 Billion in 2022. Looking forward, IMARC Group expects the market to reach US\$ 15.6 Billion by 2028, exhibiting a growth rate (CAGR) of 8.5% during 2023-2028.

Gaming accessories refer to a particular group of hardware used independently or in video game consoles to enrich the overall experience of the gameplay. These accessories provide information to the computer for handling and processing game data and then delivering it to the operator. Gaming accessories that are designed specifically for video games primarily constitute external devices apart from the original hardware and software of the gaming system. Some of the major advantages provided by these accessories include improved reflexes, enhanced accuracy, and better operation of the game. Some of the most common gaming accessories include controllers, headsets, joysticks, virtual reality (VR) goggles, mice, keyboards, and web cameras. These accessories are versatile and compatible with multiple devices, such as desktops, laptops, smartphones and gaming consoles.

Gaming Accessories Market Trends:

The market is primarily driven by significant growth in the interactive entertainment industry. This can be attributed to the increasing popularity of video games and their proliferation across numerous social platforms. In addition to this, continual innovations in gaming fostering high graphic needs are also fueling the demand for advanced gaming accessories across the globe. The advent of innovative technologies, such as

virtual reality (VR), augmented reality (AR) and artificial intelligence (AI) and console gaming, are also providing a boost to the market. The market is further driven by the ongoing development of e-sports leagues, along with the growing number of individuals choosing gaming as a profession. Moreover, the extensive research and development (R&D) activities conducted by major market players are creating a positive outlook for the market. Some of the other factors contributing to the market growth include the increasing penetration of high-speed internet, the rising number of smart device users, rapid urbanization, and inflating disposable incomes of the masses.

Key Market Segmentation:

IMARC Group provides an analysis of the key trends in each sub-segment of the global gaming accessories market report, along with forecasts at the global, regional and country level from 2023-2028. Our report has categorized the market based on component, device type, connectivity type and sales channel.

Breakup by Component:

Headsets

Mice

Controller

Keyboard

Others

Breakup by Device Type:

PC

Gaming Console

Breakup by Connectivity Type:

Wired

Wireless

Breakup by Sales Channel:

Online

Offline

Breakup by Region:

North America

United States

Canada

Asia-Pacific

China

Japan

India

South Korea

Australia

Indonesia

Others

Europe

Germany

France

United Kingdom

Italy

Spain

Russia

Others

Latin America

Brazil

Mexico

Others

Middle East and Africa

Competitive Landscape:

The competitive landscape of the industry has also been examined along with the profiles of the key players being Anker Innovations Technology Co. Ltd., Cooler Master Technology Inc., Corsair Gaming Inc., Dell Technologies Inc., HP Inc., Logitech international S.A., Mad Catz Global Limited, Nintendo Co. Ltd, Razer Inc., Samsung Electronics Co. Ltd., Sennheiser electronic GmbH & Co. KG, Sony Group Corporation and Turtle Beach Corporation.

Key Questions Answered in This Report:

How has the global gaming accessories market performed so far and how will it perform in the coming years?

What has been the impact of COVID-19 on the global gaming accessories market?

What are the key regional markets?

What is the breakup of the market based on the component?

What is the breakup of the market based on the device type?

What is the breakup of the market based on the connectivity type?

What is the breakup of the market based on the sales channel?

What are the various stages in the value chain of the industry?

What are the key driving factors and challenges in the industry?

What is the structure of the global gaming accessories market and who are the key players?

What is the degree of competition in the industry?

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