

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

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## Abstracts

### Market Overview:

The global gaming peripherals market size reached US\$ 4.4 Billion in 2022. Looking forward, IMARC Group expects the market to reach US\$ 7.1 Billion by 2028, exhibiting a growth rate (CAGR) of 8.3% during 2023-2028.

Gaming peripheral is an auxiliary device connected to a personal computer (PC) or laptop for a better gaming experience. It includes headsets, gamepads, joysticks, tablet pens, gaming mice, keyboards, external hard drives, and media card readers. At present, the increasing penetration of high-speed internet connectivity and the launch of competitive, multiplayer video games are positively influencing the sales of advanced gaming peripherals across the globe.

### Gaming Peripherals Market Trends:

A significant increase in the number of gaming enthusiasts and professional gamers, in confluence with the escalating demand for an immersive and realistic gaming experience, represents one of the key factors creating a positive outlook for the market. Moreover, the growing popularity of e-sports and virtual reality (VR) games among the masses is driving the adoption of special gaming keyboards and gamepads that can be customized to provide better ergonomics to users. In addition, rapid urbanization and inflating disposable income of individuals are propelling the sales of superior quality gaming consoles, whole body sensors, and other gaming peripheral devices. Furthermore, improving gaming graphics and the growing demand for premium and football stimulation games are other major factors offering lucrative growth opportunities

to manufacturers operating in the industry. Besides this, the rising commercialization of online gaming and the emerging trend of game streaming platforms are increasing the use of gaming peripherals across the globe. Apart from this, the development of innovative gaming accessories, such as VR cameras, haptic gloves, controllers, and chairs, along with the introduction of high-definition displays, is projected to provide a positive thrust to the market.

#### Key Market Segmentation:

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

#### Breakup by Product Type:

- Headsets
- Keyboards
- Joysticks
- Mice
- Gamepads
- Others

Headsets currently represent the largest product type as they block out external noises and facilitate in-game communication.

#### Breakup by Gaming Device Type:

- PC (Desktop/Laptop)
- Gaming Consoles

Gaming consoles hold the largest market share on account of the increasing popularity of video games and the escalating demand for a user-friendly interface.

#### Breakup by Technology:

- Wired
- Wireless

### Breakup by Distribution Channel:

Online  
Offline

Offline distribution channel dominates the market due to the expansion of specialty game stores.

### Breakup by Region:

Asia Pacific  
North America  
Europe  
Middle East and Africa  
Latin America

North America enjoys the leading market position on account of the rising popularity of online games and the easy availability of custom-made devices.

### Competitive Landscape:

The report has also analysed the competitive landscape of the market with some of the key players being Alienware, Logitech, Razer, Mad Catz, Turtle Beach, Corsair, Cooler Master, Sennheiser, HyperX, SteelSeries, Anker, Roccat, Redragon, Das, Gamdias, Sades, etc.

### Key Questions Answered in This Report:

What was the size of the global gaming peripherals market in 2022?

What are the key factors driving the global gaming peripherals market?

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

What is the breakup of the global gaming peripherals market based on the product type?

What is the breakup of the global gaming peripherals market based on the device type?

What is the breakup of the global gaming peripherals market based on the technology?

What is the breakup of the global gaming peripherals market based on the distribution channel?

What are the key region in the global gaming peripherals market?

Who are the key companies/players in the global gaming peripherals market?

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