

2017-2022 Global and Japan Game Controller Market Analysis Report

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Abstracts

The global Game Controller market is valued at XX million USD in 2016 and is expected to reach XX million USD by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Japan plays an important role in global market, with market size of xx million USD in 2016 and will be xx million USD in 2022, with a CAGR of xx%.

This report studies the Game Controller market's development status and future trend in Japan, focuses on top players in Japan, also splits Game Controller market by type and by applications, to fully and deeply research and reveal the market general situation and future forecast.

The major players include

SONY(Japan)

GameXcel(Japan)

Mobiflare(Japan)

EverydaySource(Japan)

Hyperkin(Japan)

INSTEN(Japan)

Spots8(Japan)

System Skins(Japan)

Mad Catz(Japan)

GoldenDeal(Japan)

Microsoft(United States)

Betop(China)

Flydigi(China)

QANBA(China)

CellBellLTD(United States)

Nyko(United States)

PXN(China)

GAMESIR(China)

Rapoo(China)

Logitech(Sweden)

MINITURTLE(Britain)

TurtleArmor(France)

USkins(Britain)

Vanknight(Sweden)

HORI(China)

MightySkins(Japan)

Lenovo(China)

FriendlyTomato(Japan)

SUBOR(China)

MI(China)

Figure Global and Japan Market Size (Million USD) Comparison 2012-2022

Source: Annual Reports, Secondary Information, Press Releases, Expert Interviews and JP Research, July 2017

Geographically, this report splits the Japan market into 5 regions,

Tokyo

Yokohama

Osaka

Nagoya

Others

On the basis of product, the Game Controller market is primarily split into

By Compatibility

PC

Play Station

Xbox

IOS

Others

By Price

Under \$25

\$25 to \$50

\$50 to \$100

\$100 to \$200

\$200 & Above

By Device Features

Motion Sense

Built-in Speaker

Internal Battery

Vibration

Others

By Connection Type

Cable

Bluetooth

WiFi

USB

Others

By Performance

Entry-level

Casual

Core

Professional

Hardcore

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