

2017-2022 Global and Japan Gamepad Market Analysis Report

<https://marketpublishers.com/r/21532EB7F22EN.html>

Date: July 2017

Pages: 126

Price: US\$ 3,085.00 (Single User License)

ID: 21532EB7F22EN

Abstracts

The global Gamepad 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 Gamepad development status and future trend in Japan, focuses on top players in Japan, also splits Gamepad 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)

Nintendo(Japan)

HORI(Japan)

SHARP(Japan)

Fujitsu(Japan)

NEC(Japan)

ELECOM(Japan)

BUFFALO(Japan)

SANWA SUPPLY(Japan)

TEAC(Japan)

CAPCOM(Japan)

PUNK DRUNKERS(Japan)

Microsoft(US)

Logitech(Swiss)

Thrustmaster(US)

IPEGA(China)

Snakebyte(Germany)

8Bitdo(China)

Dreamgear(US)

Evil Controllers(US)

Mad Catz(US)

Lenovo(China)

Nacon(France)

Razer(US)

Gembird(Germany)

Beboncool(US)

Saxonia(Germany)

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 six regions,

Tokyo

Yokohama

Osaka

Nagoya

Others

On the basis of product, the Gamepad market is primarily split into

by Use Target

Cellphone

PC

PS4

Others

by Connection Method

Wired

Wireless

by Price

Under \$25

\$25 to \$50

\$50 to \$100

\$100 to \$200

\$200 & Above

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