

# **Europe Gaming Peripheral Market By Device (PC and Gaming Consoles), By Product (Headset, Controller, Keyboard, Mice and Others), By Distribution Channel (Offline and Online), By Country, Industry Analysis and Forecast, 2020 - 2026**

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## **Abstracts**

The Europe Gaming Peripheral Market would witness market growth of 12.3% CAGR during the forecast period (2020-2026).

Gamers are now ready to spend heavily on peripherals and consoles because gaming has become a conventional market due to the foundation of social apps this helped the gamers to create social groups in order to improve the experience. The increasing popularity of e-sports and several gaming tournaments like PUBG Global Championship, League of Legends World Championship, and Call of Duty World League (CWL) are additional factors that are boosting the demand for advanced peripherals, this, in turn, help gamers to expand their gaming skills. In addition to it, hardware developments are also gaining the attention of the gamers because presently, 8th Gen Consoles has acquired popularity in the market due to its upgradable hardware that supports games up to 4K resolution. The availability of a huge range of entertainment options allows new opportunities for the growth of the market over the foreseeable period.

Prominent companies allot a more or less sizeable budget for advertising and marketing campaigns to promote gaming products and platforms that allow the companies to create more awareness among gamers for gaming peripherals. These approaches help companies with admittance to an extensive reach of the audience with possible opportunities. In addition to it, the introduction of virtual reality headsets and high-end displays is helpful in augmenting gaming experience and increasing demand for

improved gaming experience is boosting the key players to improve and advance the products. For example, Valve Corporation that is a developer of games and gaming peripherals, in June 2019, has launched the Valve Index which is a virtual reality headset for gamers. This virtual headset exploits 1440?1600 LCD panels that have a resolution of 2880?1600, which offers an improved gaming experience.

Based on Device, the market is segmented into PC and Gaming Consoles. Based on Product, the market is segmented into Headset, Controller, Keyboard, Mice and Others. Based on Distribution Channel, the market is segmented into Offline and Online. Based on countries, the market is segmented into Germany, UK, France, Russia, Spain, Italy, and Rest of Europe.

The market research report covers the analysis of key stake holders of the market. Key companies profiled in the report include Logitech International S.A., Razer, Inc., Cooler Master Technology, Inc., Eastern Times Technology Co., Ltd. (Redragon), Thermaltake Technology Co., Ltd., Guillemot Corporation S.A., Shenzhen Rapoo Technology Co., Ltd., Sennheiser Electronic GmbH & Co. KG, Anker Innovations Limited, and Kingston Technology Company, Inc.

## Scope of the Study

### Market Segmentation:

#### By Device

PC

Gaming Consoles

#### By Product

Headset

Controller

Keyboard

Mice

Others

By Distribution Channel

Offline

Online

By Country

Germany

UK

France

Russia

Spain

Italy

Rest of Europe

Companies Profiled

Logitech International S.A.

Razer, Inc.

Cooler Master Technology, Inc.

Eastern Times Technology Co., Ltd. (Redragon)

Thermaltake Technology Co., Ltd.

Guillemot Corporation S.A.

Shenzhen Rapoo Technology Co., Ltd.

Sennheiser Electronic GmbH & Co. KG

Anker Innovations Limited

Kingston Technology Company, Inc.

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## Contents

### CHAPTER 1. MARKET SCOPE & METHODOLOGY

- 1.1 Market Definition
- 1.2 Objectives
- 1.3 Market Scope
- 1.4 Segmentation
  - 1.4.1 Europe Gaming Peripheral Market, by Device
  - 1.4.2 Europe Gaming Peripheral Market, by Product
  - 1.4.3 Europe Gaming Peripheral Market, by Distribution Channel
  - 1.4.4 Europe Gaming Peripheral Market, by Country
- 1.5 Methodology for the research

### CHAPTER 2. MARKET OVERVIEW

- 2.1 Introduction
  - 2.1.1 Overview
  - 2.1.2 Executive Summary
  - 2.1.3 Market Composition and Scenario
- 2.2 Key Factors Impacting the Market
  - 2.2.1 Market Drivers
  - 2.2.2 Market Restraints

### CHAPTER 3. COMPETITION ANALYSIS - GLOBAL

- 3.1 KBV Cardinal Matrix
- 3.2 Recent Industry Wide Strategic Developments
  - 3.2.1 Partnerships, Collaborations and Agreements
  - 3.2.2 Product Launches and Product Expansions
  - 3.2.3 Geographical Expansions
  - 3.2.4 Mergers & Acquisitions
- 3.3 Top Winning Strategies
  - 3.3.1 Key Leading Strategies: Percentage Distribution (2016-2020)
  - 3.3.2 Key Strategic Move: (Product Launches and Product Expansions : 2017, Apr – 2020, Oct) Leading Players

### CHAPTER 4. EUROPE GAMING PERIPHERAL MARKET BY DEVICE

- 4.1 Europe Gaming Peripheral PC Market by Country
- 4.2 Europe Gaming Peripheral Gaming Consoles Market by Country

## **CHAPTER 5. EUROPE GAMING PERIPHERAL MARKET BY PRODUCT**

- 5.1 Europe Headset Gaming Peripheral Market by Country
- 5.2 Europe Controller Gaming Peripheral Market by Country
- 5.3 Europe Keyboard Gaming Peripheral Market by Country
- 5.4 Europe Mice Gaming Peripheral Market by Country
- 5.5 Europe Other Product Gaming Peripheral Market by Country

## **CHAPTER 6. EUROPE GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL**

- 6.1 Europe Offline Gaming Peripheral Market by Country
- 6.2 Europe Online Gaming Peripheral Market by Country

## **CHAPTER 7. EUROPE GAMING PERIPHERAL MARKET BY COUNTRY**

- 7.1 Germany Gaming Peripheral Market
  - 7.1.1 Germany Gaming Peripheral Market by Device
  - 7.1.2 Germany Gaming Peripheral Market by Product
  - 7.1.3 Germany Gaming Peripheral Market by Distribution Channel
- 7.2 UK Gaming Peripheral Market
  - 7.2.1 UK Gaming Peripheral Market by Device
  - 7.2.2 UK Gaming Peripheral Market by Product
  - 7.2.3 UK Gaming Peripheral Market by Distribution Channel
- 7.3 France Gaming Peripheral Market
  - 7.3.1 France Gaming Peripheral Market by Device
  - 7.3.2 France Gaming Peripheral Market by Product
  - 7.3.3 France Gaming Peripheral Market by Distribution Channel
- 7.4 Russia Gaming Peripheral Market
  - 7.4.1 Russia Gaming Peripheral Market by Device
  - 7.4.2 Russia Gaming Peripheral Market by Product
  - 7.4.3 Russia Gaming Peripheral Market by Distribution Channel
- 7.5 Spain Gaming Peripheral Market
  - 7.5.1 Spain Gaming Peripheral Market by Device
  - 7.5.2 Spain Gaming Peripheral Market by Product
  - 7.5.3 Spain Gaming Peripheral Market by Distribution Channel

## 7.6 Italy Gaming Peripheral Market

### 7.6.1 Italy Gaming Peripheral Market by Device

### 7.6.2 Italy Gaming Peripheral Market by Product

### 7.6.3 Italy Gaming Peripheral Market by Distribution Channel

## 7.7 Rest of Europe Gaming Peripheral Market

### 7.7.1 Rest of Europe Gaming Peripheral Market by Device

### 7.7.2 Rest of Europe Gaming Peripheral Market by Product

### 7.7.3 Rest of Europe Gaming Peripheral Market by Distribution Channel

## CHAPTER 8. COMPANY PROFILES

### 8.1 Logitech International S.A.

#### 8.1.1 Company Overview

#### 8.1.2 Financial Analysis

#### 8.1.3 Regional Analysis

#### 8.1.4 Research & Development Expense

#### 8.1.5 Recent strategies and developments:

##### 8.1.5.1 Partnerships, Collaborations, and Agreements:

##### 8.1.5.2 Acquisition and Mergers:

##### 8.1.5.3 Product Launches and Product Expansions:

### 8.2 Razer, Inc.

#### 8.2.1 Company overview

#### 8.2.2 Financial Analysis

#### 8.2.3 Segmental and Regional Analysis

#### 8.2.4 Research & Development Expenses

#### 8.2.5 Recent strategies and developments:

##### 8.2.5.1 Partnerships, Collaborations, and Agreements:

##### 8.2.5.2 Product Launches and Product Expansions:

### 8.3 Cooler Master Technology, Inc.

#### 8.3.1 Company Overview

#### 8.3.2 Recent strategies and developments:

##### 8.3.2.1 Partnerships, Collaborations, and Agreements:

##### 8.3.2.2 Product Launches and Product Expansions:

### 8.4 Eastern Times Technology Co., Ltd. (Redragon)

#### 8.4.1 Company Overview

#### 8.4.2 Recent strategies and developments:

##### 8.4.2.1 Partnerships, Collaborations, and Agreements:

### 8.5 Thermaltake Technology Co., Ltd.

#### 8.5.1 Company Overview

8.5.2 Recent strategies and developments:

8.5.2.1 Partnerships, Collaborations, and Agreements:

8.5.2.2 Product Launches and Product Expansions:

8.6 Guillemot Corporation S.A.

8.6.1 Company Overview

8.6.2 Financial Analysis

8.6.3 Research & Development Expense

8.7 Shenzhen Rapoo Technology Co., Ltd.

8.7.1 Company Overview

8.7.2 Recent strategies and developments:

8.7.2.1 Product Launches and Product Expansions:

8.7.2.2 Geographical Expansions:

8.8 Sennheiser Electronic GmbH & Co. KG

8.8.1 Company Overview

8.8.2 Recent strategies and developments:

8.8.2.1 Product Launches and Product Expansions:

8.9 Anker Innovations Limited

8.9.1 Company Overview

8.9.2 Recent strategies and developments:

8.9.2.1 Product Launches and Product Expansions:

8.1 Kingston Technology Company, Inc.

8.10.1 Company Overview

8.10.2 Recent strategies and developments:

8.10.2.1 Partnerships, Collaborations, and Agreements:



## List Of Tables

### LIST OF TABLES

TABLE 1 EUROPE GAMING PERIPHERAL MARKET, 2016 - 2019, USD MILLION

TABLE 2 EUROPE GAMING PERIPHERAL MARKET, 2020 - 2026, USD MILLION

TABLE 3 PARTNERSHIPS, COLLABORATIONS AND AGREEMENTS– GAMING PERIPHERAL MARKET

TABLE 4 PRODUCT LAUNCHES AND PRODUCT EXPANSIONS– GAMING PERIPHERAL MARKET

TABLE 5 GEOGRAPHICAL EXPANSIONS– GAMING PERIPHERAL MARKET

TABLE 6 MERGERS & ACQUISITIONS – GAMING PERIPHERAL MARKET

TABLE 7 EUROPE GAMING PERIPHERAL MARKET BY DEVICE, 2016 - 2019, USD MILLION

TABLE 8 EUROPE GAMING PERIPHERAL MARKET BY DEVICE, 2020 - 2026, USD MILLION

TABLE 9 EUROPE GAMING PERIPHERAL PC MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 10 EUROPE GAMING PERIPHERAL PC MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 11 EUROPE GAMING PERIPHERAL GAMING CONSOLES MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 12 EUROPE GAMING PERIPHERAL GAMING CONSOLES MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 13 EUROPE GAMING PERIPHERAL MARKET BY PRODUCT, 2016 - 2019, USD MILLION

TABLE 14 EUROPE GAMING PERIPHERAL MARKET BY PRODUCT, 2020 - 2026, USD MILLION

TABLE 15 EUROPE HEADSET GAMING PERIPHERAL MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 16 EUROPE HEADSET GAMING PERIPHERAL MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 17 EUROPE CONTROLLER GAMING PERIPHERAL MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 18 EUROPE CONTROLLER GAMING PERIPHERAL MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 19 EUROPE KEYBOARD GAMING PERIPHERAL MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 20 EUROPE KEYBOARD GAMING PERIPHERAL MARKET BY COUNTRY,

2020 - 2026, USD MILLION

TABLE 21 EUROPE MICE GAMING PERIPHERAL MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 22 EUROPE MICE GAMING PERIPHERAL MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 23 EUROPE OTHER PRODUCT GAMING PERIPHERAL MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 24 EUROPE OTHER PRODUCT GAMING PERIPHERAL MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 25 EUROPE GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 26 EUROPE GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 27 EUROPE OFFLINE GAMING PERIPHERAL MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 28 EUROPE OFFLINE GAMING PERIPHERAL MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 29 EUROPE ONLINE GAMING PERIPHERAL MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 30 EUROPE ONLINE GAMING PERIPHERAL MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 31 EUROPE GAMING PERIPHERAL MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 32 EUROPE GAMING PERIPHERAL MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 33 GERMANY GAMING PERIPHERAL MARKET, 2016 - 2019, USD MILLION

TABLE 34 GERMANY GAMING PERIPHERAL MARKET, 2020 - 2026, USD MILLION

TABLE 35 GERMANY GAMING PERIPHERAL MARKET BY DEVICE, 2016 - 2019, USD MILLION

TABLE 36 GERMANY GAMING PERIPHERAL MARKET BY DEVICE, 2020 - 2026, USD MILLION

TABLE 37 GERMANY GAMING PERIPHERAL MARKET BY PRODUCT, 2016 - 2019, USD MILLION

TABLE 38 GERMANY GAMING PERIPHERAL MARKET BY PRODUCT, 2020 - 2026, USD MILLION

TABLE 39 GERMANY GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 40 GERMANY GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 41 UK GAMING PERIPHERAL MARKET, 2016 - 2019, USD MILLION

TABLE 42 UK GAMING PERIPHERAL MARKET, 2020 - 2026, USD MILLION

TABLE 43 UK GAMING PERIPHERAL MARKET BY DEVICE, 2016 - 2019, USD MILLION

TABLE 44 UK GAMING PERIPHERAL MARKET BY DEVICE, 2020 - 2026, USD MILLION

TABLE 45 UK GAMING PERIPHERAL MARKET BY PRODUCT, 2016 - 2019, USD MILLION

TABLE 46 UK GAMING PERIPHERAL MARKET BY PRODUCT, 2020 - 2026, USD MILLION

TABLE 47 UK GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 48 UK GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 49 FRANCE GAMING PERIPHERAL MARKET, 2016 - 2019, USD MILLION

TABLE 50 FRANCE GAMING PERIPHERAL MARKET, 2020 - 2026, USD MILLION

TABLE 51 FRANCE GAMING PERIPHERAL MARKET BY DEVICE, 2016 - 2019, USD MILLION

TABLE 52 FRANCE GAMING PERIPHERAL MARKET BY DEVICE, 2020 - 2026, USD MILLION

TABLE 53 FRANCE GAMING PERIPHERAL MARKET BY PRODUCT, 2016 - 2019, USD MILLION

TABLE 54 FRANCE GAMING PERIPHERAL MARKET BY PRODUCT, 2020 - 2026, USD MILLION

TABLE 55 FRANCE GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 56 FRANCE GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 57 RUSSIA GAMING PERIPHERAL MARKET, 2016 - 2019, USD MILLION

TABLE 58 RUSSIA GAMING PERIPHERAL MARKET, 2020 - 2026, USD MILLION

TABLE 59 RUSSIA GAMING PERIPHERAL MARKET BY DEVICE, 2016 - 2019, USD MILLION

TABLE 60 RUSSIA GAMING PERIPHERAL MARKET BY DEVICE, 2020 - 2026, USD MILLION

TABLE 61 RUSSIA GAMING PERIPHERAL MARKET BY PRODUCT, 2016 - 2019, USD MILLION

TABLE 62 RUSSIA GAMING PERIPHERAL MARKET BY PRODUCT, 2020 - 2026, USD MILLION

TABLE 63 RUSSIA GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL,

2016 - 2019, USD MILLION

TABLE 64 RUSSIA GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL,  
2020 - 2026, USD MILLION

TABLE 65 SPAIN GAMING PERIPHERAL MARKET, 2016 - 2019, USD MILLION

TABLE 66 SPAIN GAMING PERIPHERAL MARKET, 2020 - 2026, USD MILLION

TABLE 67 SPAIN GAMING PERIPHERAL MARKET BY DEVICE, 2016 - 2019, USD  
MILLION

TABLE 68 SPAIN GAMING PERIPHERAL MARKET BY DEVICE, 2020 - 2026, USD  
MILLION

TABLE 69 SPAIN GAMING PERIPHERAL MARKET BY PRODUCT, 2016 - 2019, USD  
MILLION

TABLE 70 SPAIN GAMING PERIPHERAL MARKET BY PRODUCT, 2020 - 2026, USD  
MILLION

TABLE 71 SPAIN GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL,  
2016 - 2019, USD MILLION

TABLE 72 SPAIN GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL,  
2020 - 2026, USD MILLION

TABLE 73 ITALY GAMING PERIPHERAL MARKET, 2016 - 2019, USD MILLION

TABLE 74 ITALY GAMING PERIPHERAL MARKET, 2020 - 2026, USD MILLION

TABLE 75 ITALY GAMING PERIPHERAL MARKET BY DEVICE, 2016 - 2019, USD  
MILLION

TABLE 76 ITALY GAMING PERIPHERAL MARKET BY DEVICE, 2020 - 2026, USD  
MILLION

TABLE 77 ITALY GAMING PERIPHERAL MARKET BY PRODUCT, 2016 - 2019, USD  
MILLION

TABLE 78 ITALY GAMING PERIPHERAL MARKET BY PRODUCT, 2020 - 2026, USD  
MILLION

TABLE 79 ITALY GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL,  
2016 - 2019, USD MILLION

TABLE 80 ITALY GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL,  
2020 - 2026, USD MILLION

TABLE 81 REST OF EUROPE GAMING PERIPHERAL MARKET, 2016 - 2019, USD  
MILLION

TABLE 82 REST OF EUROPE GAMING PERIPHERAL MARKET, 2020 - 2026, USD  
MILLION

TABLE 83 REST OF EUROPE GAMING PERIPHERAL MARKET BY DEVICE, 2016 -  
2019, USD MILLION

TABLE 84 REST OF EUROPE GAMING PERIPHERAL MARKET BY DEVICE, 2020 -  
2026, USD MILLION

TABLE 85 REST OF EUROPE GAMING PERIPHERAL MARKET BY PRODUCT, 2016 - 2019, USD MILLION

TABLE 86 REST OF EUROPE GAMING PERIPHERAL MARKET BY PRODUCT, 2020 - 2026, USD MILLION

TABLE 87 REST OF EUROPE GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2016 - 2019, USD MILLION

TABLE 88 REST OF EUROPE GAMING PERIPHERAL MARKET BY DISTRIBUTION CHANNEL, 2020 - 2026, USD MILLION

TABLE 89 KEY INFORMATION – LOGITECH INTERNATIONAL S.A.

TABLE 90 KEY INFORMATION – RAZER, INC.

TABLE 91 KEY INFORMATION – COOLER MASTER TECHNOLOGY, INC.

TABLE 92 KEY INFORMATION – EASTERN TIMES TECHNOLOGY CO., LTD.

TABLE 93 KEY INFORMATION – THERMALTAKE TECHNOLOGY CO., LTD.

TABLE 94 KEY INFORMATION – GUILLEMOT CORPORATION S.A.

TABLE 95 KEY INFORMATION – SHENZHEN RAPOO TECHNOLOGY CO., LTD.

TABLE 96 KEY INFORMATION – SENNHEISER ELECTRONIC GMBH & CO. KG

TABLE 97 KEY INFORMATION – ANKER INNOVATIONS LIMITED

TABLE 98 KEY INFORMATION – KINGSTON TECHNOLOGY COMPANY, INC.

## List Of Figures

### LIST OF FIGURES

FIG 1 METHODOLOGY FOR THE RESEARCH

FIG 2 KBV CARDINAL MATRIX

FIG 3 KEY LEADING STRATEGIES: PERCENTAGE DISTRIBUTION (2016-2020)

FIG 4 KEY STRATEGIC MOVE: (PRODUCT LAUNCHES AND PRODUCT EXPANSIONS : 2017, APR – 2020, OCT) LEADING PLAYERS

FIG 5 RECENT STRATEGIES AND DEVELOPMENTS: LOGITECH INTERNATIONAL S.A.

FIG 6 RECENT STRATEGIES AND DEVELOPMENTS: RAZER, INC.

FIG 7 RECENT STRATEGIES AND DEVELOPMENTS: COOLER MASTER TECHNOLOGY, INC.

FIG 8 RECENT STRATEGIES AND DEVELOPMENTS: THERMALTAKE TECHNOLOGY CO., LTD.

FIG 9 RECENT STRATEGIES AND DEVELOPMENTS: SHENZHEN RAPOO TECHNOLOGY CO., LTD.

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