

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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