

# **LAMEA 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 Latin America, Middle East and Africa Gaming Peripheral Market would witness market growth of 16.6% CAGR during the forecast period (2020-2026).

The growing number of hardware improvements and online gamers like graphics and sound cards faster processors has allowed a broader scope for the industry. In addition to it, the industry is also showing a high inflow of revenue that is based on high consumer expenses for ultra-modern games. From the past few years, video games have advanced through numerous stages as a gaming console is becoming more sophisticated in the last years.

Gaming peripherals are external devices that are specifically designed to play video games on phones, computers, or consoles. There are numerous types of gaming peripheral devices that are available in the market, for example, gaming, headset, gamepads, joystick, keyboard, mouse, and virtual reality devices. These peripherals are helpful in enhancing the gaming experience while playing several video games. There are many virtual reality devices like VR headset, VR PC backpack, and VR controller that are primarily used by gamers for an improved gaming experience in playing video games.

The scope of the gaming hardware market has shown a huge extent including a lot of variety of applications. To complement the growth factors, investment has become one of the value chain constituents that features the game or a large number of corporations

are dealing with large-budgets. In contrast to all these, independent developers are preferring to opt to raise funds on their own platforms. Current innovations are supplementarily anticipated to boost the market growth. For example, Logitech G which is a brand of Logitech in October 2019, has introduced PRO X mechanical gaming keyboard and they have swappable switches as a customized part. The new and advanced keyboard is a better option for Esports professionals that shows high reliability and enhanced features in designing.

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 Brazil, Argentina, UAE, Saudi Arabia, South Africa, Nigeria, and Rest of LAMEA.

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

Brazil

Argentina

UAE

Saudi Arabia

South Africa

Nigeria

Rest of LAMEA

#### 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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