

Global E-Sports Peripherals Market Growth 2026-2032

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Abstracts

The global E-Sports Peripherals market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

E-Sports Peripherals are accessories or add-ons designed to enhance gaming experience. These include controllers, headsets, keyboards, mice, and VR headsets.

United States market for E-Sports Peripherals is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for E-Sports Peripherals is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for E-Sports Peripherals is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key E-Sports Peripherals players cover Logitech G, Turtle Beach, Corsair, SteelSeries, Thrustmaster, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LP Information, Inc. (LPI) ' newest research report, the "E-Sports Peripherals Industry Forecast" looks at past sales and reviews total world E-Sports Peripherals sales in 2025, providing a comprehensive analysis by region and market sector of projected E-Sports Peripherals sales for 2026 through 2032. With E-Sports Peripherals sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world E-Sports Peripherals industry.

This Insight Report provides a comprehensive analysis of the global E-Sports Peripherals landscape and highlights key trends related to product segmentation,

company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on E-Sports Peripherals portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global E-Sports Peripherals market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for E-Sports Peripherals and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global E-Sports Peripherals.

This report presents a comprehensive overview, market shares, and growth opportunities of E-Sports Peripherals market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

E-Sports Mouse

E-Sports Keyboards

E-Sports Headset

Controllers

Others

Segmentation by Application:

Personal

Commercial

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

Logitech G

Turtle Beach

Corsair

SteelSeries

Thrustmaster

Cooler Master

Razer

Mad Catz

Thermaltake Gaming

Playmax Gaming

Powerwave Accessories

HTC Corporation

Allied Gaming

Nacon

Asus

HP(HyperX)

MSI

Nintendo

Sony (PlayStation)

Microsoft (xbox)

Dell (Alienware)

CHERRY

Zowie

Sharkoon

Sennheiser

Plantronics

Key Questions Addressed in this Report

What is the 10-year outlook for the global E-Sports Peripherals market?

What factors are driving E-Sports Peripherals market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do E-Sports Peripherals market opportunities vary by end market size?

How does E-Sports Peripherals break out by Type, by Application?

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