

Global Esports Gaming Peripheral Market Growth 2026-2032

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Abstracts

The global Esports Gaming Peripheral 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.

United States market for Esports Gaming Peripheral 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 Esports Gaming Peripheral 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 Esports Gaming Peripheral is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Esports Gaming Peripheral players cover Razer, Logitech, SteelSeries, HyperX, Corsair, 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 "Esports Gaming Peripheral Industry Forecast" looks at past sales and reviews total world Esports Gaming Peripheral sales in 2025, providing a comprehensive analysis by region and market sector of projected Esports Gaming Peripheral sales for 2026 through 2032. With Esports Gaming Peripheral sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Esports Gaming Peripheral industry.

This Insight Report provides a comprehensive analysis of the global Esports Gaming

Peripheral 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 Esports Gaming Peripheral portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Esports Gaming Peripheral market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Esports Gaming Peripheral 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 Esports Gaming Peripheral.

This report presents a comprehensive overview, market shares, and growth opportunities of Esports Gaming Peripheral market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Gaming Mouse

Gaming Keyboards

Headset

Controllers

Others

Segmentation by Application:

Gaming Tournaments

Training and Boot Camps

Personal Leisure

Other

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.

Razer

Logitech

SteelSeries

HyperX

Corsair

ASUS

Turtle Beach

Poly

Mad Catz

Roccat

Thrustmaster

Cooler Master

Sharkoon

Pulsar

Fnatic

Viper Gaming

Dell

Skyloong

Ant Esports

Key Questions Addressed in this Report

What is the 10-year outlook for the global Esports Gaming Peripheral market?

What factors are driving Esports Gaming Peripheral market growth, globally and by region?

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

How do Esports Gaming Peripheral market opportunities vary by end market size?

How does Esports Gaming Peripheral break out by Type, by Application?

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