

Global Game IP Peripherals Market Growth (Status and Outlook) 2026-2032

<https://marketpublishers.com/r/GF0326633960EN.html>

Date: June 2026

Pages: 118

Price: US\$ 3,660.00 (Single User License)

ID: GF0326633960EN

Abstracts

The global Game IP Peripherals market size is predicted to grow from US\$ 62760 million in 2025 to US\$ 141570 million in 2032; it is expected to grow at a CAGR of 12.6% from 2026 to 2032.

Game IP peripherals are a series of products developed based on popular game intellectual property (IP), covering various forms from physical to virtual. These peripheral products usually include exquisite figurines, themed clothing, limited edition models, stationery, daily necessities, and virtual items such as skins and props. Through licensing cooperation, game companies and manufacturers jointly launch high-quality products to attract a large number of fans and consumers. Game IP peripherals not only strengthen the influence of the brand, but also provide fans with a deeper way of interaction, allowing them to integrate their favorite game elements into their daily lives. Special editions and co-branded products increase the collection value and stimulate consumers' desire to buy.

United States market for Game IP 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 Game IP 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 Game IP 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 Game IP Peripherals players cover Disney, Nintendo, Sanrio, Lucasfilm, Froebel-Kan, etc. In terms of revenue, the global two largest companies occupied for a

share nearly % in 2025.

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

This Insight Report provides a comprehensive analysis of the global Game IP 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 analyses the strategies of leading global companies with a focus on Game IP Peripherals portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Game IP Peripherals market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Game IP 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 Game IP Peripherals.

This report presents a comprehensive overview, market shares, and growth opportunities of Game IP Peripherals market by product type, application, key players and key regions and countries.

Segmentation by Type:

Toys

Clothing and Accessories

Mystery Boxes

PC Game Peripherals

Books and Stationery

Music

Others

Segmentation by Application:

Distribution Channels

Third-Party Retail Channels

Direct Channels

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 analyzing the company's coverage, product portfolio, its market penetration.

Disney

Nintendo

Sanrio

Lucasfilm

Froebel-Kan

SONY

Warner Bros Pictures

Tencent

Aofei

H.BROTHERS

ENLIGHT MEDIA

China Literature Limited

Blizzard

Nexon

Square Enix

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Game IP Peripherals Market Size (2021-2032)
 - 2.1.2 Game IP Peripherals Market Size CAGR by Region (2021 VS 2025 VS 2032)
 - 2.1.3 World Current & Future Analysis for Game IP Peripherals by Country/Region (2021, 2025 & 2032)
- 2.2 Game IP Peripherals Segment by Type
 - 2.2.1 Toys
 - 2.2.2 Clothing and Accessories
 - 2.2.3 Mystery Boxes
 - 2.2.4 PC Game Peripherals
 - 2.2.5 Books and Stationery
 - 2.2.6 Music
 - 2.2.7 Others
 - 2.2.8 Game IP Peripherals Market Size by Type
 - 2.2.8.1 Game IP Peripherals Market Size CAGR by Type (2021 VS 2025 VS 2032)
 - 2.2.8.2 Global Game IP Peripherals Market Size Market Share by Type (2021-2026)
- 2.3 Game IP Peripherals Segment by Application
 - 2.3.1 Distribution Channels
 - 2.3.2 Third-Party Retail Channels
 - 2.3.3 Direct Channels
 - 2.3.4 Game IP Peripherals Market Size by Application
 - 2.3.4.1 Game IP Peripherals Market Size CAGR by Application (2021 VS 2025 VS 2032)
 - 2.3.4.2 Global Game IP Peripherals Market Size Market Share by Application

(2021-2026)

3 GAME IP PERIPHERALS MARKET SIZE BY PLAYER

3.1 Game IP Peripherals Market Size Market Share by Player

3.1.1 Global Game IP Peripherals Revenue by Player (2021-2026)

3.1.2 Global Game IP Peripherals Revenue Market Share by Player (2021-2026)

3.2 Global Game IP Peripherals Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 GAME IP PERIPHERALS BY REGION

4.1 Game IP Peripherals Market Size by Region (2021-2026)

4.2 Global Game IP Peripherals Annual Revenue by Country/Region (2021-2026)

4.3 Americas Game IP Peripherals Market Size Growth (2021-2026)

4.4 APAC Game IP Peripherals Market Size Growth (2021-2026)

4.5 Europe Game IP Peripherals Market Size Growth (2021-2026)

4.6 Middle East & Africa Game IP Peripherals Market Size Growth (2021-2026)

5 AMERICAS

5.1 Americas Game IP Peripherals Market Size by Country (2021-2026)

5.2 Americas Game IP Peripherals Market Size by Type (2021-2026)

5.3 Americas Game IP Peripherals Market Size by Application (2021-2026)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Game IP Peripherals Market Size by Region (2021-2026)

6.2 APAC Game IP Peripherals Market Size by Type (2021-2026)

6.3 APAC Game IP Peripherals Market Size by Application (2021-2026)

6.4 China

- 6.5 Japan
- 6.6 South Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

7 EUROPE

- 7.1 Europe Game IP Peripherals Market Size by Country (2021-2026)
- 7.2 Europe Game IP Peripherals Market Size by Type (2021-2026)
- 7.3 Europe Game IP Peripherals Market Size by Application (2021-2026)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa Game IP Peripherals by Region (2021-2026)
- 8.2 Middle East & Africa Game IP Peripherals Market Size by Type (2021-2026)
- 8.3 Middle East & Africa Game IP Peripherals Market Size by Application (2021-2026)
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

10 GLOBAL GAME IP PERIPHERALS MARKET FORECAST

- 10.1 Global Game IP Peripherals Forecast by Region (2027-2032)
 - 10.1.1 Global Game IP Peripherals Forecast by Region (2027-2032)
 - 10.1.2 Americas Game IP Peripherals Forecast

- 10.1.3 APAC Game IP Peripherals Forecast
- 10.1.4 Europe Game IP Peripherals Forecast
- 10.1.5 Middle East & Africa Game IP Peripherals Forecast
- 10.2 Americas Game IP Peripherals Forecast by Country (2027-2032)
 - 10.2.1 United States Market Game IP Peripherals Forecast
 - 10.2.2 Canada Market Game IP Peripherals Forecast
 - 10.2.3 Mexico Market Game IP Peripherals Forecast
 - 10.2.4 Brazil Market Game IP Peripherals Forecast
- 10.3 APAC Game IP Peripherals Forecast by Region (2027-2032)
 - 10.3.1 China Game IP Peripherals Market Forecast
 - 10.3.2 Japan Market Game IP Peripherals Forecast
 - 10.3.3 Korea Market Game IP Peripherals Forecast
 - 10.3.4 Southeast Asia Market Game IP Peripherals Forecast
 - 10.3.5 India Market Game IP Peripherals Forecast
 - 10.3.6 Australia Market Game IP Peripherals Forecast
- 10.4 Europe Game IP Peripherals Forecast by Country (2027-2032)
 - 10.4.1 Germany Market Game IP Peripherals Forecast
 - 10.4.2 France Market Game IP Peripherals Forecast
 - 10.4.3 UK Market Game IP Peripherals Forecast
 - 10.4.4 Italy Market Game IP Peripherals Forecast
 - 10.4.5 Russia Market Game IP Peripherals Forecast
- 10.5 Middle East & Africa Game IP Peripherals Forecast by Region (2027-2032)
 - 10.5.1 Egypt Market Game IP Peripherals Forecast
 - 10.5.2 South Africa Market Game IP Peripherals Forecast
 - 10.5.3 Israel Market Game IP Peripherals Forecast
 - 10.5.4 Turkey Market Game IP Peripherals Forecast
- 10.6 Global Game IP Peripherals Forecast by Type (2027-2032)
- 10.7 Global Game IP Peripherals Forecast by Application (2027-2032)
 - 10.7.1 GCC Countries Market Game IP Peripherals Forecast

11 KEY PLAYERS ANALYSIS

- 11.1 Disney
 - 11.1.1 Disney Company Information
 - 11.1.2 Disney Game IP Peripherals Product Offered
 - 11.1.3 Disney Game IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)
 - 11.1.4 Disney Main Business Overview
 - 11.1.5 Disney Latest Developments

11.2 Nintendo

11.2.1 Nintendo Company Information

11.2.2 Nintendo Game IP Peripherals Product Offered

11.2.3 Nintendo Game IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)

11.2.4 Nintendo Main Business Overview

11.2.5 Nintendo Latest Developments

11.3 Sanrio

11.3.1 Sanrio Company Information

11.3.2 Sanrio Game IP Peripherals Product Offered

11.3.3 Sanrio Game IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)

11.3.4 Sanrio Main Business Overview

11.3.5 Sanrio Latest Developments

11.4 Lucasfilm

11.4.1 Lucasfilm Company Information

11.4.2 Lucasfilm Game IP Peripherals Product Offered

11.4.3 Lucasfilm Game IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)

11.4.4 Lucasfilm Main Business Overview

11.4.5 Lucasfilm Latest Developments

11.5 Froebel-Kan

11.5.1 Froebel-Kan Company Information

11.5.2 Froebel-Kan Game IP Peripherals Product Offered

11.5.3 Froebel-Kan Game IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)

11.5.4 Froebel-Kan Main Business Overview

11.5.5 Froebel-Kan Latest Developments

11.6 SONY

11.6.1 SONY Company Information

11.6.2 SONY Game IP Peripherals Product Offered

11.6.3 SONY Game IP Peripherals Revenue, Gross Margin and Market Share (2021-2026)

11.6.4 SONY Main Business Overview

11.6.5 SONY Latest Developments

11.7 Warner Bros Pictures

11.7.1 Warner Bros Pictures Company Information

11.7.2 Warner Bros Pictures Game IP Peripherals Product Offered

11.7.3 Warner Bros Pictures Game IP Peripherals Revenue, Gross Margin and Market

Share (2021-2026)

11.7.4 Warner Bros Pictures Main Business Overview

11.7.5 Warner Bros Pictures Latest Developments

11.8 Tencent

11.8.1 Tencent Company Information

11.8.2 Tencent Game IP Peripherals Product Offered

11.8.3 Tencent Game IP Peripherals Revenue, Gross Margin and Market Share

(2021-2026)

11.8.4 Tencent Main Business Overview

11.8.5 Tencent Latest Developments

11.9 Aofei

11.9.1 Aofei Company Information

11.9.2 Aofei Game IP Peripherals Product Offered

11.9.3 Aofei Game IP Peripherals Revenue, Gross Margin and Market Share

(2021-2026)

11.9.4 Aofei Main Business Overview

11.9.5 Aofei Latest Developments

11.10 H.BROTHERS

11.10.1 H.BROTHERS Company Information

11.10.2 H.BROTHERS Game IP Peripherals Product Offered

11.10.3 H.BROTHERS Game IP Peripherals Revenue, Gross Margin and Market

Share (2021-2026)

11.10.4 H.BROTHERS Main Business Overview

11.10.5 H.BROTHERS Latest Developments

11.11 ENLIGHT MEDIA

11.11.1 ENLIGHT MEDIA Company Information

11.11.2 ENLIGHT MEDIA Game IP Peripherals Product Offered

11.11.3 ENLIGHT MEDIA Game IP Peripherals Revenue, Gross Margin and Market

Share (2021-2026)

11.11.4 ENLIGHT MEDIA Main Business Overview

11.11.5 ENLIGHT MEDIA Latest Developments

11.12 China Literature Limited

11.12.1 China Literature Limited Company Information

11.12.2 China Literature Limited Game IP Peripherals Product Offered

11.12.3 China Literature Limited Game IP Peripherals Revenue, Gross Margin and

Market Share (2021-2026)

11.12.4 China Literature Limited Main Business Overview

11.12.5 China Literature Limited Latest Developments

11.13 Blizzard

- 11.13.1 Blizzard Company Information
- 11.13.2 Blizzard Game IP Peripherals Product Offered
- 11.13.3 Blizzard Game IP Peripherals Revenue, Gross Margin and Market Share
(2021-2026)
- 11.13.4 Blizzard Main Business Overview
- 11.13.5 Blizzard Latest Developments
- 11.14 Nexon
 - 11.14.1 Nexon Company Information
 - 11.14.2 Nexon Game IP Peripherals Product Offered
 - 11.14.3 Nexon Game IP Peripherals Revenue, Gross Margin and Market Share
(2021-2026)
 - 11.14.4 Nexon Main Business Overview
 - 11.14.5 Nexon Latest Developments
- 11.15 Square Enix
 - 11.15.1 Square Enix Company Information
 - 11.15.2 Square Enix Game IP Peripherals Product Offered
 - 11.15.3 Square Enix Game IP Peripherals Revenue, Gross Margin and Market Share
(2021-2026)
 - 11.15.4 Square Enix Main Business Overview
 - 11.15.5 Square Enix Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Game IP Peripherals Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)

Table 2. Game IP Peripherals Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of Toys

Table 4. Major Players of Clothing and Accessories

Table 5. Major Players of Mystery Boxes

Table 6. Major Players of PC Game Peripherals

Table 7. Major Players of Books and Stationery

Table 8. Major Players of Music

Table 9. Major Players of Others

Table 10. Game IP Peripherals Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 11. Global Game IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 12. Global Game IP Peripherals Market Size Market Share by Type (2021-2026)

Table 13. Game IP Peripherals Market Size CAGR by Application (2021 VS 2025 VS 2032) & (\$ millions)

Table 14. Global Game IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 15. Global Game IP Peripherals Market Size Market Share by Application (2021-2026)

Table 16. Global Game IP Peripherals Revenue by Player (2021-2026) & (\$ millions)

Table 17. Global Game IP Peripherals Revenue Market Share by Player (2021-2026)

Table 18. Game IP Peripherals Key Players Head office and Products Offered

Table 19. Game IP Peripherals Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 20. New Products and Potential Entrants

Table 21. Mergers & Acquisitions, Expansion

Table 22. Global Game IP Peripherals Market Size by Region (2021-2026) & (\$ millions)

Table 23. Global Game IP Peripherals Market Size Market Share by Region (2021-2026)

Table 24. Global Game IP Peripherals Revenue by Country/Region (2021-2026) & (\$ millions)

Table 25. Global Game IP Peripherals Revenue Market Share by Country/Region

(2021-2026)

Table 26. Americas Game IP Peripherals Market Size by Country (2021-2026) & (\$ millions)

Table 27. Americas Game IP Peripherals Market Size Market Share by Country (2021-2026)

Table 28. Americas Game IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 29. Americas Game IP Peripherals Market Size Market Share by Type (2021-2026)

Table 30. Americas Game IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 31. Americas Game IP Peripherals Market Size Market Share by Application (2021-2026)

Table 32. APAC Game IP Peripherals Market Size by Region (2021-2026) & (\$ millions)

Table 33. APAC Game IP Peripherals Market Size Market Share by Region (2021-2026)

Table 34. APAC Game IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 35. APAC Game IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 36. Europe Game IP Peripherals Market Size by Country (2021-2026) & (\$ millions)

Table 37. Europe Game IP Peripherals Market Size Market Share by Country (2021-2026)

Table 38. Europe Game IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 39. Europe Game IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 40. Middle East & Africa Game IP Peripherals Market Size by Region (2021-2026) & (\$ millions)

Table 41. Middle East & Africa Game IP Peripherals Market Size by Type (2021-2026) & (\$ millions)

Table 42. Middle East & Africa Game IP Peripherals Market Size by Application (2021-2026) & (\$ millions)

Table 43. Key Market Drivers & Growth Opportunities of Game IP Peripherals

Table 44. Key Market Challenges & Risks of Game IP Peripherals

Table 45. Key Industry Trends of Game IP Peripherals

Table 46. Global Game IP Peripherals Market Size Forecast by Region (2027-2032) & (\$ millions)

Table 47. Global Game IP Peripherals Market Size Market Share Forecast by Region (2027-2032)

Table 48. Global Game IP Peripherals Market Size Forecast by Type (2027-2032) & (\$ millions)

Table 49. Global Game IP Peripherals Market Size Forecast by Application (2027-2032) & (\$ millions)

Table 50. Disney Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 51. Disney Game IP Peripherals Product Offered

Table 52. Disney Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 53. Disney Main Business

Table 54. Disney Latest Developments

Table 55. Nintendo Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 56. Nintendo Game IP Peripherals Product Offered

Table 57. Nintendo Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 58. Nintendo Main Business

Table 59. Nintendo Latest Developments

Table 60. Sanrio Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 61. Sanrio Game IP Peripherals Product Offered

Table 62. Sanrio Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 63. Sanrio Main Business

Table 64. Sanrio Latest Developments

Table 65. Lucasfilm Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 66. Lucasfilm Game IP Peripherals Product Offered

Table 67. Lucasfilm Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 68. Lucasfilm Main Business

Table 69. Lucasfilm Latest Developments

Table 70. Froebel-Kan Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 71. Froebel-Kan Game IP Peripherals Product Offered

Table 72. Froebel-Kan Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 73. Froebel-Kan Main Business

Table 74. Froebel-Kan Latest Developments

Table 75. SONY Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 76. SONY Game IP Peripherals Product Offered

Table 77. SONY Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 78. SONY Main Business

Table 79. SONY Latest Developments

Table 80. Warner Bros Pictures Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 81. Warner Bros Pictures Game IP Peripherals Product Offered

Table 82. Warner Bros Pictures Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 83. Warner Bros Pictures Main Business

Table 84. Warner Bros Pictures Latest Developments

Table 85. Tencent Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 86. Tencent Game IP Peripherals Product Offered

Table 87. Tencent Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 88. Tencent Main Business

Table 89. Tencent Latest Developments

Table 90. Aofei Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 91. Aofei Game IP Peripherals Product Offered

Table 92. Aofei Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 93. Aofei Main Business

Table 94. Aofei Latest Developments

Table 95. H.BROTHERS Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 96. H.BROTHERS Game IP Peripherals Product Offered

Table 97. H.BROTHERS Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 98. H.BROTHERS Main Business

Table 99. H.BROTHERS Latest Developments

Table 100. ENLIGHT MEDIA Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 101. ENLIGHT MEDIA Game IP Peripherals Product Offered

Table 102. ENLIGHT MEDIA Game IP Peripherals Revenue (\$ million), Gross Margin

and Market Share (2021-2026)

Table 103. ENLIGHT MEDIA Main Business

Table 104. ENLIGHT MEDIA Latest Developments

Table 105. China Literature Limited Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 106. China Literature Limited Game IP Peripherals Product Offered

Table 107. China Literature Limited Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 108. China Literature Limited Main Business

Table 109. China Literature Limited Latest Developments

Table 110. Blizzard Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 111. Blizzard Game IP Peripherals Product Offered

Table 112. Blizzard Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 113. Blizzard Main Business

Table 114. Blizzard Latest Developments

Table 115. Nexon Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 116. Nexon Game IP Peripherals Product Offered

Table 117. Nexon Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 118. Nexon Main Business

Table 119. Nexon Latest Developments

Table 120. Square Enix Details, Company Type, Game IP Peripherals Area Served and Its Competitors

Table 121. Square Enix Game IP Peripherals Product Offered

Table 122. Square Enix Game IP Peripherals Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 123. Square Enix Main Business

Table 124. Square Enix Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Game IP Peripherals Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Game IP Peripherals Market Size Growth Rate (2021-2032) (\$ millions)
- Figure 6. Game IP Peripherals Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)
- Figure 7. Game IP Peripherals Sales Market Share by Country/Region (2025)
- Figure 8. Game IP Peripherals Sales Market Share by Country/Region (2021, 2025 & 2032)
- Figure 9. Global Game IP Peripherals Market Size Market Share by Type in 2025
- Figure 10. Game IP Peripherals in Distribution Channels
- Figure 11. Global Game IP Peripherals Market: Distribution Channels (2021-2026) & (\$ millions)
- Figure 12. Game IP Peripherals in Third-Party Retail Channels
- Figure 13. Global Game IP Peripherals Market: Third-Party Retail Channels (2021-2026) & (\$ millions)
- Figure 14. Game IP Peripherals in Direct Channels
- Figure 15. Global Game IP Peripherals Market: Direct Channels (2021-2026) & (\$ millions)
- Figure 16. Global Game IP Peripherals Market Size Market Share by Application in 2025
- Figure 17. Global Game IP Peripherals Revenue Market Share by Player in 2025
- Figure 18. Global Game IP Peripherals Market Size Market Share by Region (2021-2026)
- Figure 19. Americas Game IP Peripherals Market Size 2021-2026 (\$ millions)
- Figure 20. APAC Game IP Peripherals Market Size 2021-2026 (\$ millions)
- Figure 21. Europe Game IP Peripherals Market Size 2021-2026 (\$ millions)
- Figure 22. Middle East & Africa Game IP Peripherals Market Size 2021-2026 (\$ millions)
- Figure 23. Americas Game IP Peripherals Value Market Share by Country in 2025
- Figure 24. United States Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)
- Figure 25. Canada Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)
- Figure 26. Mexico Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 27. Brazil Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 28. APAC Game IP Peripherals Market Size Market Share by Region in 2025

Figure 29. APAC Game IP Peripherals Market Size Market Share by Type (2021-2026)

Figure 30. APAC Game IP Peripherals Market Size Market Share by Application (2021-2026)

Figure 31. China Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 32. Japan Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 33. South Korea Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 34. Southeast Asia Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 35. India Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 36. Australia Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 37. Europe Game IP Peripherals Market Size Market Share by Country in 2025

Figure 38. Europe Game IP Peripherals Market Size Market Share by Type (2021-2026)

Figure 39. Europe Game IP Peripherals Market Size Market Share by Application (2021-2026)

Figure 40. Germany Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 41. France Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 42. UK Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 43. Italy Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 44. Russia Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 45. Middle East & Africa Game IP Peripherals Market Size Market Share by Region (2021-2026)

Figure 46. Middle East & Africa Game IP Peripherals Market Size Market Share by Type (2021-2026)

Figure 47. Middle East & Africa Game IP Peripherals Market Size Market Share by Application (2021-2026)

Figure 48. Egypt Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 49. South Africa Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 50. Israel Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 51. Turkey Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 52. GCC Countries Game IP Peripherals Market Size Growth 2021-2026 (\$ millions)

Figure 53. Americas Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 54. APAC Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 55. Europe Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 56. Middle East & Africa Game IP Peripherals Market Size 2027-2032 (\$

millions)

Figure 57. United States Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 58. Canada Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 59. Mexico Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 60. Brazil Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 61. China Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 62. Japan Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 63. Korea Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 64. Southeast Asia Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 65. India Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 66. Australia Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 67. Germany Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 68. France Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 69. UK Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 70. Italy Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 71. Russia Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 72. Egypt Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 73. South Africa Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 74. Israel Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 75. Turkey Game IP Peripherals Market Size 2027-2032 (\$ millions)

Figure 76. Global Game IP Peripherals Market Size Market Share Forecast by Type (2027-2032)

Figure 77. Global Game IP Peripherals Market Size Market Share Forecast by Application (2027-2032)

Figure 78. GCC Countries Game IP Peripherals Market Size 2027-2032 (\$ millions)

I would like to order

Product name: Global Game IP Peripherals Market Growth (Status and Outlook) 2026-2032

Product link: <https://marketpublishers.com/r/GF0326633960EN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GF0326633960EN.html>