

Global Game Simulation Gear Market Growth (Status and Outlook) 2025-2031

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Abstracts

According to this study, the global Game Simulation Gear market size will reach US\$ 1188 million by 2031.

Game Simulation Gear refers to a specialized set of equipment and tools designed to enhance the immersive experience of video gaming. This gear typically includes hardware such as VR (Virtual Reality) headsets, motion-sensing devices, haptic feedback systems, steering wheels, flight controllers, and other peripherals that simulate real-life actions within the digital gaming world. These tools are designed to provide a more realistic, interactive, and engaging gaming experience by replicating physical sensations, movements, and environments in a virtual setting. The primary purpose of game simulation gear is to create an environment that allows gamers to feel as if they are truly part of the game, whether they are flying an aircraft, driving a car, or exploring an entirely new virtual world.

From the production side, China, Europe and Japan are important production areas. It is expected that China will maintain the fastest growth rate in the next few years, and the share is expected to reach 5.5% in 2030.

From the perspective of product types, arcade joysticks occupy an important position, and the share is expected to reach 63.5% in 2030. However, affected by the popularity of aviation simulation flight games, the growth rate of flight joysticks will be faster in the next few years. From a global perspective, the share of flight joysticks in the US and European markets is higher.

At the same time, in terms of application, unlike game controllers, game joysticks are usually used in more professional gaming fields. Therefore, game joysticks are more

used in professional game consoles such as PlayStation, Xbox, Nintendo, etc. Therefore, the share used for game consoles is higher, and the share used for game consoles is about 79.6%, and the CAGR in the next few years is about 5.3%.

From the perspective of manufacturers, globally, the core manufacturers of game joysticks mainly include HORI, Logitech, Thrustmaster, Nacon, Mad Catz, PXN and Qanba, etc. The world's first-tier manufacturers include HORI, Logitech, Thrustmaster and Nacon, which account for approximately 35% of the market share; the second-tier manufacturers include Mad Catz, PXN and Qanba, which together account for 25% of the market share.

LPI (LP Information)' newest research report, the "Game Simulation Gear Industry Forecast" looks at past sales and reviews total world Game Simulation Gear sales in 2024, providing a comprehensive analysis by region and market sector of projected Game Simulation Gear sales for 2025 through 2031. With Game Simulation Gear sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Game Simulation Gear industry.

This Insight Report provides a comprehensive analysis of the global Game Simulation Gear 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 Simulation Gear portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Game Simulation Gear market.

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

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

Segmentation by Type:

Racing and Driving Simulation Gear

Flight Simulation Gear

Segmentation by Application:

Game Consoles

PC and Mobile

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.

Logitech

Razer

HORI

Mad Catz

Mayflash

Bigben (Nacon)

Thrustmaster

PDP (Victrix)

Trust

VKB

Speedlink

PowerA

CH Products

GameSir

Gammac

Turtle Beach

Qanba

PXN

8BitDo

Betop

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