

# Global Gaming Hardware Market Growth 2024-2030

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## Abstracts

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Gaming hardware provides a platform for users to play different types of games, where games can be played on personal computers, different consoles attached to a television, mobile phones, or on handheld gaming devices such as Nintendo DS systems or PSP devices. These devices significantly enable the user to experience realistic representation of players and environments during gameplay.

The global Gaming Hardware market size is projected to grow from US\$ 139.2 million in 2023 to US\$ 178.7 million in 2030; it is expected to grow at a CAGR of 3.6% from 2024 to 2030.

LP Information, Inc. (LPI) ' newest research report, the "Gaming Hardware Industry Forecast" looks at past sales and reviews total world Gaming Hardware sales in 2023, providing a comprehensive analysis by region and market sector of projected Gaming Hardware sales for 2024 through 2030. With Gaming Hardware sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Gaming Hardware industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors

shaping the global outlook for Gaming Hardware 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 Gaming Hardware.

Some of the key factors driving growth of gaming hardware is technological developments in the gaming industry. Innovative technologies such as interactive glasses, 4k content, and 3D audio quality are enhancing the experience of end-users and also driving constant innovation in the gaming hardware world.

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

#### Segmentation by type

Standard Consoles

Handheld

Controller

Headsets

Camera

Others

#### Segmentation by application

Commercial

Residential

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.

Microsoft

Nintendo

Sony

NVIDIA

Madcatz

V-MODA

Razer

A4TECH

Scuf Gaming

Logitech

Venom

Turtle Beach

## Key Questions Addressed in this Report

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

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

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

How do Gaming Hardware market opportunities vary by end market size?

How does Gaming Hardware break out type, application?

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