

# Global Gaming Peripherals Market Growth (Status and Outlook) 2026-2032

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## Abstracts

The global Gaming Peripherals market size is predicted to grow from US\$ 3502 million in 2025 to US\$ 5127 million in 2032; it is expected to grow at a CAGR of 5.7% from 2026 to 2032.

Gaming Peripherals are hardware devices, such as mice, keyboards, headsets, surfaces and controllers, used to play games in conjunction.

### Market Drivers

**eSports & Streaming:** The rise of professional gaming and content creation drives demand for tournament-grade gear .

**The 'Prosumer' Revolution:** Enthusiasts seek professional-level performance for a competitive edge, fueling demand for high-end, customizable equipment .

**Technological Innovation:** Advances in wireless tech (low-latency), sensors, AI, and haptics create new, desirable product categories .

**Quest for Immersion:** Gamers invest in multi-sensory experiences like spatial audio and haptic feedback to feel more connected to game worlds .

**Rising Disposable Income:** Growing global wealth, especially in emerging markets, allows more consumers to spend on premium peripherals

LPI (LP Information)' newest research report, the 'Gaming Peripherals Industry Forecast' looks at past sales and reviews total world Gaming Peripherals sales in 2025,

providing a comprehensive analysis by region and market sector of projected Gaming Peripherals sales for 2026 through 2032. With Gaming Peripherals sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Gaming Peripherals industry.

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

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

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

#### Segmentation by Type:

Gaming Mouse

Gaming Keyboards

Headset

Controllers

Others

#### Segmentation by Equipment:

PC Gaming

Console Gaming

Mobile Gaming

Segmentation by Marketing Channel:

Online

Offline

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

Logitech

Genius

Pulsar

Razer

Turtle Beach (Roccat)

Corsair

HyperX

MSI

Asus (ROG)

SteelSeries

Argand (Cherry)

Mad Catz

Cooler Master

Thermaltake (Tt eSPORTS)

Sennheiser

Plantronics

Roccat

QPAD

PXN

RAPPO

Dareu

Thunderobot

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