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Global Gaming Peripherals and Accessories Market Growth 2026-2032

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Abstracts

The global Gaming Peripherals and Accessories 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.

Gaming peripherals are external essential devices for gamers. They refer to all hardware devices connected to a computer host (or other gaming devices) that can enhance or optimize the player's gaming experience. Gaming accessories refer to auxiliary devices related to electronic games. Although these devices are not directly connected to the game host, they also play an important role in improving the gaming experience. Gaming peripherals and accessories are important components for improving the gaming experience. They not only enrich the gameplay, but also increase the immersion and interactivity of the game.

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

Global key Gaming Peripherals and Accessories players cover Razer, Logitech G (ASTRO), Turtle Beach, Corsair, Sennheiser, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

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

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

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

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

Segmentation by Type:

Gaming Mouse

Gaming Keyboards

Headset

Controllers

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Others

Segmentation by Application:

Individual Players

Professional eSports

Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

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- 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 G (ASTRO)
- Turtle Beach
- Corsair
- Sennheiser

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Plantronics

SteelSeries

Sony

Samsung

Mad Catz

ROCCAT

QPAD

Thrustmaster

HyperX

Tt eSPORTS

Cooler Master

ZOWIE

Sharkoon

Trust

Microsoft

Genius(KYE Systems Corp)

HP

A4TECH

Shenzhen Rapoo Technology

Mionix

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COUGAR

Key Questions Addressed in this Report

What is the 10-year outlook for the global Gaming Peripherals and Accessories market?
What factors are driving Gaming Peripherals and Accessories market growth, globally and by region?
Which technologies are poised for the fastest growth by market and region?
How do Gaming Peripherals and Accessories market opportunities vary by end market size?
How does Gaming Peripherals and Accessories break out by Type, by Application?

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