

# Global Handheld Gaming Device Market Growth 2024-2030

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## Abstracts

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A handheld gaming device, often referred to as a handheld game console or handheld console, is a portable, small, dedicated gaming console that allows players to run video game software anytime and anywhere. These devices usually have their own screens and buttons that allow players to control in-game characters or perform other actions.

The global Handheld Gaming Device market size is projected to grow from US\$ million in 2024 to US\$ million in 2030; it is expected to grow at a CAGR of % from 2024 to 2030.

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

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

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

United States market for Handheld Gaming Device is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Handheld Gaming Device is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Handheld Gaming Device is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Handheld Gaming Device players cover Valve, Asus, Lenovo, AYANEO, Shenzhen GPD Technology Co., Ltd., etc. In terms of revenue, the global two largest companies occupied for a share nearly

% in 2023.

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

Segmentation by Type:

Handheld Gaming PC

Handheld Game Console

Segmentation by Application:

Household Use

Commercial Use

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

Valve

Asus

Lenovo

AYANEO

Shenzhen GPD Technology Co., Ltd.

Razer Inc.

Nintendo

MSI

Trend Hunter

OneXPlayer

PlayStation Vita (Sony)

Nvidia

Razer Edge

Retroid

Wikipad

Razer

GCW-Zero

LeapFrog

### Key Questions Addressed in this Report

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

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

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

How do Handheld Gaming Device market opportunities vary by end market size?

How does Handheld Gaming Device break out by Type, by Application?

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