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Global Mobile Gaming Peripheral Market Growth 2026-2032

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Abstracts

The global Mobile Gaming Peripheral market size is predicted to grow from US$ 158 million in 2025 to US$ 256 million in 2032; it is expected to grow at a CAGR of 7.3% from 2026 to 2032.

One of the key drivers of the mobile gaming peripheral market is the increasing popularity of mobile gaming as a form of entertainment. Mobile gaming has witnessed significant growth in recent years, driven by factors such as the widespread availability of smartphones, the proliferation of gaming apps, and the accessibility of high-speed internet connections. Mobile gaming peripherals enhance the gaming experience on mobile devices and cater to the needs and preferences of mobile gamers. The number of mobile gamers has been steadily increasing, with a diverse range of individuals engaging in gaming on their smartphones and tablets. Mobile gaming has become mainstream and appeals to a wide demographic, including casual gamers, enthusiasts, and professional gamers. The expanding mobile gaming population fuels the demand for mobile gaming peripherals that can improve gameplay, comfort, and overall performance.

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

This Insight Report provides a comprehensive analysis of the global Mobile Gaming

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Peripheral 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 Mobile Gaming Peripheral portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms? unique position in an accelerating global Mobile Gaming Peripheral market.

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

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

Segmentation by Type:

Smartphone Bracket Mounted

Smartphone Clip Mounted

Segmentation by Application:

Android

IOS

This report also splits the market by region:

Americas

United States

Canada

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- Mexico
- Brazil

APAC

- China
- Japan
- Korea
- Southeast Asia
- India
- Australia

Europe

- Germany
- France
- UK
- Italy
- Russia

Middle East & Africa

- Egypt
- South Africa
- Israel

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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.

Flydigi

Betop

Gamevice

GameSir

Beboncool

SteelSeries

Saitake

Amkette

IPEGA

MOGA

ROTOR RIOT

Satechi

Razer

Key Questions Addressed in this Report

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

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

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

How do Mobile Gaming Peripheral market opportunities vary by end market size?

How does Mobile Gaming Peripheral break out by Type, by Application?

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