

2015-2027 Global PC Gaming Peripheral Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

<https://marketpublishers.com/r/2600D696800DEN.html>

Date: April 2020

Pages: 114

Price: US\$ 3,460.00 (Single User License)

ID: 2600D696800DEN

Abstracts

The worldwide market for PC Gaming Peripheral is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

Major Companies Covered

Thrustmaster

QPAD

Sharkoon

Corsair

SteelSeries

Turtle Beach

ZOWIE

Sennheiser

Tt eSPORTS

Trust

Razer

HyperX

ROCCAT

Logitech G (ASTRO)

Plantronics

Mad Catz

Cooler Master

Major Types Covered

Mice

Keyboards

Gamepads/Controllers

External Speakers

Headphones

Headsets

Major Applications Covered

Distribution Channels

Third Party Retail Channels

Direct Channels

Top Countries Data Covered in This Report

United States

Canada

Germany

UK

France

Italy

Spain

Russia

Netherlands

Turkey

Switzerland

Sweden

Poland

Belgium

China

Japan

South Korea

Australia

India

Taiwan

Indonesia

Thailand
Philippines
Malaysia
Brazil
Mexico
Argentina
Columbia
Chile
Saudi Arabia
UAE
Egypt
Nigeria
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

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