

# Global Gamepad Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect

<https://marketpublishers.com/r/GFAE36178D31EN.html>

Date: June 2023

Pages: 122

Price: US\$ 3,250.00 (Single User License)

ID: GFAE36178D31EN

## Abstracts

A gamepad, joypad, or simply controller is a type of game controller held in two hands, where the fingers (especially thumbs) are used to provide input. They are typically the main input device for video game consoles.

The report combines extensive quantitative analysis and exhaustive qualitative analysis, ranges from a macro overview of the total market size, industry chain, and market dynamics to micro details of segment markets by type, application and region, and, as a result, provides a holistic view of, as well as a deep insight into the Gamepad market covering all its essential aspects.

For the competitive landscape, the report also introduces players in the industry from the perspective of the market share, concentration ratio, etc., and describes the leading companies in detail, with which the readers can get a better idea of their competitors and acquire an in-depth understanding of the competitive situation. Further, mergers & acquisitions, emerging market trends, the impact of COVID-19, and regional conflicts will all be considered.

In a nutshell, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the market in any manner.

Key players in the global Gamepad market are covered in Chapter 9:

Samsung

Thrustmaster

Sabrent  
Speedlink  
Razer  
Microsoft  
Logitech  
Mad Catz  
SONY  
BETOP Rumble

In Chapter 5 and Chapter 7.3, based on types, the Gamepad market from 2017 to 2027 is primarily split into:

Wireless Gamepad  
Wired Gamepad

In Chapter 6 and Chapter 7.4, based on applications, the Gamepad market from 2017 to 2027 covers:

Smart TV  
Smartphone  
PC

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historical data and forecast (2017-2027) of the following regions are covered in Chapter 4 and Chapter 7:

United States  
Europe  
China  
Japan  
India  
Southeast Asia  
Latin America  
Middle East and Africa

Client Focus

1. Does this report consider the impact of COVID-19 and the Russia-Ukraine war on the

Gamepad market?

Yes. As the COVID-19 and the Russia-Ukraine war are profoundly affecting the global supply chain relationship and raw material price system, we have definitely taken them into consideration throughout the research, and in Chapters 1.7, 2.7, 4.X.1, 7.5, 8.7, we elaborate at full length on the impact of the pandemic and the war on the Gamepad Industry.

2. How do you determine the list of the key players included in the report?

With the aim of clearly revealing the competitive situation of the industry, we concretely analyze not only the leading enterprises that have a voice on a global scale, but also the regional small and medium-sized companies that play key roles and have plenty of potential growth.

Please find the key player list in Summary.

3. What are your main data sources?

Both Primary and Secondary data sources are being used while compiling the report.

Primary sources include extensive interviews of key opinion leaders and industry experts (such as experienced front-line staff, directors, CEOs, and marketing executives), downstream distributors, as well as end-users.

Secondary sources include the research of the annual and financial reports of the top companies, public files, new journals, etc. We also cooperate with some third-party databases.

Please find a more complete list of data sources in Chapters 11.2.1 & 11.2.2.

4. Can I modify the scope of the report and customize it to suit my requirements?

Yes. Customized requirements of multi-dimensional, deep-level and high-quality can help our customers precisely grasp market opportunities, effortlessly confront market challenges, properly formulate market strategies and act promptly, thus to win them sufficient time and space for market competition.

Outline

Chapter 1 mainly defines the market scope and introduces the macro overview of the industry, with an executive summary of different market segments ((by type, application, region, etc.), including the definition, market size, and trend of each market segment.

Chapter 2 provides a qualitative analysis of the current status and future trends of the market. Industry Entry Barriers, market drivers, market challenges, emerging markets, consumer preference analysis, together with the impact of the COVID-19 outbreak will all be thoroughly explained.

Chapter 3 analyzes the current competitive situation of the market by providing data regarding the players, including their sales volume and revenue with corresponding market shares, price and gross margin. In addition, information about market concentration ratio, mergers, acquisitions, and expansion plans will also be covered.

Chapter 4 focuses on the regional market, presenting detailed data (i.e., sales volume, revenue, price, gross margin) of the most representative regions and countries in the world.

Chapter 5 provides the analysis of various market segments according to product types, covering sales volume, revenue along with market share and growth rate, plus the price analysis of each type.

Chapter 6 shows the breakdown data of different applications, including the consumption and revenue with market share and growth rate, with the aim of helping the readers to take a close-up look at the downstream market.

Chapter 7 provides a combination of quantitative and qualitative analyses of the market size and development trends in the next five years. The forecast information of the whole, as well as the breakdown market, offers the readers a chance to look into the future of the industry.

Chapter 8 is the analysis of the whole market industrial chain, covering key raw materials suppliers and price analysis, manufacturing cost structure analysis, alternative product analysis, also providing information on major distributors, downstream buyers, and the impact of COVID-19 pandemic.

Chapter 9 shares a list of the key players in the market, together with their basic information, product profiles, market performance (i.e., sales volume, price, revenue,

gross margin), recent development, SWOT analysis, etc.

Chapter 10 is the conclusion of the report which helps the readers to sum up the main findings and points.

Chapter 11 introduces the market research methods and data sources.

Years considered for this report:

Historical Years: 2017-2021

Base Year: 2021

Estimated Year: 2022

Forecast Period: 2022-2027

## Contents

### 1 GAMEPAD MARKET OVERVIEW

- 1.1 Product Overview and Scope of Gamepad Market
- 1.2 Gamepad Market Segment by Type
  - 1.2.1 Global Gamepad Market Sales Volume and CAGR (%) Comparison by Type (2017-2027)
- 1.3 Global Gamepad Market Segment by Application
  - 1.3.1 Gamepad Market Consumption (Sales Volume) Comparison by Application (2017-2027)
- 1.4 Global Gamepad Market, Region Wise (2017-2027)
  - 1.4.1 Global Gamepad Market Size (Revenue) and CAGR (%) Comparison by Region (2017-2027)
  - 1.4.2 United States Gamepad Market Status and Prospect (2017-2027)
  - 1.4.3 Europe Gamepad Market Status and Prospect (2017-2027)
  - 1.4.4 China Gamepad Market Status and Prospect (2017-2027)
  - 1.4.5 Japan Gamepad Market Status and Prospect (2017-2027)
  - 1.4.6 India Gamepad Market Status and Prospect (2017-2027)
  - 1.4.7 Southeast Asia Gamepad Market Status and Prospect (2017-2027)
  - 1.4.8 Latin America Gamepad Market Status and Prospect (2017-2027)
  - 1.4.9 Middle East and Africa Gamepad Market Status and Prospect (2017-2027)
- 1.5 Global Market Size of Gamepad (2017-2027)
  - 1.5.1 Global Gamepad Market Revenue Status and Outlook (2017-2027)
  - 1.5.2 Global Gamepad Market Sales Volume Status and Outlook (2017-2027)
- 1.6 Global Macroeconomic Analysis
- 1.7 The impact of the Russia-Ukraine war on the Gamepad Market

### 2 INDUSTRY OUTLOOK

- 2.1 Gamepad Industry Technology Status and Trends
- 2.2 Industry Entry Barriers
  - 2.2.1 Analysis of Financial Barriers
  - 2.2.2 Analysis of Technical Barriers
  - 2.2.3 Analysis of Talent Barriers
  - 2.2.4 Analysis of Brand Barrier
- 2.3 Gamepad Market Drivers Analysis
- 2.4 Gamepad Market Challenges Analysis
- 2.5 Emerging Market Trends

2.6 Consumer Preference Analysis

2.7 Gamepad Industry Development Trends under COVID-19 Outbreak

2.7.1 Global COVID-19 Status Overview

2.7.2 Influence of COVID-19 Outbreak on Gamepad Industry Development

### **3 GLOBAL GAMEPAD MARKET LANDSCAPE BY PLAYER**

3.1 Global Gamepad Sales Volume and Share by Player (2017-2022)

3.2 Global Gamepad Revenue and Market Share by Player (2017-2022)

3.3 Global Gamepad Average Price by Player (2017-2022)

3.4 Global Gamepad Gross Margin by Player (2017-2022)

3.5 Gamepad Market Competitive Situation and Trends

3.5.1 Gamepad Market Concentration Rate

3.5.2 Gamepad Market Share of Top 3 and Top 6 Players

3.5.3 Mergers & Acquisitions, Expansion

### **4 GLOBAL GAMEPAD SALES VOLUME AND REVENUE REGION WISE (2017-2022)**

4.1 Global Gamepad Sales Volume and Market Share, Region Wise (2017-2022)

4.2 Global Gamepad Revenue and Market Share, Region Wise (2017-2022)

4.3 Global Gamepad Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.4 United States Gamepad Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.4.1 United States Gamepad Market Under COVID-19

4.5 Europe Gamepad Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.5.1 Europe Gamepad Market Under COVID-19

4.6 China Gamepad Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.6.1 China Gamepad Market Under COVID-19

4.7 Japan Gamepad Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.7.1 Japan Gamepad Market Under COVID-19

4.8 India Gamepad Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.8.1 India Gamepad Market Under COVID-19

4.9 Southeast Asia Gamepad Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.9.1 Southeast Asia Gamepad Market Under COVID-19

4.10 Latin America Gamepad Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.10.1 Latin America Gamepad Market Under COVID-19

4.11 Middle East and Africa Gamepad Sales Volume, Revenue, Price and Gross Margin

(2017-2022)

4.11.1 Middle East and Africa Gamepad Market Under COVID-19

## **5 GLOBAL GAMEPAD SALES VOLUME, REVENUE, PRICE TREND BY TYPE**

5.1 Global Gamepad Sales Volume and Market Share by Type (2017-2022)

5.2 Global Gamepad Revenue and Market Share by Type (2017-2022)

5.3 Global Gamepad Price by Type (2017-2022)

5.4 Global Gamepad Sales Volume, Revenue and Growth Rate by Type (2017-2022)

5.4.1 Global Gamepad Sales Volume, Revenue and Growth Rate of Wireless Gamepad (2017-2022)

5.4.2 Global Gamepad Sales Volume, Revenue and Growth Rate of Wired Gamepad (2017-2022)

## **6 GLOBAL GAMEPAD MARKET ANALYSIS BY APPLICATION**

6.1 Global Gamepad Consumption and Market Share by Application (2017-2022)

6.2 Global Gamepad Consumption Revenue and Market Share by Application (2017-2022)

6.3 Global Gamepad Consumption and Growth Rate by Application (2017-2022)

6.3.1 Global Gamepad Consumption and Growth Rate of Smart TV (2017-2022)

6.3.2 Global Gamepad Consumption and Growth Rate of Smartphone (2017-2022)

6.3.3 Global Gamepad Consumption and Growth Rate of PC (2017-2022)

## **7 GLOBAL GAMEPAD MARKET FORECAST (2022-2027)**

7.1 Global Gamepad Sales Volume, Revenue Forecast (2022-2027)

7.1.1 Global Gamepad Sales Volume and Growth Rate Forecast (2022-2027)

7.1.2 Global Gamepad Revenue and Growth Rate Forecast (2022-2027)

7.1.3 Global Gamepad Price and Trend Forecast (2022-2027)

7.2 Global Gamepad Sales Volume and Revenue Forecast, Region Wise (2022-2027)

7.2.1 United States Gamepad Sales Volume and Revenue Forecast (2022-2027)

7.2.2 Europe Gamepad Sales Volume and Revenue Forecast (2022-2027)

7.2.3 China Gamepad Sales Volume and Revenue Forecast (2022-2027)

7.2.4 Japan Gamepad Sales Volume and Revenue Forecast (2022-2027)

7.2.5 India Gamepad Sales Volume and Revenue Forecast (2022-2027)

7.2.6 Southeast Asia Gamepad Sales Volume and Revenue Forecast (2022-2027)

7.2.7 Latin America Gamepad Sales Volume and Revenue Forecast (2022-2027)

7.2.8 Middle East and Africa Gamepad Sales Volume and Revenue Forecast



(2022-2027)

7.3 Global Gamepad Sales Volume, Revenue and Price Forecast by Type (2022-2027)

7.3.1 Global Gamepad Revenue and Growth Rate of Wireless Gamepad (2022-2027)

7.3.2 Global Gamepad Revenue and Growth Rate of Wired Gamepad (2022-2027)

7.4 Global Gamepad Consumption Forecast by Application (2022-2027)

7.4.1 Global Gamepad Consumption Value and Growth Rate of Smart TV(2022-2027)

7.4.2 Global Gamepad Consumption Value and Growth Rate of  
Smartphone(2022-2027)

7.4.3 Global Gamepad Consumption Value and Growth Rate of PC(2022-2027)

7.5 Gamepad Market Forecast Under COVID-19

## **8 GAMEPAD MARKET UPSTREAM AND DOWNSTREAM ANALYSIS**

8.1 Gamepad Industrial Chain Analysis

8.2 Key Raw Materials Suppliers and Price Analysis

8.3 Manufacturing Cost Structure Analysis

8.3.1 Labor Cost Analysis

8.3.2 Energy Costs Analysis

8.3.3 R&D Costs Analysis

8.4 Alternative Product Analysis

8.5 Major Distributors of Gamepad Analysis

8.6 Major Downstream Buyers of Gamepad Analysis

8.7 Impact of COVID-19 and the Russia-Ukraine war on the Upstream and Downstream  
in the Gamepad Industry

## **9 PLAYERS PROFILES**

9.1 Samsung

9.1.1 Samsung Basic Information, Manufacturing Base, Sales Region and Competitors

9.1.2 Gamepad Product Profiles, Application and Specification

9.1.3 Samsung Market Performance (2017-2022)

9.1.4 Recent Development

9.1.5 SWOT Analysis

9.2 Thrustmaster

9.2.1 Thrustmaster Basic Information, Manufacturing Base, Sales Region and  
Competitors

9.2.2 Gamepad Product Profiles, Application and Specification

9.2.3 Thrustmaster Market Performance (2017-2022)

9.2.4 Recent Development

### 9.2.5 SWOT Analysis

## 9.3 Sabrent

### 9.3.1 Sabrent Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.3.2 Gamepad Product Profiles, Application and Specification

### 9.3.3 Sabrent Market Performance (2017-2022)

### 9.3.4 Recent Development

### 9.3.5 SWOT Analysis

## 9.4 Speedlink

### 9.4.1 Speedlink Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.4.2 Gamepad Product Profiles, Application and Specification

### 9.4.3 Speedlink Market Performance (2017-2022)

### 9.4.4 Recent Development

### 9.4.5 SWOT Analysis

## 9.5 Razer

### 9.5.1 Razer Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.5.2 Gamepad Product Profiles, Application and Specification

### 9.5.3 Razer Market Performance (2017-2022)

### 9.5.4 Recent Development

### 9.5.5 SWOT Analysis

## 9.6 Microsoft

### 9.6.1 Microsoft Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.6.2 Gamepad Product Profiles, Application and Specification

### 9.6.3 Microsoft Market Performance (2017-2022)

### 9.6.4 Recent Development

### 9.6.5 SWOT Analysis

## 9.7 Logitech

### 9.7.1 Logitech Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.7.2 Gamepad Product Profiles, Application and Specification

### 9.7.3 Logitech Market Performance (2017-2022)

### 9.7.4 Recent Development

### 9.7.5 SWOT Analysis

## 9.8 Mad Catz

### 9.8.1 Mad Catz Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.8.2 Gamepad Product Profiles, Application and Specification

### 9.8.3 Mad Catz Market Performance (2017-2022)

### 9.8.4 Recent Development

### 9.8.5 SWOT Analysis

## 9.9 SONY

- 9.9.1 SONY Basic Information, Manufacturing Base, Sales Region and Competitors
- 9.9.2 Gamepad Product Profiles, Application and Specification
- 9.9.3 SONY Market Performance (2017-2022)
- 9.9.4 Recent Development
- 9.9.5 SWOT Analysis
- 9.10 BETOP Rumble
  - 9.10.1 BETOP Rumble Basic Information, Manufacturing Base, Sales Region and Competitors
  - 9.10.2 Gamepad Product Profiles, Application and Specification
  - 9.10.3 BETOP Rumble Market Performance (2017-2022)
  - 9.10.4 Recent Development
  - 9.10.5 SWOT Analysis

## **10 RESEARCH FINDINGS AND CONCLUSION**

## **11 APPENDIX**

- 11.1 Methodology
- 11.2 Research Data Source

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Gamepad Product Picture

Table Global Gamepad Market Sales Volume and CAGR (%) Comparison by Type

Table Gamepad Market Consumption (Sales Volume) Comparison by Application (2017-2027)

Figure Global Gamepad Market Size (Revenue, Million USD) and CAGR (%) (2017-2027)

Figure United States Gamepad Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Europe Gamepad Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure China Gamepad Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Japan Gamepad Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure India Gamepad Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Southeast Asia Gamepad Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Latin America Gamepad Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Middle East and Africa Gamepad Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Global Gamepad Market Sales Volume Status and Outlook (2017-2027)

Table Global Macroeconomic Analysis

Figure Global COVID-19 Status Overview

Table Influence of COVID-19 Outbreak on Gamepad Industry Development

Table Global Gamepad Sales Volume by Player (2017-2022)

Table Global Gamepad Sales Volume Share by Player (2017-2022)

Figure Global Gamepad Sales Volume Share by Player in 2021

Table Gamepad Revenue (Million USD) by Player (2017-2022)

Table Gamepad Revenue Market Share by Player (2017-2022)

Table Gamepad Price by Player (2017-2022)

Table Gamepad Gross Margin by Player (2017-2022)

Table Mergers & Acquisitions, Expansion Plans

Table Global Gamepad Sales Volume, Region Wise (2017-2022)

Table Global Gamepad Sales Volume Market Share, Region Wise (2017-2022)

Figure Global Gamepad Sales Volume Market Share, Region Wise (2017-2022)

Figure Global Gamepad Sales Volume Market Share, Region Wise in 2021

Table Global Gamepad Revenue (Million USD), Region Wise (2017-2022)

Table Global Gamepad Revenue Market Share, Region Wise (2017-2022)  
Figure Global Gamepad Revenue Market Share, Region Wise (2017-2022)  
Figure Global Gamepad Revenue Market Share, Region Wise in 2021  
Table Global Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table United States Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Europe Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table China Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Japan Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table India Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Southeast Asia Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Latin America Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Middle East and Africa Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Global Gamepad Sales Volume by Type (2017-2022)  
Table Global Gamepad Sales Volume Market Share by Type (2017-2022)  
Figure Global Gamepad Sales Volume Market Share by Type in 2021  
Table Global Gamepad Revenue (Million USD) by Type (2017-2022)  
Table Global Gamepad Revenue Market Share by Type (2017-2022)  
Figure Global Gamepad Revenue Market Share by Type in 2021  
Table Gamepad Price by Type (2017-2022)  
Figure Global Gamepad Sales Volume and Growth Rate of Wireless Gamepad (2017-2022)  
Figure Global Gamepad Revenue (Million USD) and Growth Rate of Wireless Gamepad (2017-2022)  
Figure Global Gamepad Sales Volume and Growth Rate of Wired Gamepad (2017-2022)  
Figure Global Gamepad Revenue (Million USD) and Growth Rate of Wired Gamepad (2017-2022)  
Table Global Gamepad Consumption by Application (2017-2022)  
Table Global Gamepad Consumption Market Share by Application (2017-2022)  
Table Global Gamepad Consumption Revenue (Million USD) by Application

(2017-2022)

Table Global Gamepad Consumption Revenue Market Share by Application

(2017-2022)

Table Global Gamepad Consumption and Growth Rate of Smart TV (2017-2022)

Table Global Gamepad Consumption and Growth Rate of Smartphone (2017-2022)

Table Global Gamepad Consumption and Growth Rate of PC (2017-2022)

Figure Global Gamepad Sales Volume and Growth Rate Forecast (2022-2027)

Figure Global Gamepad Revenue (Million USD) and Growth Rate Forecast (2022-2027)

Figure Global Gamepad Price and Trend Forecast (2022-2027)

Figure USA Gamepad Market Sales Volume and Growth Rate Forecast Analysis  
(2022-2027)

Figure USA Gamepad Market Revenue (Million USD) and Growth Rate Forecast  
Analysis (2022-2027)

Figure Europe Gamepad Market Sales Volume and Growth Rate Forecast Analysis  
(2022-2027)

Figure Europe Gamepad Market Revenue (Million USD) and Growth Rate Forecast  
Analysis (2022-2027)

Figure China Gamepad Market Sales Volume and Growth Rate Forecast Analysis  
(2022-2027)

Figure China Gamepad Market Revenue (Million USD) and Growth Rate Forecast  
Analysis (2022-2027)

Figure Japan Gamepad Market Sales Volume and Growth Rate Forecast Analysis  
(2022-2027)

Figure Japan Gamepad Market Revenue (Million USD) and Growth Rate Forecast  
Analysis (2022-2027)

Figure India Gamepad Market Sales Volume and Growth Rate Forecast Analysis  
(2022-2027)

Figure India Gamepad Market Revenue (Million USD) and Growth Rate Forecast  
Analysis (2022-2027)

Figure Southeast Asia Gamepad Market Sales Volume and Growth Rate Forecast  
Analysis (2022-2027)

Figure Southeast Asia Gamepad Market Revenue (Million USD) and Growth Rate  
Forecast Analysis (2022-2027)

Figure Latin America Gamepad Market Sales Volume and Growth Rate Forecast  
Analysis (2022-2027)

Figure Latin America Gamepad Market Revenue (Million USD) and Growth Rate  
Forecast Analysis (2022-2027)

Figure Middle East and Africa Gamepad Market Sales Volume and Growth Rate  
Forecast Analysis (2022-2027)

Figure Middle East and Africa Gamepad Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Table Global Gamepad Market Sales Volume Forecast, by Type

Table Global Gamepad Sales Volume Market Share Forecast, by Type

Table Global Gamepad Market Revenue (Million USD) Forecast, by Type

Table Global Gamepad Revenue Market Share Forecast, by Type

Table Global Gamepad Price Forecast, by Type

Figure Global Gamepad Revenue (Million USD) and Growth Rate of Wireless Gamepad (2022-2027)

Figure Global Gamepad Revenue (Million USD) and Growth Rate of Wireless Gamepad (2022-2027)

Figure Global Gamepad Revenue (Million USD) and Growth Rate of Wired Gamepad (2022-2027)

Figure Global Gamepad Revenue (Million USD) and Growth Rate of Wired Gamepad (2022-2027)

Table Global Gamepad Market Consumption Forecast, by Application

Table Global Gamepad Consumption Market Share Forecast, by Application

Table Global Gamepad Market Revenue (Million USD) Forecast, by Application

Table Global Gamepad Revenue Market Share Forecast, by Application

Figure Global Gamepad Consumption Value (Million USD) and Growth Rate of Smart TV (2022-2027)

Figure Global Gamepad Consumption Value (Million USD) and Growth Rate of Smartphone (2022-2027)

Figure Global Gamepad Consumption Value (Million USD) and Growth Rate of PC (2022-2027)

Figure Gamepad Industrial Chain Analysis

Table Key Raw Materials Suppliers and Price Analysis

Figure Manufacturing Cost Structure Analysis

Table Alternative Product Analysis

Table Downstream Distributors

Table Downstream Buyers

Table Samsung Profile

Table Samsung Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Samsung Gamepad Sales Volume and Growth Rate

Figure Samsung Revenue (Million USD) Market Share 2017-2022

Table Thrustmaster Profile

Table Thrustmaster Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Thrustmaster Gamepad Sales Volume and Growth Rate

Figure Thrustmaster Revenue (Million USD) Market Share 2017-2022

Table Sabrent Profile

Table Sabrent Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Sabrent Gamepad Sales Volume and Growth Rate

Figure Sabrent Revenue (Million USD) Market Share 2017-2022

Table Speedlink Profile

Table Speedlink Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Speedlink Gamepad Sales Volume and Growth Rate

Figure Speedlink Revenue (Million USD) Market Share 2017-2022

Table Razer Profile

Table Razer Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Razer Gamepad Sales Volume and Growth Rate

Figure Razer Revenue (Million USD) Market Share 2017-2022

Table Microsoft Profile

Table Microsoft Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Microsoft Gamepad Sales Volume and Growth Rate

Figure Microsoft Revenue (Million USD) Market Share 2017-2022

Table Logitech Profile

Table Logitech Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Logitech Gamepad Sales Volume and Growth Rate

Figure Logitech Revenue (Million USD) Market Share 2017-2022

Table Mad Catz Profile

Table Mad Catz Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Mad Catz Gamepad Sales Volume and Growth Rate

Figure Mad Catz Revenue (Million USD) Market Share 2017-2022

Table SONY Profile

Table SONY Gamepad Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure SONY Gamepad Sales Volume and Growth Rate

Figure SONY Revenue (Million USD) Market Share 2017-2022

Table BETOP Rumble Profile

Table BETOP Rumble Gamepad Sales Volume, Revenue (Million USD), Price and



Gross Margin (2017-2022)

Figure BETOP Rumble Gamepad Sales Volume and Growth Rate

Figure BETOP Rumble Revenue (Million USD) Market Share 2017-2022

## I would like to order

Product name: Global Gamepad Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect

Product link: <https://marketpublishers.com/r/GFAE36178D31EN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GFAE36178D31EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

