

Game Console Accessories Market, Global Outlook and Forecast 2022-2028

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Abstracts

Game console accessories are all accessories except the game console itself, such as gamepad, keyboard, mouse, headphones, joystick, virtual reality device, light guns, dance pads, webcam and other products.

This report contains market size and forecasts of Game Console Accessories in global, including the following market information:

Global Game Console Accessories Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Game Console Accessories Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Game Console Accessories companies in 2021 (%)

The global Game Console Accessories market was valued at 11680 million in 2021 and is projected to reach US\$ 23760 million by 2028, at a CAGR of 10.7% during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Headphones Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Game Console Accessories include Sony, Logitech, Razer, Turtle Beach, Corsair Gaming, HyperX, SteelSeries, Betop and Microsoft, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Game Console Accessories manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Game Console Accessories Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Game Console Accessories Market Segment Percentages, by Type, 2021 (%)

Headphones

Keyboard

Mouse

Gamepad

Joystick

Virtual Reality Device

Cooling Fan

Webcam

Others

Global Game Console Accessories Market, by Sales Channel, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Game Console Accessories Market Segment Percentages, by Sales Channel, 2021 (%)

Online Sales

Hypermarket/Supermarket

Specialty Store

Global Game Console Accessories Market, By Region and Country, 2017-2022,
2023-2028 (\$ Millions) & (K Units)

Global Game Console Accessories Market Segment Percentages, By Region and
Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Game Console Accessories revenues in global market, 2017-2022

(Estimated), (\$ millions)

Key companies Game Console Accessories revenues share in global market, 2021 (%)

Key companies Game Console Accessories sales in global market, 2017-2022
(Estimated), (K Units)

Key companies Game Console Accessories sales share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Sony

Logitech

Razer

Turtle Beach

Corsair Gaming

HyperX

SteelSeries

Betop

Microsoft

Nintendo

Alienware

Ipega

AsusTek

RAPOO

KYE Systems

Cooler Master

Eastern Times Technology

Flydigi

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