

# Gaming Gadgets Market, Global Outlook and Forecast 2022-2028

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## Abstracts

Gaming gadgets are open-source gaming handheld structure which sustains video and music playback. Gaming has been transformed into an astonishing and adventurous platform. There is a boom in Augmented Reality (AR) and Virtual Reality (VR) and companies are fully utilizing this innovation to the fullest which has led to further growth in the market rapidly. Consumers are getting attracted more because of the various gaming genres such as action, role play, simulation, and strategy.

This report contains market size and forecasts of Gaming Gadgets in global, including the following market information:

Global Gaming Gadgets Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Gaming Gadgets Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Gaming Gadgets companies in 2021 (%)

The global Gaming Gadgets market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % 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.

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

The global key manufacturers of Gaming Gadgets include Nintendo Co., Ltd., Sony

Corporation, Microsoft, Atari, Inc., Hyperkin, Inc., Razer Inc., NVIDIA Corporation, Valve Corp. and Dell Technologies, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Gaming Gadgets 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 Gaming Gadgets Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming Gadgets Market Segment Percentages, by Type, 2021 (%)

Handheld Consoles

Home Consoles

Global Gaming Gadgets Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming Gadgets Market Segment Percentages, by Application, 2021 (%)

Online Sales

Offline Sales

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

Global Gaming Gadgets 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 Gaming Gadgets revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Gaming Gadgets revenues share in global market, 2021 (%)

Key companies Gaming Gadgets sales in global market, 2017-2022 (Estimated), (K Units)

Key companies Gaming Gadgets sales share in global market, 2021 (%)

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

Nintendo Co., Ltd.

Sony Corporation

Microsoft

Atari, Inc.

Hyperkin, Inc.

Razer Inc.

NVIDIA Corporation

Valve Corp.

Dell Technologies

Wii

Turtle Beach

Corsair Components Inc.

Cooler Master Co. Ltd

HyperX

Republic Of Gamers

SteelSeries

Reddragon

Mad Catz Global Ltd.

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