

Gaming and Office Mouse Market, Global Outlook and Forecast 2022-2028

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Abstracts

The mouse is a hand-operated input device used to manipulate objects on a computer screen.

Whether the mouse uses a laser or ball, or whether it is wired or wireless, a movement detected from the mouse sends instructions to the computer to move the cursor on the screen in order to interact with files, windows, and other software elements.

Even though the mouse is a peripheral device that sits outside the main computer housing, it's an essential piece of computer hardware in most non-touch systems.

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

Global Gaming and Office Mouse Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Gaming and Office Mouse Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Gaming and Office Mouse companies in 2021 (%)

The global Gaming and Office Mouse market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

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

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

The global key manufacturers of Gaming and Office Mouse include Logitech, Razer, DAREU, Rapoo, Corsair, SteelSeries, A4TECH, Microsoft and ASUS(ROG), 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 and Office Mouse 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 and Office Mouse Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming and Office Mouse Market Segment Percentages, by Type, 2021 (%)

Gaming Mouse

Office Mouse

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

Global Gaming and Office Mouse Market Segment Percentages, by Application, 2021 (%)

Professional Usage

Office Usage

Personal Usage

Other

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

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

Key companies Gaming and Office Mouse revenues share in global market, 2021 (%)

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

Key companies Gaming and Office Mouse sales share in global market, 2021 (%)

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

Logitech

Razer

DAREU

Rapoo

Corsair

SteelSeries

A4TECH

Microsoft

ASUS(ROG)

Aulacn

Cherry

Lenovo

Fuhlen

HP

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