

China Gaming Peripherals Market Research Report 2018

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Abstracts

The global Gaming Peripherals market is valued at XX million USD in 2017 and is expected to reach XX million USD by the end of 2025, growing at a CAGR of XX% between 2017 and 2025.

China plays an important role in global market, with market size of xx million USD in 2017 and will be xx million USD in 2025, with a CAGR of xx%.

This report studies the Gaming Peripherals development status and future trend in China, focuses on top players in China, also splits Gaming Peripherals by type and by applications, to fully and deeply research and reveal the market general situation and future forecast.

The major players in China market include

Razer
Corsair
A4TECH
Logitech
RAPOO
Genius(KYE Systems Corp)

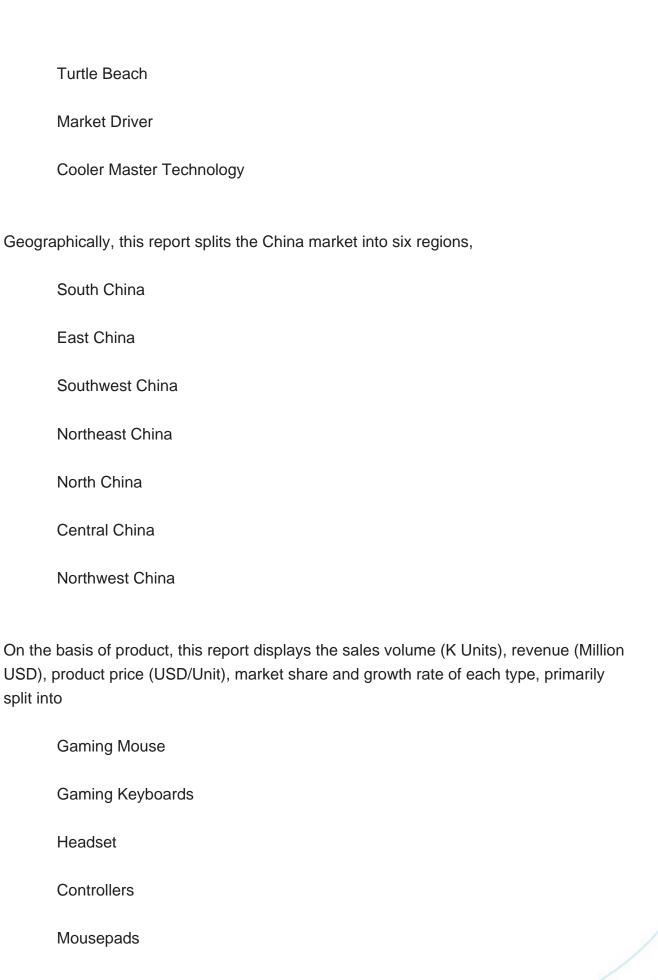


SteelSeries

MADCATZ
Roccat
Mionix
COUGAR
AZio
Creative Technology
Gioteck
Jabra
Kingston Technology
Microsoft
Plantronics
Sennheiser electronic
Sentey
Sharkoon Technologies
Shure
Skullcandy
Sony
Thrustmaster

Thermaltake







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On the basis of the end users/application, this report covers

Personal

Commercial

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