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Global Gaming Peripherals Market Research Report 2018

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Abstracts

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

Geographically, this report is segmented into several key Regions, with production, consumption, revenue (million USD), market share and growth rate of Gaming Peripherals in these regions, from 2013 to 2025 (forecast), covering

North America

Europe

China

Japan

Southeast Asia

India

Global Gaming Peripherals market competition by top manufacturers, with production, price, revenue (value) and market share for each manufacturer; the top players including

Razer

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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

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Sharkoon Technologies

Shure

Skullcandy

Sony

Thrustmaster

Thermaltake

Turtle Beach

Market Driver

Cooler Master Technology

On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into

Gaming Mouse

Gaming Keyboards

Headset

Controllers

Mousepads

Others

On the basis of the end users/applications, this report focuses on the status and outlook for major applications/end users, consumption (sales), market share and growth rate for each application, including

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Personal

Commercial

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Contents

Global Gaming Peripherals Market Research Report 2018

1 GAMING PERIPHERALS MARKET OVERVIEW

1.1 Product Overview and Scope of Gaming Peripherals
1.2 Gaming Peripherals Segment by Type (Product Category)
  1.2.1 Global Gaming Peripherals Production and CAGR (%) Comparison by Type (Product Category)(2013-2025)
  1.2.2 Global Gaming Peripherals Production Market Share by Type (Product Category) in 2017
  1.2.3 Gaming Mouse
  1.2.4 Gaming Keyboards
  1.2.5 Headset
  1.2.6 Controllers
  1.2.7 Mousepads
  1.2.8 Others
1.3 Global Gaming Peripherals Segment by Application
  1.3.1 Gaming Peripherals Consumption (Sales) Comparison by Application (2013-2025)
  1.3.2 Personal
  1.3.3 Commercial
1.4 Global Gaming Peripherals Market by Region (2013-2025)
  1.4.1 Global Gaming Peripherals Market Size (Value) and CAGR (%) Comparison by Region (2013-2025)
  1.4.2 North America Status and Prospect (2013-2025)
  1.4.3 Europe Status and Prospect (2013-2025)
  1.4.4 China Status and Prospect (2013-2025)
  1.4.5 Japan Status and Prospect (2013-2025)
  1.4.6 Southeast Asia Status and Prospect (2013-2025)
  1.4.7 India Status and Prospect (2013-2025)
1.5 Global Market Size (Value) of Gaming Peripherals (2013-2025)
  1.5.1 Global Gaming Peripherals Revenue Status and Outlook (2013-2025)
  1.5.2 Global Gaming Peripherals Capacity, Production Status and Outlook (2013-2025)

2 GLOBAL GAMING PERIPHERALS MARKET COMPETITION BY MANUFACTURERS

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2.1 Global Gaming Peripherals Capacity, Production and Share by Manufacturers (2013-2018)
2.1.1 Global Gaming Peripherals Capacity and Share by Manufacturers (2013-2018)
2.1.2 Global Gaming Peripherals Production and Share by Manufacturers (2013-2018)
2.2 Global Gaming Peripherals Revenue and Share by Manufacturers (2013-2018)
2.3 Global Gaming Peripherals Average Price by Manufacturers (2013-2018)
2.4 Manufacturers Gaming Peripherals Manufacturing Base Distribution, Sales Area and Product Type
2.5 Gaming Peripherals Market Competitive Situation and Trends
2.5.1 Gaming Peripherals Market Concentration Rate
2.5.2 Gaming Peripherals Market Share of Top 3 and Top 5 Manufacturers
2.5.3 Mergers & Acquisitions, Expansion

3 GLOBAL GAMING PERIPHERALS CAPACITY, PRODUCTION, REVENUE (VALUE) BY REGION (2013-2018)

3.1 Global Gaming Peripherals Capacity and Market Share by Region (2013-2018)
3.2 Global Gaming Peripherals Production and Market Share by Region (2013-2018)
3.3 Global Gaming Peripherals Revenue (Value) and Market Share by Region (2013-2018)
3.4 Global Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
3.5 North America Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
3.6 Europe Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
3.7 China Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
3.8 Japan Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
3.9 Southeast Asia Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
3.10 India Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)

4 GLOBAL GAMING PERIPHERALS SUPPLY (PRODUCTION), CONSUMPTION, EXPORT, IMPORT BY REGION (2013-2018)

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4.1 Global Gaming Peripherals Consumption by Region (2013-2018)
4.2 North America Gaming Peripherals Production, Consumption, Export, Import (2013-2018)
4.3 Europe Gaming Peripherals Production, Consumption, Export, Import (2013-2018)
4.4 China Gaming Peripherals Production, Consumption, Export, Import (2013-2018)
4.5 Japan Gaming Peripherals Production, Consumption, Export, Import (2013-2018)
4.6 Southeast Asia Gaming Peripherals Production, Consumption, Export, Import (2013-2018)
4.7 India Gaming Peripherals Production, Consumption, Export, Import (2013-2018)

5 GLOBAL GAMING PERIPHERALS PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE

5.1 Global Gaming Peripherals Production and Market Share by Type (2013-2018)
5.2 Global Gaming Peripherals Revenue and Market Share by Type (2013-2018)
5.3 Global Gaming Peripherals Price by Type (2013-2018)
5.4 Global Gaming Peripherals Production Growth by Type (2013-2018)

6 GLOBAL GAMING PERIPHERALS MARKET ANALYSIS BY APPLICATION

6.1 Global Gaming Peripherals Consumption and Market Share by Application (2013-2018)
6.2 Global Gaming Peripherals Consumption Growth Rate by Application (2013-2018)
6.3 Market Drivers and Opportunities
  6.3.1 Potential Applications
  6.3.2 Emerging Markets/Countries

7 GLOBAL GAMING PERIPHERALS MANUFACTURERS PROFILES/ANALYSIS

7.1 Razer
  7.1.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
  7.1.2 Gaming Peripherals Product Category, Application and Specification
    7.1.2.1 Product A
    7.1.2.2 Product B
  7.1.3 Razer Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
  7.1.4 Main Business/Business Overview
7.2 Corsair

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7.2.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.2.2 Gaming Peripherals Product Category, Application and Specification
7.2.2.1 Product A
7.2.2.2 Product B
7.2.3 Corsair Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
7.2.4 Main Business/Business Overview
7.3 A4TECH
7.3.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.3.2 Gaming Peripherals Product Category, Application and Specification
7.3.2.1 Product A
7.3.2.2 Product B
7.3.3 A4TECH Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
7.3.4 Main Business/Business Overview
7.4 Logitech
7.4.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.4.2 Gaming Peripherals Product Category, Application and Specification
7.4.2.1 Product A
7.4.2.2 Product B
7.4.3 Logitech Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
7.4.4 Main Business/Business Overview
7.5 RAPOO
7.5.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.5.2 Gaming Peripherals Product Category, Application and Specification
7.5.2.1 Product A
7.5.2.2 Product B
7.5.3 RAPOO Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
7.5.4 Main Business/Business Overview
7.6 Genius(KYE Systems Corp)
7.6.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.6.2 Gaming Peripherals Product Category, Application and Specification

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info@marketpublishers.com

7.6.2.1 Product A
7.6.2.2 Product B
7.6.3 Genius(KYE Systems Corp) Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
7.6.4 Main Business/Business Overview
7.7 SteelSeries
7.7.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.7.2 Gaming Peripherals Product Category, Application and Specification
7.7.2.1 Product A
7.7.2.2 Product B
7.7.3 SteelSeries Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
7.7.4 Main Business/Business Overview
7.8 MADCATZ
7.8.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.8.2 Gaming Peripherals Product Category, Application and Specification
7.8.2.1 Product A
7.8.2.2 Product B
7.8.3 MADCATZ Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
7.8.4 Main Business/Business Overview
7.9 Roccat
7.9.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.9.2 Gaming Peripherals Product Category, Application and Specification
7.9.2.1 Product A
7.9.2.2 Product B
7.9.3 Roccat Gaming Peripherals Capacity, Production, Revenue, Price and Gross Margin (2013-2018)
7.9.4 Main Business/Business Overview
7.10 Mionix
7.10.1 Company Basic Information, Manufacturing Base, Sales Area and Its Competitors
7.10.2 Gaming Peripherals Product Category, Application and Specification
7.10.2.1 Product A
7.10.2.2 Product B
7.10.3 Mionix Gaming Peripherals Capacity, Production, Revenue, Price and Gross

+44 20 8123 2220
info@marketpublishers.com

Margin (2013-2018)
7.10.4 Main Business/Business Overview
7.11 COUGAR
7.12 AZio
7.13 Creative Technology
7.14 Gioteck
7.15 Jabra
7.16 Kingston Technology
7.17 Microsoft
7.18 Plantronics
7.19 Sennheiser electronic
7.20 Sentey
7.21 Sharkoon Technologies
7.22 Shure
7.23 Skullcandy
7.24 Sony
7.25 Thrustmaster
7.26 Thermaltake
7.27 Turtle Beach
7.28 Market Driver
7.29 Cooler Master Technology

8 GAMING PERIPHERALS MANUFACTURING COST ANALYSIS

8.1 Gaming Peripherals Key Raw Materials Analysis
8.1.1 Key Raw Materials
8.1.2 Price Trend of Key Raw Materials
8.1.3 Key Suppliers of Raw Materials
8.1.4 Market Concentration Rate of Raw Materials
8.2 Proportion of Manufacturing Cost Structure
8.2.1 Raw Materials
8.2.2 Labor Cost
8.2.3 Manufacturing Expenses
8.3 Manufacturing Process Analysis of Gaming Peripherals

9 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

9.1 Gaming Peripherals Industrial Chain Analysis
9.2 Upstream Raw Materials Sourcing

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info@marketpublishers.com

9.3 Raw Materials Sources of Gaming Peripherals Major Manufacturers in 2017
9.4 Downstream Buyers

10 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

10.1 Marketing Channel
  10.1.1 Direct Marketing
  10.1.2 Indirect Marketing
  10.1.3 Marketing Channel Development Trend
10.2 Market Positioning
  10.2.1 Pricing Strategy
  10.2.2 Brand Strategy
  10.2.3 Target Client
10.3 Distributors/Traders List

11 MARKET EFFECT FACTORS ANALYSIS

11.1 Technology Progress/Risk
  11.1.1 Substitutes Threat
  11.1.2 Technology Progress in Related Industry
11.2 Consumer Needs/Customer Preference Change
11.3 Economic/Political Environmental Change

12 GLOBAL GAMING PERIPHERALS MARKET FORECAST (2018-2025)

12.1 Global Gaming Peripherals Capacity, Production, Revenue Forecast (2018-2025)
  12.1.1 Global Gaming Peripherals Capacity, Production and Growth Rate Forecast (2018-2025)
  12.1.2 Global Gaming Peripherals Revenue and Growth Rate Forecast (2018-2025)
  12.1.3 Global Gaming Peripherals Price and Trend Forecast (2018-2025)
12.2 Global Gaming Peripherals Production, Consumption, Import and Export Forecast by Region (2018-2025)
  12.2.1 North America Gaming Peripherals Production, Revenue, Consumption, Export and Import Forecast (2018-2025)
  12.2.2 Europe Gaming Peripherals Production, Revenue, Consumption, Export and Import Forecast (2018-2025)
  12.2.3 China Gaming Peripherals Production, Revenue, Consumption, Export and Import Forecast (2018-2025)
  12.2.4 Japan Gaming Peripherals Production, Revenue, Consumption, Export and

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Import Forecast (2018-2025)
12.2.5 Southeast Asia Gaming Peripherals Production, Revenue, Consumption, Export and Import Forecast (2018-2025)
12.2.6 India Gaming Peripherals Production, Revenue, Consumption, Export and Import Forecast (2018-2025)
12.3 Global Gaming Peripherals Production, Revenue and Price Forecast by Type (2018-2025)
12.4 Global Gaming Peripherals Consumption Forecast by Application (2018-2025)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology/Research Approach
14.1.1 Research Programs/Design
14.1.2 Market Size Estimation
14.1.3 Market Breakdown and Data Triangulation
14.2 Data Source
14.2.1 Secondary Sources
14.2.2 Primary Sources
14.3 Disclaimer

The report requires updating with new data and is sent in 2-3 business days after order is placed.

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List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of Gaming Peripherals
Figure Global Gaming Peripherals Production (K Units) and CAGR (%) Comparison by Types (Product Category) (2013-2025)
Figure Global Gaming Peripherals Production Market Share by Types (Product Category) in 2017
Figure Product Picture of Gaming Mouse
Table Major Manufacturers of Gaming Mouse
Figure Product Picture of Gaming Keyboards
Table Major Manufacturers of Gaming Keyboards
Figure Product Picture of Headset
Table Major Manufacturers of Headset
Figure Product Picture of Controllers
Table Major Manufacturers of Controllers
Figure Product Picture of Mousepads
Table Major Manufacturers of Mousepads
Figure Product Picture of Others
Table Major Manufacturers of Others
Figure Global Gaming Peripherals Consumption (K Units) by Applications (2013-2025)
Figure Global Gaming Peripherals Consumption Market Share by Applications in 2017
Figure Personal Examples
Table Key Downstream Customer in Personal
Figure Commercial Examples
Table Key Downstream Customer in Commercial
Figure Global Gaming Peripherals Market Size (Million USD), Comparison (K Units) and CAGR (%) by Regions (2013-2025)
Figure North America Gaming Peripherals Revenue (Million USD) and Growth Rate (2013-2025)
Figure Europe Gaming Peripherals Revenue (Million USD) and Growth Rate (2013-2025)
Figure China Gaming Peripherals Revenue (Million USD) and Growth Rate (2013-2025)
Figure Japan Gaming Peripherals Revenue (Million USD) and Growth Rate (2013-2025)
Figure Southeast Asia Gaming Peripherals Revenue (Million USD) and Growth Rate (2013-2025)
Figure India Gaming Peripherals Revenue (Million USD) and Growth Rate (2013-2025)
Figure Global Gaming Peripherals Revenue (Million USD) Status and Outlook

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(2013-2025)
Figure Global Gaming Peripherals Capacity, Production (K Units) Status and Outlook (2013-2025)
Figure Global Gaming Peripherals Major Players Product Capacity (K Units) (2013-2018)
Table Global Gaming Peripherals Capacity (K Units) of Key Manufacturers (2013-2018)
Table Global Gaming Peripherals Capacity Market Share of Key Manufacturers (2013-2018)
Figure Global Gaming Peripherals Capacity (K Units) of Key Manufacturers in 2017
Figure Global Gaming Peripherals Capacity (K Units) of Key Manufacturers in 2018
Figure Global Gaming Peripherals Major Players Product Production (K Units) (2013-2018)
Table Global Gaming Peripherals Production (K Units) of Key Manufacturers (2013-2018)
Table Global Gaming Peripherals Production Share by Manufacturers (2013-2018)
Figure 2017 Gaming Peripherals Production Share by Manufacturers
Figure 2017 Gaming Peripherals Production Share by Manufacturers
Figure Global Gaming Peripherals Major Players Product Revenue (Million USD) (2013-2018)
Table Global Gaming Peripherals Revenue (Million USD) by Manufacturers (2013-2018)
Table Global Gaming Peripherals Revenue Share by Manufacturers (2013-2018)
Table 2017 Global Gaming Peripherals Revenue Share by Manufacturers
Table 2018 Global Gaming Peripherals Revenue Share by Manufacturers
Table Global Market Gaming Peripherals Average Price (USD/Unit) of Key Manufacturers (2013-2018)
Figure Global Market Gaming Peripherals Average Price (USD/Unit) of Key Manufacturers in 2017
Table Manufacturers Gaming Peripherals Manufacturing Base Distribution and Sales Area
Table Manufacturers Gaming Peripherals Product Category
Figure Gaming Peripherals Market Share of Top 3 Manufacturers
Figure Gaming Peripherals Market Share of Top 5 Manufacturers
Table Global Gaming Peripherals Capacity (K Units) by Region (2013-2018)
Figure Global Gaming Peripherals Capacity Market Share by Region (2013-2018)
Figure Global Gaming Peripherals Capacity Market Share by Region (2013-2018)
Figure 2017 Global Gaming Peripherals Capacity Market Share by Region
Table Global Gaming Peripherals Production by Region (2013-2018)
Figure Global Gaming Peripherals Production (K Units) by Region (2013-2018)
Figure Global Gaming Peripherals Production Market Share by Region (2013-2018)

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Figure 2017 Global Gaming Peripherals Production Market Share by Region
Table Global Gaming Peripherals Revenue (Million USD) by Region (2013-2018)
Table Global Gaming Peripherals Revenue Market Share by Region (2013-2018)
Figure Global Gaming Peripherals Revenue Market Share by Region (2013-2018)
Table 2017 Global Gaming Peripherals Revenue Market Share by Region
Figure Global Gaming Peripherals Capacity, Production (K Units) and Growth Rate (2013-2018)
Table Global Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Table North America Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Table Europe Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Table China Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Table Japan Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Table Southeast Asia Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Table India Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Table Global Gaming Peripherals Consumption (K Units) Market by Region (2013-2018)
Table Global Gaming Peripherals Consumption Market Share by Region (2013-2018)
Figure Global Gaming Peripherals Consumption Market Share by Region (2013-2018)
Figure 2017 Global Gaming Peripherals Consumption (K Units) Market Share by Region
Table North America Gaming Peripherals Production, Consumption, Import & Export (K Units) (2013-2018)
Table Europe Gaming Peripherals Production, Consumption, Import & Export (K Units) (2013-2018)
Table China Gaming Peripherals Production, Consumption, Import & Export (K Units) (2013-2018)
Table Japan Gaming Peripherals Production, Consumption, Import & Export (K Units) (2013-2018)
Table Southeast Asia Gaming Peripherals Production, Consumption, Import & Export (K Units) (2013-2018)
Table India Gaming Peripherals Production, Consumption, Import & Export (K Units) (2013-2018)
Table Global Gaming Peripherals Production (K Units) by Type (2013-2018)

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Table Global Gaming Peripherals Production Share by Type (2013-2018)
Figure Production Market Share of Gaming Peripherals by Type (2013-2018)
Figure 2017 Production Market Share of Gaming Peripherals by Type
Table Global Gaming Peripherals Revenue (Million USD) by Type (2013-2018)
Table Global Gaming Peripherals Revenue Share by Type (2013-2018)
Figure Production Revenue Share of Gaming Peripherals by Type (2013-2018)
Figure 2017 Revenue Market Share of Gaming Peripherals by Type
Table Global Gaming Peripherals Price (USD/Unit) by Type (2013-2018)
Figure Global Gaming Peripherals Production Growth by Type (2013-2018)
Table Global Gaming Peripherals Consumption (K Units) by Application (2013-2018)
Table Global Gaming Peripherals Consumption Market Share by Application (2013-2018)
Figure Global Gaming Peripherals Consumption Market Share by Applications (2013-2018)
Figure Global Gaming Peripherals Consumption Market Share by Application in 2017
Table Global Gaming Peripherals Consumption Growth Rate by Application (2013-2018)
Figure Global Gaming Peripherals Consumption Growth Rate by Application (2013-2018)
Table Razer Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Razer Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure Razer Gaming Peripherals Production Growth Rate (2013-2018)
Figure Razer Gaming Peripherals Production Market Share (2013-2018)
Figure Razer Gaming Peripherals Revenue Market Share (2013-2018)
Table Corsair Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Corsair Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure Corsair Gaming Peripherals Production Growth Rate (2013-2018)
Figure Corsair Gaming Peripherals Production Market Share (2013-2018)
Figure Corsair Gaming Peripherals Revenue Market Share (2013-2018)
Table A4TECH Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table A4TECH Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure A4TECH Gaming Peripherals Production Growth Rate (2013-2018)
Figure A4TECH Gaming Peripherals Production Market Share (2013-2018)
Figure A4TECH Gaming Peripherals Revenue Market Share (2013-2018)
Table Logitech Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Logitech Gaming Peripherals Capacity, Production (K Units), Revenue (Million

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USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure Logitech Gaming Peripherals Production Growth Rate (2013-2018)
Figure Logitech Gaming Peripherals Production Market Share (2013-2018)
Figure Logitech Gaming Peripherals Revenue Market Share (2013-2018)
Table RAPOO Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table RAPOO Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure RAPOO Gaming Peripherals Production Growth Rate (2013-2018)
Figure RAPOO Gaming Peripherals Production Market Share (2013-2018)
Figure RAPOO Gaming Peripherals Revenue Market Share (2013-2018)
Table Genius(KYE Systems Corp) Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Genius(KYE Systems Corp) Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure Genius(KYE Systems Corp) Gaming Peripherals Production Growth Rate (2013-2018)
Figure Genius(KYE Systems Corp) Gaming Peripherals Production Market Share (2013-2018)
Figure Genius(KYE Systems Corp) Gaming Peripherals Revenue Market Share (2013-2018)
Table SteelSeries Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table SteelSeries Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure SteelSeries Gaming Peripherals Production Growth Rate (2013-2018)
Figure SteelSeries Gaming Peripherals Production Market Share (2013-2018)
Figure SteelSeries Gaming Peripherals Revenue Market Share (2013-2018)
Table MADCATZ Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table MADCATZ Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure MADCATZ Gaming Peripherals Production Growth Rate (2013-2018)
Figure MADCATZ Gaming Peripherals Production Market Share (2013-2018)
Figure MADCATZ Gaming Peripherals Revenue Market Share (2013-2018)
Table Roccat Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Roccat Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure Roccat Gaming Peripherals Production Growth Rate (2013-2018)
Figure Roccat Gaming Peripherals Production Market Share (2013-2018)

+44 20 8123 2220
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Figure Roccat Gaming Peripherals Revenue Market Share (2013-2018)
Table Mionix Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Mionix Gaming Peripherals Capacity, Production (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2013-2018)
Figure Mionix Gaming Peripherals Production Growth Rate (2013-2018)
Figure Mionix Gaming Peripherals Production Market Share (2013-2018)
Figure Mionix Gaming Peripherals Revenue Market Share (2013-2018)
Table Production Base and Market Concentration Rate of Raw Material
Figure Price Trend of Key Raw Materials
Table Key Suppliers of Raw Materials
Figure Manufacturing Cost Structure of Gaming Peripherals
Figure Manufacturing Process Analysis of Gaming Peripherals
Figure Gaming Peripherals Industrial Chain Analysis
Table Raw Materials Sources of Gaming Peripherals Major Manufacturers in 2017
Table Major Buyers of Gaming Peripherals
Table Distributors/Traders List
Figure Global Gaming Peripherals Capacity, Production (K Units) and Growth Rate Forecast (2018-2025)
Figure Global Gaming Peripherals Revenue (Million USD) and Growth Rate Forecast (2018-2025)
Figure Global Gaming Peripherals Price (Million USD) and Trend Forecast (2018-2025)
Table Global Gaming Peripherals Production (K Units) Forecast by Region (2018-2025)
Figure Global Gaming Peripherals Production Market Share Forecast by Region (2018-2025)
Table Global Gaming Peripherals Consumption (K Units) Forecast by Region (2018-2025)
Figure Global Gaming Peripherals Consumption Market Share Forecast by Region (2018-2025)
Figure North America Gaming Peripherals Production (K Units) and Growth Rate Forecast (2018-2025)
Figure North America Gaming Peripherals Revenue (Million USD) and Growth Rate Forecast (2018-2025)
Table North America Gaming Peripherals Production, Consumption, Export and Import (K Units) Forecast (2018-2025)
Figure Europe Gaming Peripherals Production (K Units) and Growth Rate Forecast (2018-2025)
Figure Europe Gaming Peripherals Revenue (Million USD) and Growth Rate Forecast (2018-2025)
Table Europe Gaming Peripherals Production, Consumption, Export and Import (K

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Units) Forecast (2018-2025)
Figure China Gaming Peripherals Production (K Units) and Growth Rate Forecast (2018-2025)
Figure China Gaming Peripherals Revenue (Million USD) and Growth Rate Forecast (2018-2025)
Table China Gaming Peripherals Production, Consumption, Export and Import (K Units) Forecast (2018-2025)
Figure Japan Gaming Peripherals Production (K Units) and Growth Rate Forecast (2018-2025)
Figure Japan Gaming Peripherals Revenue (Million USD) and Growth Rate Forecast (2018-2025)
Table Japan Gaming Peripherals Production, Consumption, Export and Import (K Units) Forecast (2018-2025)
Figure Southeast Asia Gaming Peripherals Production (K Units) and Growth Rate Forecast (2018-2025)
Figure Southeast Asia Gaming Peripherals Revenue (Million USD) and Growth Rate Forecast (2018-2025)
Table Southeast Asia Gaming Peripherals Production, Consumption, Export and Import (K Units) Forecast (2018-2025)
Figure India Gaming Peripherals Production (K Units) and Growth Rate Forecast (2018-2025)
Figure India Gaming Peripherals Revenue (Million USD) and Growth Rate Forecast (2018-2025)
Table India Gaming Peripherals Production, Consumption, Export and Import (K Units) Forecast (2018-2025)
Table Global Gaming Peripherals Production (K Units) Forecast by Type (2018-2025)
Figure Global Gaming Peripherals Production (K Units) Forecast by Type (2018-2025)
Table Global Gaming Peripherals Revenue (Million USD) Forecast by Type (2018-2025)
Figure Global Gaming Peripherals Revenue Market Share Forecast by Type (2018-2025)
Table Global Gaming Peripherals Price Forecast by Type (2018-2025)
Table Global Gaming Peripherals Consumption (K Units) Forecast by Application (2018-2025)
Figure Global Gaming Peripherals Consumption (K Units) Forecast by Application (2018-2025)
Table Research Programs/Design for This Report
Figure Bottom-up and Top-down Approaches for This Report
Figure Data Triangulation
Table Key Data Information from Secondary Sources

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