

Japan Gamepad Market Report 2016

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Abstracts

ID: JCBF2B876AEEN Notes: Sales, means the sales volume of Gamepad Revenue, means the sales value of Gamepad This report studies sales (consumption) of Gamepad in Japan market, focuses on the top players, with sales, price, revenue and market share for each player, covering Microsoft SONY Saitek Logitech **RAPOO SteelSeries**

BETOP

GameSir

Razer

ΜI



Split by product types, with sales, revenue, price, market share and growth rate of each type, can be divided into

Wired Gamepad

Wireless Gamepad

Type III

Split by applications, this report focuses on sales, market share and growth rate of Gamepad in each application, can be divided into

PC Gamepad

Hand-held Game Gamepad

Others



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