

# **Gaming Controller Market Size and Forecast (2020 - 2030), Global and Regional Share, Trend, and Growth Opportunity Analysis Report Coverage: By Product Type (Gamepad, Joystick, Trackball, Steering Wheel, Throttle Quadrant, and Others), Compatibility (PCs, Console, and Mobile), Connectivity (Wired and Wireless), Distribution Channel (Offline and Online), End Use (Personal and Commercial), and Geography**

<https://marketpublishers.com/r/GD0F146E43AFEN.html>

Date: March 2024

Pages: 161

Price: US\$ 5,190.00 (Single User License)

ID: GD0F146E43AFEN

## **Abstracts**

The gaming controller market was valued at US\$ 2.33 billion in 2022 and is expected to reach US\$ 4.50 billion by 2030. The market is estimated to record a CAGR of 8.5% from 2022 to 2030.

The MEA is quickly advancing to shape the future of esports and gaming with exceptional government investments. Over US\$ 3 billion was provided in 2022 in the gaming industry by Saudi Arabia's Public Investment Fund (PIF) as part of a much larger US\$ 38 billion commitment by PIF to be used by its company, Savvy Games Group (SGG). Multiple acquisitions in gaming (Embracer Group, Scopely) and esports (ESL, FACEIT, VSPO) have already been executed. Additionally, Abu Dhabi Gaming has created a dedicated gaming and esports hub with strong incentives. The MEA has seen a surge in esports participation and events. Esports tournaments often attract a large audience and participants who seek professional-grade gaming accessories. This has contributed to the demand for advanced gaming controllers designed for competitive gaming. Esports events, such as the Intel Arabian Cup, have gained popularity in the Middle East, driving the need for high-quality gaming peripherals. Therefore, the gaming controller market is growing in the MEA. Various companies are

taking initiatives and making investments in the gaming sector. For instance, in January 2024, Sony announced making a bold bet on Africa's video game industry. The Japanese consumer electronics and gaming giant invested an undisclosed sum into Carry1st, a video game studio based in Cape Town, South Africa, via its Sony Innovation Fund venture arm. Also, in July 2023, Sony announced that the PlayStation Access Controller, its first entry into accessibility hardware, will be available for pre-order in South Africa. With the increasing initiatives and product launches in the country, the demand for gaming controllers is growing.

Based on end use, the gaming controller market is segmented into personal and commercial. The personal segment held the largest share of the gaming controller market in 2022. Gaming controllers for personal use are designed to enhance the gaming experience on various platforms, including gaming consoles, PCs, and mobile devices. These controllers provide a more intuitive and immersive way to interact with video games compared to traditional keyboard and mouse setups. Wireless controllers come with rechargeable batteries or replaceable batteries. It is important to consider the battery life and charging options to avoid interruptions during gaming sessions. Using a gaming controller for personal gaming provides a more enjoyable and immersive experience, especially for genres such as action, sports, and racing games. Gaming controllers for commercial use are often used in training simulations, virtual reality (VR) environments, or other industries where realistic and precise control inputs are crucial. There are various types of gaming controllers for commercial use. Flight simulation controllers include yokes, throttles, and pedals designed to replicate the controls found in aircraft. These controllers are utilized in commercial pilot training, aerospace engineering simulations, and other applications requiring realistic flight control inputs. Also, controllers such as Logitech G923 Racing Wheel Controllers are designed for driving simulations, and they include steering wheels, pedals, and gear shifters. These are used in applications such as driver training simulations, automotive design, and entertainment setups, including arcade racing experiences. Thus, gaming controllers for commercial use offer realistic and precise control inputs in various sectors, contributing to immersive and effective training simulations.

Guillemot Corp SA, Microsoft Corp, Logitech International SA, Corsair Gaming Inc, ACCO Brands Corp, Mad Catz Global Ltd, Sabrent, Sony Group Corp, Razer Inc, and Nintendo Co Ltd are among the prominent players profiled in the gaming controller market report. The overall gaming controller market size has been derived using both primary and secondary sources. Exhaustive secondary research has been conducted using internal and external sources to obtain qualitative and quantitative information related to the gaming controller market size. The process also helps obtain an overview

and forecast of the market with respect to all the market segments. Also, multiple primary interviews have been conducted with industry participants to validate the data and gain analytical insights. This process includes industry experts such as VPs, business development managers, market intelligence managers, and national sales managers, along with external consultants such as valuation experts, research analysts, and key opinion leaders, specializing in the market.

## Contents

### **1. INTRODUCTION**

- 1.1 The Insight Partners Research Report Guidance
- 1.2 Market Segmentation

### **2. EXECUTIVE SUMMARY**

- 2.1 Key Insights
- 2.2 Market Attractiveness

### **3. RESEARCH METHODOLOGY**

- 3.1 Coverage
- 3.2 Secondary Research
- 3.3 Primary Research

### **4. GAMING CONTROLLER MARKET LANDSCAPE**

- 4.1 Overview
- 4.2 PEST Analysis
- 4.3 Ecosystem Analysis

### **5. GAMING CONTROLLER MARKET – KEY MARKET DYNAMICS**

- 5.1 Gaming Controller Market – Key Market Dynamics
- 5.2 Market Drivers
  - 5.2.1 Rapid Expansion of Gaming Sector
  - 5.2.2 Technological Advancements
- 5.3 Market Restraints
  - 5.3.1 Increase in Counterfeit Controllers:
  - 5.3.2 High Initial Cost:
- 5.4 Market Opportunities
  - 5.4.1 Rise in Number of Professional Gamers
  - 5.4.2 Emergence of New Gaming Platforms
- 5.5 Future Trends
  - 5.5.1 Shift in Digital and Cloud Gaming:
- 5.6 Impact of Drivers and Restraints:

## **6. GAMING CONTROLLER MARKET – GLOBAL MARKET ANALYSIS**

6.1 Gaming Controller Market Revenue (US\$ Million), 2022–2030

6.2 Gaming Controller Market Forecast Analysis

## **7. GAMING CONTROLLER MARKET ANALYSIS – BY PRODUCT TYPE**

7.1 Gamepad

7.1.1 Overview

7.1.2 Gamepad: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

7.2 Joystick

7.2.1 Overview

7.2.2 Joystick: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

7.3 Trackball

7.3.1 Overview

7.3.2 Trackball: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

7.4 Steering Wheel

7.4.1 Overview

7.4.2 Steering Wheel: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

7.5 Throttle Quadrant

7.5.1 Overview

7.5.2 Throttle Quadrant: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

7.6 Others

7.6.1 Overview

7.6.2 Others: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

## **8. GAMING CONTROLLER MARKET ANALYSIS – BY COMPATIBILITY**

8.1 PCs

8.1.1 Overview

8.1.2 PCs: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

8.2 Console

8.2.1 Overview

8.2.2 Console: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

8.3 Mobile

8.3.1 Overview

8.3.2 Mobile: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

## **9. GAMING CONTROLLER MARKET ANALYSIS – BY CONNECTIVITY**

9.1 Wired

9.1.1 Overview

9.1.2 Wired: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

9.2 Wireless

9.2.1 Overview

9.2.2 Wireless: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

## **10. GAMING CONTROLLER MARKET ANALYSIS – BY DISTRIBUTION CHANNEL**

10.1 Offline

10.1.1 Overview

10.1.2 Offline: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

10.2 Online

10.2.1 Overview

10.2.2 Online: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

## **11. GAMING CONTROLLER MARKET ANALYSIS – BY END-USE**

11.1 Personal

11.1.1 Overview

11.1.2 Personal: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

11.2 Commercial

11.2.1 Overview

11.2.2 Commercial: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

## **12. GAMING CONTROLLER MARKET – GEOGRAPHICAL ANALYSIS**

## 12.1 Overview

## 12.2 North America

### 12.2.1 North America Gaming Controller Market Overview

### 12.2.2 North America: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

#### 12.2.3 North America: Gaming Controller Market Breakdown, by Product Type

##### 12.2.3.1 North America: Gaming Controller Market – Revenue and Forecast Analysis – by Product Type

#### 12.2.4 North America: Gaming Controller Market Breakdown, by Compatibility

##### 12.2.4.1 North America: Gaming Controller Market – Revenue and Forecast Analysis – by Compatibility

#### 12.2.5 North America: Gaming Controller Market Breakdown, by Connectivity

##### 12.2.5.1 North America: Gaming Controller Market – Revenue and Forecast Analysis – by Connectivity

#### 12.2.6 North America: Gaming Controller Market Breakdown, by Distribution Channel

##### 12.2.6.1 North America: Gaming Controller Market – Revenue and Forecast Analysis – by Distribution Channel

#### 12.2.7 North America: Gaming Controller Market Breakdown, by End-use

##### 12.2.7.1 North America: Gaming Controller Market – Revenue and Forecast Analysis – by End-use

### 12.2.8 North America: Gaming Controller Market – Revenue and Forecast Analysis – by Country

#### 12.2.8.1 North America: Gaming Controller Market – Revenue and Forecast Analysis – by Country

### 12.2.8.2 United States: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

#### 12.2.8.2.1 United States: Gaming Controller Market Breakdown, by Product Type

#### 12.2.8.2.2 United States: Gaming Controller Market Breakdown, by Compatibility

#### 12.2.8.2.3 United States: Gaming Controller Market Breakdown, by Connectivity

#### 12.2.8.2.4 United States: Gaming Controller Market Breakdown, by Distribution Channel

#### 12.2.8.2.5 United States: Gaming Controller Market Breakdown, by End-use

### 12.2.8.3 Canada: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

#### 12.2.8.3.1 Canada: Gaming Controller Market Breakdown, by Product Type

#### 12.2.8.3.2 Canada: Gaming Controller Market Breakdown, by Compatibility

#### 12.2.8.3.3 Canada: Gaming Controller Market Breakdown, by Connectivity

#### 12.2.8.3.4 Canada: Gaming Controller Market Breakdown, by Distribution Channel



- 12.2.8.3.5 Canada: Gaming Controller Market Breakdown, by End-use
- 12.2.8.4 Mexico: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
  - 12.2.8.4.1 Mexico: Gaming Controller Market Breakdown, by Product Type
  - 12.2.8.4.2 Mexico: Gaming Controller Market Breakdown, by Compatibility
  - 12.2.8.4.3 Mexico: Gaming Controller Market Breakdown, by Connectivity
  - 12.2.8.4.4 Mexico: Gaming Controller Market Breakdown, by Distribution Channel
  - 12.2.8.4.5 Mexico: Gaming Controller Market Breakdown, by End-use
- 12.3 Europe
  - 12.3.1 Europe Gaming Controller Market Overview
  - 12.3.2 Europe: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
    - 12.3.3 Europe: Gaming Controller Market Breakdown, by Product Type
      - 12.3.3.1 Europe: Gaming Controller Market – Revenue and Forecast Analysis – by Product Type
    - 12.3.4 Europe: Gaming Controller Market Breakdown, by Compatibility
      - 12.3.4.1 Europe: Gaming Controller Market – Revenue and Forecast Analysis – by Compatibility
    - 12.3.5 Europe: Gaming Controller Market Breakdown, by Connectivity
      - 12.3.5.1 Europe: Gaming Controller Market – Revenue and Forecast Analysis – by Connectivity
    - 12.3.6 Europe: Gaming Controller Market Breakdown, by Distribution Channel
      - 12.3.6.1 Europe: Gaming Controller Market – Revenue and Forecast Analysis – by Distribution Channel
    - 12.3.7 Europe: Gaming Controller Market Breakdown, by End-use
      - 12.3.7.1 Europe: Gaming Controller Market – Revenue and Forecast Analysis – by End-use
    - 12.3.8 Europe: Gaming Controller Market – Revenue and Forecast Analysis – by Country
      - 12.3.8.1 Europe: Gaming Controller Market – Revenue and Forecast Analysis – by Country
      - 12.3.8.2 Germany: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
        - 12.3.8.2.1 Germany: Gaming Controller Market Breakdown, by Product Type
        - 12.3.8.2.2 Germany: Gaming Controller Market Breakdown, by Compatibility
        - 12.3.8.2.3 Germany: Gaming Controller Market Breakdown, by Connectivity
        - 12.3.8.2.4 Germany: Gaming Controller Market Breakdown, by Distribution Channel
        - 12.3.8.2.5 Germany: Gaming Controller Market Breakdown, by End-use
      - 12.3.8.3 United Kingdom: Gaming Controller Market – Revenue and Forecast to 2030



(US\$ Million)

12.3.8.3.1 United Kingdom: Gaming Controller Market Breakdown, by Product Type

12.3.8.3.2 United Kingdom: Gaming Controller Market Breakdown, by Compatibility

12.3.8.3.3 United Kingdom: Gaming Controller Market Breakdown, by Connectivity

12.3.8.3.4 United Kingdom: Gaming Controller Market Breakdown, by Distribution

Channel

12.3.8.3.5 United Kingdom: Gaming Controller Market Breakdown, by End-use

12.3.8.4 France: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.3.8.4.1 France: Gaming Controller Market Breakdown, by Product Type

12.3.8.4.2 France: Gaming Controller Market Breakdown, by Compatibility

12.3.8.4.3 France: Gaming Controller Market Breakdown, by Connectivity

12.3.8.4.4 France: Gaming Controller Market Breakdown, by Distribution Channel

12.3.8.4.5 France: Gaming Controller Market Breakdown, by End-use

12.3.8.5 Italy: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.3.8.5.1 Italy: Gaming Controller Market Breakdown, by Product Type

12.3.8.5.2 Italy: Gaming Controller Market Breakdown, by Compatibility

12.3.8.5.3 Italy: Gaming Controller Market Breakdown, by Connectivity

12.3.8.5.4 Italy: Gaming Controller Market Breakdown, by Distribution Channel

12.3.8.5.5 Italy: Gaming Controller Market Breakdown, by End-use

12.3.8.6 Russia: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.3.8.6.1 Russia: Gaming Controller Market Breakdown, by Product Type

12.3.8.6.2 Russia: Gaming Controller Market Breakdown, by Compatibility

12.3.8.6.3 Russia: Gaming Controller Market Breakdown, by Connectivity

12.3.8.6.4 Russia: Gaming Controller Market Breakdown, by Distribution Channel

12.3.8.6.5 Russia: Gaming Controller Market Breakdown, by End-use

12.3.8.7 Rest of Europe: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.3.8.7.1 Rest of Europe: Gaming Controller Market Breakdown, by Product Type

12.3.8.7.2 Rest of Europe: Gaming Controller Market Breakdown, by Compatibility

12.3.8.7.3 Rest of Europe: Gaming Controller Market Breakdown, by Connectivity

12.3.8.7.4 Rest of Europe: Gaming Controller Market Breakdown, by Distribution

Channel

12.3.8.7.5 Rest of Europe: Gaming Controller Market Breakdown, by End-use

12.4 Asia Pacific

12.4.1 Asia Pacific Gaming Controller Market Overview

12.4.2 Asia Pacific: Gaming Controller Market – Revenue and Forecast to 2030 (US\$

Million)

12.4.3 Asia Pacific: Gaming Controller Market Breakdown, by Product Type

12.4.3.1 Asia Pacific: Gaming Controller Market – Revenue and Forecast Analysis – by Product Type

12.4.4 Asia Pacific: Gaming Controller Market Breakdown, by Compatibility

12.4.4.1 Asia Pacific: Gaming Controller Market – Revenue and Forecast Analysis – by Compatibility

12.4.5 Asia Pacific: Gaming Controller Market Breakdown, by Connectivity

12.4.5.1 Asia Pacific: Gaming Controller Market – Revenue and Forecast Analysis – by Connectivity

12.4.6 Asia Pacific: Gaming Controller Market Breakdown, by Distribution Channel

12.4.6.1 Asia Pacific: Gaming Controller Market – Revenue and Forecast Analysis – by Distribution Channel

12.4.7 Asia Pacific: Gaming Controller Market Breakdown, by End-use

12.4.7.1 Asia Pacific: Gaming Controller Market – Revenue and Forecast Analysis – by End-use

12.4.8 Asia Pacific: Gaming Controller Market – Revenue and Forecast Analysis – by Country

12.4.8.1 Asia Pacific: Gaming Controller Market – Revenue and Forecast Analysis – by Country

12.4.8.2 Australia: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.4.8.2.1 Australia: Gaming Controller Market Breakdown, by Product Type

12.4.8.2.2 Australia: Gaming Controller Market Breakdown, by Compatibility

12.4.8.2.3 Australia: Gaming Controller Market Breakdown, by Connectivity

12.4.8.2.4 Australia: Gaming Controller Market Breakdown, by Distribution Channel

12.4.8.2.5 Australia: Gaming Controller Market Breakdown, by End-use

12.4.8.3 China: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.4.8.3.1 China: Gaming Controller Market Breakdown, by Product Type

12.4.8.3.2 China: Gaming Controller Market Breakdown, by Compatibility

12.4.8.3.3 China: Gaming Controller Market Breakdown, by Connectivity

12.4.8.3.4 China: Gaming Controller Market Breakdown, by Distribution Channel

12.4.8.3.5 China: Gaming Controller Market Breakdown, by End-use

12.4.8.4 India: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.4.8.4.1 India: Gaming Controller Market Breakdown, by Product Type

12.4.8.4.2 India: Gaming Controller Market Breakdown, by Compatibility

12.4.8.4.3 India: Gaming Controller Market Breakdown, by Connectivity

- 12.4.8.4.4 India: Gaming Controller Market Breakdown, by Distribution Channel
- 12.4.8.4.5 India: Gaming Controller Market Breakdown, by End-use
- 12.4.8.5 Japan: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
  - 12.4.8.5.1 Japan: Gaming Controller Market Breakdown, by Product Type
  - 12.4.8.5.2 Japan: Gaming Controller Market Breakdown, by Compatibility
  - 12.4.8.5.3 Japan: Gaming Controller Market Breakdown, by Connectivity
  - 12.4.8.5.4 Japan: Gaming Controller Market Breakdown, by Distribution Channel
  - 12.4.8.5.5 Japan: Gaming Controller Market Breakdown, by End-use
- 12.4.8.6 South Korea: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
  - 12.4.8.6.1 South Korea: Gaming Controller Market Breakdown, by Product Type
  - 12.4.8.6.2 South Korea: Gaming Controller Market Breakdown, by Compatibility
  - 12.4.8.6.3 South Korea: Gaming Controller Market Breakdown, by Connectivity
  - 12.4.8.6.4 South Korea: Gaming Controller Market Breakdown, by Distribution Channel
- 12.4.8.6.5 South Korea: Gaming Controller Market Breakdown, by End-use
- 12.4.8.7 Rest of APAC: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
  - 12.4.8.7.1 Rest of APAC: Gaming Controller Market Breakdown, by Product Type
  - 12.4.8.7.2 Rest of APAC: Gaming Controller Market Breakdown, by Compatibility
  - 12.4.8.7.3 Rest of APAC: Gaming Controller Market Breakdown, by Connectivity
  - 12.4.8.7.4 Rest of APAC: Gaming Controller Market Breakdown, by Distribution Channel
- 12.4.8.7.5 Rest of APAC: Gaming Controller Market Breakdown, by End-use
- 12.5 Middle East and Africa
  - 12.5.1 Middle East and Africa Gaming Controller Market Overview
  - 12.5.2 Middle East and Africa: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
  - 12.5.3 Middle East and Africa: Gaming Controller Market Breakdown, by Product Type
    - 12.5.3.1 Middle East and Africa: Gaming Controller Market – Revenue and Forecast Analysis – by Product Type
  - 12.5.4 Middle East and Africa: Gaming Controller Market Breakdown, by Compatibility
    - 12.5.4.1 Middle East and Africa: Gaming Controller Market – Revenue and Forecast Analysis – by Compatibility
  - 12.5.5 Middle East and Africa: Gaming Controller Market Breakdown, by Connectivity
    - 12.5.5.1 Middle East and Africa: Gaming Controller Market – Revenue and Forecast Analysis – by Connectivity
  - 12.5.6 Middle East and Africa: Gaming Controller Market Breakdown, by Distribution

## Channel

12.5.6.1 Middle East and Africa: Gaming Controller Market – Revenue and Forecast Analysis – by Distribution Channel

12.5.7 Middle East and Africa: Gaming Controller Market Breakdown, by End-use

12.5.7.1 Middle East and Africa: Gaming Controller Market – Revenue and Forecast Analysis – by End-use

12.5.8 Middle East and Africa: Gaming Controller Market – Revenue and Forecast Analysis – by Country

12.5.8.1 Middle East and Africa: Gaming Controller Market – Revenue and Forecast Analysis – by Country

12.5.8.2 South Africa: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.5.8.2.1 South Africa: Gaming Controller Market Breakdown, by Product Type

12.5.8.2.2 South Africa: Gaming Controller Market Breakdown, by Compatibility

12.5.8.2.3 South Africa: Gaming Controller Market Breakdown, by Connectivity

12.5.8.2.4 South Africa: Gaming Controller Market Breakdown, by Distribution

## Channel

12.5.8.2.5 South Africa: Gaming Controller Market Breakdown, by End-use

12.5.8.3 Saudi Arabia: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.5.8.3.1 Saudi Arabia: Gaming Controller Market Breakdown, by Product Type

12.5.8.3.2 Saudi Arabia: Gaming Controller Market Breakdown, by Compatibility

12.5.8.3.3 Saudi Arabia: Gaming Controller Market Breakdown, by Connectivity

12.5.8.3.4 Saudi Arabia: Gaming Controller Market Breakdown, by Distribution

## Channel

12.5.8.3.5 Saudi Arabia: Gaming Controller Market Breakdown, by End-use

12.5.8.4 United Arab Emirates: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.5.8.4.1 United Arab Emirates: Gaming Controller Market Breakdown, by Product Type

12.5.8.4.2 United Arab Emirates: Gaming Controller Market Breakdown, by Compatibility

12.5.8.4.3 United Arab Emirates: Gaming Controller Market Breakdown, by Connectivity

12.5.8.4.4 United Arab Emirates: Gaming Controller Market Breakdown, by Distribution Channel

12.5.8.4.5 United Arab Emirates: Gaming Controller Market Breakdown, by End-use

12.5.8.5 Rest of Middle East and Africa: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.5.8.5.1 Rest of Middle East and Africa: Gaming Controller Market Breakdown, by Product Type

12.5.8.5.2 Rest of Middle East and Africa: Gaming Controller Market Breakdown, by Compatibility

12.5.8.5.3 Rest of Middle East and Africa: Gaming Controller Market Breakdown, by Connectivity

12.5.8.5.4 Rest of Middle East and Africa: Gaming Controller Market Breakdown, by Distribution Channel

12.5.8.5.5 Rest of Middle East and Africa: Gaming Controller Market Breakdown, by End-use

12.6 South and Central America

12.6.1 South and Central America Gaming Controller Market Overview

12.6.2 South and Central America: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

12.6.3 South and Central America: Gaming Controller Market Breakdown, by Product Type

12.6.3.1 South and Central America: Gaming Controller Market – Revenue and Forecast Analysis – by Product Type

12.6.4 South and Central America: Gaming Controller Market Breakdown, by Compatibility

12.6.4.1 South and Central America: Gaming Controller Market – Revenue and Forecast Analysis – by Compatibility

12.6.5 South and Central America: Gaming Controller Market Breakdown, by Connectivity

12.6.5.1 South and Central America: Gaming Controller Market – Revenue and Forecast Analysis – by Connectivity

12.6.6 South and Central America: Gaming Controller Market Breakdown, by Distribution Channel

12.6.6.1 South and Central America: Gaming Controller Market – Revenue and Forecast Analysis – by Distribution Channel

12.6.7 South and Central America: Gaming Controller Market Breakdown, by End-use

12.6.7.1 South and Central America: Gaming Controller Market – Revenue and Forecast Analysis – by End-use

12.6.8 South and Central America: Gaming Controller Market – Revenue and Forecast Analysis – by Country

12.6.8.1 South and Central America: Gaming Controller Market – Revenue and Forecast Analysis – by Country

12.6.8.2 Brazil: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)



- 12.6.8.2.1 Brazil: Gaming Controller Market Breakdown, by Product Type
- 12.6.8.2.2 Brazil: Gaming Controller Market Breakdown, by Compatibility
- 12.6.8.2.3 Brazil: Gaming Controller Market Breakdown, by Connectivity
- 12.6.8.2.4 Brazil: Gaming Controller Market Breakdown, by Distribution Channel
- 12.6.8.2.5 Brazil: Gaming Controller Market Breakdown, by End-use
- 12.6.8.3 Argentina: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
  - 12.6.8.3.1 Argentina: Gaming Controller Market Breakdown, by Product Type
  - 12.6.8.3.2 Argentina: Gaming Controller Market Breakdown, by Compatibility
  - 12.6.8.3.3 Argentina: Gaming Controller Market Breakdown, by Connectivity
  - 12.6.8.3.4 Argentina: Gaming Controller Market Breakdown, by Distribution Channel
  - 12.6.8.3.5 Argentina: Gaming Controller Market Breakdown, by End-use
- 12.6.8.4 Rest of South and Central America: Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)
  - 12.6.8.4.1 Rest of South and Central America: Gaming Controller Market Breakdown, by Product Type
  - 12.6.8.4.2 Rest of South and Central America: Gaming Controller Market Breakdown, by Compatibility
  - 12.6.8.4.3 Rest of South and Central America: Gaming Controller Market Breakdown, by Connectivity
  - 12.6.8.4.4 Rest of South and Central America: Gaming Controller Market Breakdown, by Distribution Channel
  - 12.6.8.4.5 Rest of South and Central America: Gaming Controller Market Breakdown, by End-use

## **13. COMPETITIVE LANDSCAPE**

- 13.1 Company Positioning & Concentration
- 13.2 Company Positioning & Concentration

## **14. INDUSTRY LANDSCAPE**

- 14.1 Overview
- 14.2 Market Initiative
- 14.3 New Product Development
- 14.4 Merger and Acquisition

## **15. COMPANY PROFILES**

- 15.1 Guillemot Corp SA
  - 15.1.1 Key Facts
  - 15.1.2 Business Description
  - 15.1.3 Products and Services
  - 15.1.4 Financial Overview
  - 15.1.5 SWOT Analysis
  - 15.1.6 Key Developments
- 15.2 Microsoft Corp
  - 15.2.1 Key Facts
  - 15.2.2 Business Description
  - 15.2.3 Products and Services
  - 15.2.4 Financial Overview
  - 15.2.5 SWOT Analysis
  - 15.2.6 Key Developments
- 15.3 Logitech International SA
  - 15.3.1 Key Facts
  - 15.3.2 Business Description
  - 15.3.3 Products and Services
  - 15.3.4 Financial Overview
  - 15.3.5 SWOT Analysis
  - 15.3.6 Key Developments
- 15.4 Corsair Gaming Inc
  - 15.4.1 Key Facts
  - 15.4.2 Business Description
  - 15.4.3 Products and Services
  - 15.4.4 Financial Overview
  - 15.4.5 SWOT Analysis
  - 15.4.6 Key Developments
- 15.5 ACCO Brands Corp
  - 15.5.1 Key Facts
  - 15.5.2 Business Description
  - 15.5.3 Products and Services
  - 15.5.4 Financial Overview
  - 15.5.5 SWOT Analysis
  - 15.5.6 Key Developments
- 15.6 Mad Catz Global Ltd
  - 15.6.1 Key Facts
  - 15.6.2 Business Description
  - 15.6.3 Products and Services



- 15.6.4 Financial Overview
- 15.6.5 SWOT Analysis
- 15.6.6 Key Developments
- 15.7 Sabrent
  - 15.7.1 Key Facts
  - 15.7.2 Business Description
  - 15.7.3 Products and Services
  - 15.7.4 Financial Overview
  - 15.7.5 SWOT Analysis
  - 15.7.6 Key Developments
- 15.8 Sony Group Corp
  - 15.8.1 Key Facts
  - 15.8.2 Business Description
  - 15.8.3 Products and Services
  - 15.8.4 Financial Overview
  - 15.8.5 SWOT Analysis
  - 15.8.6 Key Developments
- 15.9 Razer Inc
  - 15.9.1 Key Facts
  - 15.9.2 Business Description
  - 15.9.3 Products and Services
  - 15.9.4 Financial Overview
  - 15.9.5 SWOT Analysis
  - 15.9.6 Key Developments
- 15.10 Nintendo Co Ltd
  - 15.10.1 Key Facts
  - 15.10.2 Business Description
  - 15.10.3 Products and Services
  - 15.10.4 Financial Overview
  - 15.10.5 SWOT Analysis
  - 15.10.6 Key Developments

## **16. APPENDIX**

- 16.1 Word Index
- 16.2 About The Insight Partners

## List Of Tables

### LIST OF TABLES

Table 1. Gaming Controller Market Segmentation

Table 2. List of Vendors

Table 3. Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million)

Table 4. Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million) – by Product Type

Table 5. Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million) – by Compatibility

Table 6. Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million) – by Connectivity

Table 7. Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million) – by Distribution Channel

Table 8. Gaming Controller Market – Revenue and Forecast to 2030 (US\$ Million) – by End-use

Table 9. North America: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Product Type

Table 10. North America: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Compatibility

Table 11. North America: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Connectivity

Table 12. North America: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Distribution Channel

Table 13. North America: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by End-use

Table 14. North America: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Country

Table 15. United States: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Product Type

Table 16. United States: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Compatibility

Table 17. United States: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Connectivity

Table 18. United States: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Distribution Channel

Table 19. United States: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by End-use

Table 20. Canada: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Product Type

Table 21. Canada: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Compatibility

Table 22. Canada: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Connectivity

Table 23. Canada: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Distribution Channel

Table 24. Canada: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by End-use

Table 25. Mexico: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Product Type

Table 26. Mexico: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Compatibility

Table 27. Mexico: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Connectivity

Table 28. Mexico: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Distribution Channel

Table 29. Mexico: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by End-use

Table 30. Europe: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Product Type

Table 31. Europe: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Million) – by Compatibility

Table 32. Europe: Gaming Controller Market – Revenue and Forecast to 2030(US\$ Millio

## I would like to order

Product name: Gaming Controller Market Size and Forecast (2020 - 2030), Global and Regional Share, Trend, and Growth Opportunity Analysis Report Coverage: By Product Type (Gamepad, Joystick, Trackball, Steering Wheel, Throttle Quadrant, and Others), Compatibility (PCs, Console, and Mobile), Connectivity (Wired and Wireless), Distribution Channel (Offline and Online), End Use (Personal and Commercial), and Geography

Product link: <https://marketpublishers.com/r/GD0F146E43AFEN.html>

Price: US\$ 5,190.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GD0F146E43AFEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:

Last name:

Email:

Company:

Address:

City:

Zip code:

Country:

Tel:

Fax:

Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below  
and fax the completed form to +44 20 7900 3970