

# **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**

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## **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.

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