

## **India Gaming Accessories Market Research Report Forecast to 2030**

Market Report | 2023-06-15 | 108 pages | Market Research Future

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### **Report description:**

India Gaming Accessories Market Research Report Forecast to 2030

#### Market Overview

Video games are big business, and total global content sales now outnumber both music and video combined, while also growing faster. Until recently, the industry lagged other media categories in embracing the structural, behavioral, and economic shifts that have transformed the industry. However, this is rapidly changing, and the opportunities for game publishers and other advertisers who quickly embrace these changes are enormous. Previously considered a niche area and the domain of teens and hardcore enthusiasts, gaming involvement is now widespread. Monetisation has risen in tandem with this trend, with the video gaming sector currently accounting for more income than the music and film industries combined. Meanwhile, the nature of games and how players interact with them continue to expand, resulting in new customers, gamer categories, and gaming behaviors.

People's general attitudes regarding gaming have been mostly unfavorable. This is because most adults believe that gaming has more drawbacks than advantages. Physical activities and sports have always been significantly more popular in Indian society than internet gaming. This is mostly due to the late growth of gaming in India and people's aversion to adopting change. However, the current generation has a much more positive attitude toward gaming. Some people play games for fun, while others have turned to gaming as a career option, owing primarily to the growth of e-sports in India.

In terms of future development and total market potential, India's gaming sector is seeing a remarkable surge. In today's current computer world, the gaming business is one of the most significant, innovative, and imaginative sectors. It is regarded as one of the most exciting industries in the world due to its impact on social, technological, and entertainment advancements. India, the world's largest country with a young population, is welcome the interests of the younger generation in digital sports and entertainment. Furthermore, with the emergence of low-cost gaming devices, the number of mobile phone gamers is increasing and shows no indications of slowing. According to industry estimates, approximately 60% of online gamers in India are under the age of 24. Young internet users, particularly those using mobile devices, have a greater tendency for playing online games.

The India Gaming Accessories market accounted for a valuation of USD 343.9 million in 2021, and it is projected to reach USD 2,130.9 million in 2030 at a 23.5% CAGR.

#### Market Segmentation

This India Gaming Accessories market research report categorizes the market based on components, packaging type, technology type, applications, end users, and region/country. Based on the products, the market is segmented into gamepads/ joysticks/ controllers, gaming keyboards, gaming mice, headsets, surfaces, virtual reality (V) devices, cooling fans, web cameras, and

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others. Based on device type, the market has been bifurcated into pc (desktop and laptop), smartphones, and gaming consoles. Based on the distribution channel, the market has been segmented into offline and online. Based on end-use, the market is segmented into casual and professional gaming.

#### Major Players

Alienware, Logitech International SA, Razer Inc, Mad Catz Global Limited, Turtle Beach, Corsair Gaming Inc., Cooler Master, Sennheiser Electronic GmbH & Co. KG, HyperX, Anker, Redragon, SADES Technological Corporation, Plantronics, Sony Corporation, Nintendo Co. Ltd., Oculus VR LLC, Gamdias, Ant Esports, SteelSeries, 1STPLAYER, Green Soul Ergonomics, and Zebronic India Pvt., XPG.

#### COVID 19 Impacts

We are continuously tracking the impact of the COVID-19 pandemic on various industries and verticals within all domains. Our research reports include the same and help you understand the drop and rise, owing to the impact of COVID-19 on industries. Also, we help you to identify the gap between the demand and supply of your interested market. Moreover, the report helps you with the analysis, amended government regulations, and many other useful insights.

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