

## Global Gaming Peripherals Market Report and Forecast 2023-2028

Market Report | 2023-06-20 | 103 pages | EMR Inc.

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### Report description:

Global Gaming Peripherals Market Report and Forecast 2023-2028 Market Outlook

According to the report by Expert Market Research (EMR), the global gaming peripherals market reached a value of approximately USD 4,879.4 million in 2022. Aided by the rising demand for advanced gaming accessories and the burgeoning applications of gaming peripherals in the rapidly growing gaming industry, the market is projected to further grow at a CAGR of 10.3% between 2023 and 2028 to reach a value of USD 7,526.0 million by 2028.

Gaming peripherals include an array of devices, such as gaming keyboards, gaming mice, headsets, controllers, and gamepads, specifically designed to enhance and enrich the gaming experience. These peripherals offer features like programmable keys, adjustable sensitivity, high-quality sound, and better ergonomics, playing an essential role in professional gaming, streaming, and immersive gameplay, thus aiding the gaming peripherals market growth. In addition to their gaming-enhancing attributes, gaming peripherals also feature aesthetically pleasing designs with LED lights, contributing to a captivating gaming environment. The growing consumer preference for immersive and competitive gaming is a primary driver propelling the global gaming peripherals market growth. With the expanding awareness of the advantages associated with advanced gaming peripherals, including improved gameplay, better controls, and enhanced gaming experience, there has been a substantial shift towards high-quality gaming accessories. Moreover, the rising popularity of eSports and online gaming has further amplified the demand for gaming peripherals, as these devices are frequently used by professional gamers and streamers.

The broadening applications of gaming peripherals in the thriving gaming industry significantly contribute to the gaming peripherals market development. Manufacturers are constantly innovating to offer state-of-the-art gaming peripherals, catering to the evolving demands of both casual and professional gamers. Companies are now integrating features such as wireless technology, haptic feedback, and virtual reality compatibility, making these peripherals integral to modern gaming setups, thus increasing the gaming peripherals market demand.

Furthermore, the escalating demand for personalised and customised gaming equipment has led to an increased emphasis on gaming peripherals. With the rise of streaming platforms and the growing culture of game streaming, gamers are increasingly seeking peripherals that can cater to their specific gaming style and preferences. This has encouraged manufacturers to offer a wider range of products, including customisable keyboards, mice, and controllers, thereby boosting the gaming peripherals

market expansion.

Market Segmentation □

The market can be divided based on product type, gaming device type, technology, distribution channel, and region.

Market Breakup by Product Type

- □ Headsets
- -□Keyboards
- Joysticks
- -□Mice
- -□Gamepads
- -∏Others

Market Breakup by Gaming Device Type

- -□PC (Desktop/Laptop)
- -□Gaming Consoles

Market Breakup by Technology

- -□Wired
- -□Wireless

Market Breakup by Distribution Channel

- -□Online
- -[]Offline

Market Breakup by Region

- ¬North America
- -[Europe
- -∏Asia Pacific
- Latin America
- Middle East and Africa

Competitive Landscape

The EMR report looks into the market shares, plant turnarounds, capacities, investments, and acquisitions and mergers, among other major developments, of the global gaming peripherals companies. Some of the major key players explored in the report by Expert Market Research are as follows:

- -∏Logitech International S.A.
- -□Mad Catz Global Limited
- -∏Corsair Gaming, Inc.
- -∏Turtle Beach Corporation
- Kingston Technology Company, Inc.
- Eastern Times Technology Co., Ltd
- -□Gamdias Technology Co., Ltd
- Shenzhen Sades Digital Technology Co., Ltd
- Razer Inc
- -□HP Inc.
- □ Zowie (BenQ Corporation)
- Others

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