

**Gaming Accessories Market Research Report By Product (Gamepads/ Joysticks/ Controllers, Gaming Keyboards, Gaming Mouse, Headsets, Surfaces, Virtual Reality (VR) Devices, Cooling Fans, Web Camera, and Others), by Device Type (PC (Desktop and Laptop), Smartphones and Gaming Consoles), by Distribution Channel (Online and Offline), by End Use (Casual Gaming and Professional Gaming) and By Region (North America, Europe, Asia-Pacific, Middle East and Africa, South America) -Industry Forecast Till 2030**

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**Report description:**

Gaming Accessories Market Research Report By Product (Gamepads/ Joysticks/ Controllers, Gaming Keyboards, Gaming Mouse, Headsets, Surfaces, Virtual Reality (VR) Devices, Cooling Fans, Web Camera, and Others), by Device Type (PC (Desktop and Laptop), Smartphones and Gaming Consoles), by Distribution Channel (Online and Offline), by End Use (Casual Gaming and Professional Gaming) and By Region (North America, Europe, Asia-Pacific, Middle East and Africa, South America) -Industry Forecast Till 2030

**Market Overview**

During the forecast period, the Gaming Accessories industry is anticipated to grow at a compound annual growth rate (CAGR) of 15%. A gaming accessory, which is also referred to as a gaming peripheral, is a piece of hardware that is utilized to either improve the gaming experience or play a video game from a console. Typically, video game accessories are the hardware that facilitates gaming, except for the console itself. This includes audio/visual cables, controllers, and sound systems. The gaming industry has grown significantly, generating substantial revenues and profits. Similarly, the popularity of gaming accessories is on the rise as more individuals engage in the gaming industry for entertainment and broadcasting purposes. Gamers depend on gaming

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accessories or peripherals for communication, broadcasting, performance, control, and other purposes to enhance their gaming experience.

#### Market Segment Insights:

Gamepads/Joysticks/Controllers, Gaming Keyboards, Gaming Mouse, Headsets, Surfaces, Virtual Reality (VR) Devices, Cooling Fans, Web Cameras, and Others comprise the Gaming Accessories Market, which is segmented by product.

The gaming accessories market has been segmented into three categories: PC (desktop and laptop), Smartphones, and gaming consoles. This segmentation is based on the type of device.

The Gaming Accessories Market is divided into two categories: online and offline, as determined by the distribution channel.

The Gaming Accessories Market has been divided into casual gaming and professional gaming based on end use.

#### Regional Perspectives

The study offers market insights into North America, Europe, Asia-Pacific, the Middle East and Africa, and South America by region. The Gaming Accessories Market in 2022 was primarily dominated by the Asia-Pacific region, which accounted for approximately 47.25% of the market. The Gaming Accessories Market is anticipated to be primarily driven by the Asia-Pacific region. This comprises the Asia-Pacific region, which encompasses China, Japan, India, South Korea, and the remaining countries. The Asia-Pacific region is experiencing growth because of the adoption of high-speed 4G internet, the world's lowest data tariffs, and the increasing availability of competitively priced smartphones over the past five years. The global gaming market was dominated by mobile gaming, which constituted the largest percentage.

China is a prominent nation in the Asia-Pacific region due to its increasing technological adoption. The e-sports sector's growth and the ongoing development of new games and platforms are among the primary gaming drivers in the country. Consoles such as the PlayStation, Microsoft Xbox, and Nintendo Switch are typically delayed in China because of a rigorous government certification standard. A natural name verification system for video games that China has developed is nearly prepared for statewide deployment. KT has declared its intention to collaborate with cloud gaming specialist Unitus to exclusively provide its gaming service, 5G Streaming Game, to its 5G customers in South Korea.

North America is the most significant shareholder in the Gaming Accessories Market, as the United States has experienced a significant increase in online gaming due to the increased internet bandwidth. Additionally, the government's initiatives to expedite the deployment of 5G throughout the nation contribute to the reduction of latency delays and the provision of a seamless gaming experience. Microsoft and other prominent vendors, who derive a significant portion of their revenue from the United States, are emphasizing the sale of new products in order to capitalize on the increasing prevalence of video games. Numerous prominent international competitors are expanding their operations in the United States in order to capitalize on the gaming industry's expansion.

#### Major Players

Alienware (Dell), Logitech, Razer, Corsair, Turtle Beach, HyperX (HP), Mad Catz, Cooler Master, Sennheiser, Anker Innovations, Redragon, SADES Technological Corporation, Plantronics, Nintendo, SteelSeries, and Sony Corporation are among the major participants in the Gaming Accessories market.

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