



Orion Market Research

By OMR Global



Global Gaming Accessories Market Share, Trends, Size, Research and Forecast 2020-2026

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The global gaming accessories market is anticipated to grow at a significant CAGR during the forecast period. Based on the product type, the market is segmented into gamepads, gaming keyboards, gaming mice, web cameras, joysticks, gaming headsets, virtual reality devices, and others. The virtual reality segment is projected to hold a significant share in the market. Virtual reality involves a 3-dimensional artificial environment display of computer games. The virtual environment is created using VR software, which in turn, supersedes the real-world environment. VR device generates a 3D image that can be looked around interactively on a computing system by simply manipulating keys, touch screen, or mouse.

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It also enables greater involvement among the players for the better gaming experience. Players are more occupied when the gaming is VR-based, as it consists of more tools at their disposal than the flat-screen gaming. The flat-screen gaming can make the players feel emotional to some point, however, in VR gaming experience, the players feel connected as if everything is happening in reality. The players seem to feel that they are witnesses to the events and they are responsible for those scenes. Though earlier games had also done it to some extent, VR gives the players more tools in their hands. Thus, the segment is projected to exhibit considerable growth in the global gaming accessories market during the forecast period.

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VR hovers in the gaming world, from race car games to flight simulators. Data gloves and head-mounted displays are among the devices that have revolutionized the experience of gamers, as earlier computers were too slow and lacking in the full 3D display. Moreover, the advancement in technology and the rapid adoption of novel systems is expected to increase the demand for the development of affordable new peripherals such as the Oculus Rift. Thereby, contributing to the gaming accessories industry growth during the forecast period.

Further, some of the the prominent players operating in the gaming accessories market include Dell Inc., Google Inc., HP Inc., Logitech International SA, Nintendo Co., Ltd., Nvidia Corp., Razer Inc., Sennheiser electronic GmbH & Co. KG, Kingston Technology Co., Sony Corp., and others. Novel product launches & developments, partnerships, agreements, and acquisitions are some of the strategies adopted by the key players to strengthen their product portfolios and maintain a competitive position in the global gaming accessories market.

Global Gaming Accessories Market – Segmentation

By Device Type

- Desktop & Laptop

- Gaming Consoles
- Smartphones & Tablets

By Products Type

- Gamepads
- Gaming Keyboards
- Gaming Mice
- Web Camera
- Joysticks
- Gaming Headsets
- Virtual Reality Devices
- Others

Global Gaming Accessories Market – Segmentation by Region

North America

- United States
- Canada

Europe

- Germany
- United Kingdom
- France
- Spain
- Italy
- Rest of Europe

Asia-Pacific

- China
- Japan
- India
- Rest of Asia-Pacific

Rest of the World

- Middle East & Africa
- Latin America

Company Profiles

- Acer Inc.
- Anker Technology (UK) Ltd.
- AsusTek Computer Inc.
- Corsair Components, Inc.
- Dell Inc.
- Eastern Times Technology Co. Ltd.
- Google LLC
- HP Development Company, L.P.
- Kingston Technology Corp.
- Logitech International SA
- Mad Catz Global Ltd.
- Nintendo Co., Ltd.
- Nvidia Corp.
- Oculus VR, LLC (Facebook Technologies, LLC)
- Razer Inc.
- SADES Technological Corp.
- Sennheiser electronic GmbH & Co. KG
- Sony Corp.
- Turtle Beach Corp.
- Xiaomi Corp.

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