



Gaming Peripheral Market 2017 - Global Industry Analysis, Size, Share, Trends, Supply Demand, Growth and Forecast 2022

This report covers market characteristics, size and growth, segmentation, regional breakdowns, competitive landscape, market shares, trends and strategies

PUNE, INDIA, October 16, 2017 /EINPresswire.com/ -- In this report, the global [Gaming Peripheral](#) market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report is segmented into several key Regions, with production, consumption, revenue (million USD), market share and growth rate of Gaming Peripheral in these regions, from 2012 to 2022 (forecast), covering

North America

Europe

China

Japan

Southeast Asia

India

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Global Gaming Peripheral market competition by top manufacturers, with production, price, revenue (value) and market share for each manufacturer; the top players including

Corsair Components

Logitech International

Mad Catz Interactive

Razer

SteelSeries

Sony

Microsoft

Cooler Master

Kingston

Gioteck

Fnatic Gear

BenQ

Gamdias

Mionix

QPAD

Tesoro Gaming

CM Storm

COUGAR

TTeSPORTS

Roccat

SteelSeries

On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into

Controllers

Headsets

Keyboards

Mouse

Others

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, consumption (sales), market share and growth rate of Gaming Peripheral for each application, including

Commercial

Personal

If you have any special requirements, please let us know and we will offer you the report as you want.

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