

# Gaming Laptops and Desktops Industry Research Report 2023

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## Abstracts

### Highlights

The global Gaming Laptops and Desktops market is projected to reach US\$ million by 2029 from an estimated US\$ million in 2023, at a CAGR of % during 2024 and 2029.

North American market for Gaming Laptops and Desktops is estimated to increase from \$ million in 2022 to reach \$ million by 2029, at a CAGR of % during the forecast period of 2023 through 2029.

Asia-Pacific market for Gaming Laptops and Desktops is estimated to increase from \$ million in 2022 to reach \$ million by 2029, at a CAGR of % during the forecast period of 2023 through 2029.

The major global manufacturers of Gaming Laptops and Desktops include Dell, Razer, HP, MSI, Acer, Asus, Lenovo, Hasee and mechrevo, etc. In 2022, the world's top three vendors accounted for approximately % of the revenue.

The global market for Gaming Laptops and Desktops in Online is estimated to increase from \$ million in 2022 to \$ million by 2029, at a CAGR of % during the forecast period of 2023 through 2029.

Considering the economic change due to COVID-19 and Russia-Ukraine War Influence, Gaming Laptops, which accounted for % of the global market of Gaming Laptops and Desktops in 2022, is expected to reach million US\$ by 2029, growing at a revised CAGR of % from 2023 to 2029.

## Report Scope

This report aims to provide a comprehensive presentation of the global market for Gaming Laptops and Desktops, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Gaming Laptops and Desktops.

The Gaming Laptops and Desktops market size, estimations, and forecasts are provided in terms of sales volume (K Units) and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Gaming Laptops and Desktops market comprehensively. Regional market sizes, concerning products by types, by application, and by players, are also provided. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Gaming Laptops and Desktops manufacturers, new entrants, and industry chain related companies in this market with information on the revenues, sales volume, and average price for the overall market and the sub-segments across the different segments, by company, product type, application, and regions.

## Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue, price, and sales by manufacturers for the period 2018-2023. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

Dell

Razer

HP

MSI

Acer

Asus

Lenovo

Hasee

mechrevo

Leishen

## Product Type Insights

Global markets are presented by Gaming Laptops and Desktops type, along with growth forecasts through 2029. Estimates on sales and revenue are based on the price in the supply chain at which the Gaming Laptops and Desktops are procured by the manufacturers.

This report has studied every segment and provided the market size using historical data. They have also talked about the growth opportunities that the segment may pose in the future. This study bestows sales and revenue data by type, and during the historical period (2018-2023) and forecast period (2024-2029).

## Gaming Laptops and Desktops segment by Type

Gaming Laptops

Gaming Desktops

## Application Insights

This report has provided the market size (sales and revenue data) by application, during the historical period (2018-2023) and forecast period (2024-2029).

This report also outlines the market trends of each segment and consumer behaviors impacting the Gaming Laptops and Desktops market and what implications these may have on the industry's future. This report can help to understand the relevant market and consumer trends that are driving the Gaming Laptops and Desktops market.

## Gaming Laptops and Desktops segment by Sale Channels

Online

Offline

## Regional Outlook

This section of the report provides key insights regarding various regions and the key players operating in each region. Economic, social, environmental, technological, and political factors have been taken into consideration while assessing the growth of the particular region/country. The readers will also get their hands on the revenue and sales data of each region and country for the period 2018-2029.

The market has been segmented into various major geographies, including North America, Europe, Asia-Pacific, South America, Middle East & Africa. Detailed analysis of major countries such as the USA, Germany, the U.K., Italy, France, China, Japan, South Korea, Southeast Asia, and India will be covered within the regional segment. For market estimates, data are going to be provided for 2021 because of the base year, with estimates for 2023 and forecast revenue for 2029.

North America

United States

Canada

Europe

Germany

France

U.K.

Italy

Russia

#### Asia-Pacific

China

Japan

South Korea

India

Australia

China Taiwan

Indonesia

Thailand

Malaysia

#### Latin America

Mexico

Brazil

Argentina

## Middle East & Africa

Turkey

Saudi Arabia

UAE

## Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

## COVID-19 and Russia-Ukraine War Influence Analysis

The readers in the section will understand how the Gaming Laptops and Desktops market scenario changed across the globe during the pandemic, post-pandemic and Russia-Ukraine War. The study is done keeping in view the changes in aspects such as demand, consumption, transportation, consumer behavior, supply chain management, export and import, and production. The industry experts have also highlighted the key factors that will help create opportunities for players and stabilize the overall industry in the years to come.

## Reasons to Buy This Report

This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Gaming Laptops and Desktops market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

This report will help stakeholders to understand the global industry status and trends of Gaming Laptops and Desktops and provides them with information on key market

drivers, restraints, challenges, and opportunities.

This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.

This report stays updated with novel technology integration, features, and the latest developments in the market

This report helps stakeholders to understand the COVID-19 and Russia-Ukraine War Influence on the Gaming Laptops and Desktops industry.

This report helps stakeholders to gain insights into which regions to target globally

This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Gaming Laptops and Desktops.

This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

## Core Chapters

Chapter 1: Research objectives, research methods, data sources, data cross-validation;

Chapter 2: Introduces the report scope of the report, executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 3: Detailed analysis of Gaming Laptops and Desktops manufacturers competitive landscape, price, production and value market share, latest development plan, merger, and acquisition information, etc.

Chapter 4: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product production/output, value, price, gross margin, product introduction, recent development, etc.

Chapter 5: Production/output, value of Gaming Laptops and Desktops by region/country. It provides a quantitative analysis of the market size and development potential of each region in the next six years.

Chapter 6: Consumption of Gaming Laptops and Desktops in regional level and country level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and production of each country in the world.

Chapter 7: Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 8: Provides the analysis of various market segments by sale channels, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 9: Analysis of industrial chain, including the upstream and downstream of the industry.

Chapter 10: Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 11: The main points and conclusions of the report.



## Contents

### 1 PREFACE

- 1.1 Scope of Report
- 1.2 Reasons for Doing This Study
- 1.3 Research Methodology
- 1.4 Research Process
- 1.5 Data Source
  - 1.5.1 Secondary Sources
  - 1.5.2 Primary Sources

### 2 MARKET OVERVIEW

- 2.1 Product Definition
- 2.2 Global Market Growth Prospects
  - 2.2.1 Global Gaming Laptops and Desktops Market Size (2018-2029) & (US\$ Million)
  - 2.2.2 Global Gaming Laptops and Desktops Sales (2018-2029)
  - 2.2.3 Global Gaming Laptops and Desktops Market Average Price (2018-2029)
- 2.3 Gaming Laptops and Desktops by Type
  - 2.3.1 Market Value Comparison by Type (2018 VS 2022 VS 2029) & (US\$ Million)
  - 2.3.2 Gaming Laptops
  - 2.3.3 Gaming Desktops
- 2.4 Gaming Laptops and Desktops by Sale Channels
  - 2.4.1 Market Value Comparison by Sale Channels (2018 VS 2022 VS 2029) & (US\$ Million)
  - 2.4.2 Online
  - 2.4.3 Offline

### 3 MARKET COMPETITIVE LANDSCAPE BY MANUFACTURERS

- 3.1 Global Gaming Laptops and Desktops Market Competitive Situation by Manufacturers (2018 Versus 2022)
- 3.2 Global Gaming Laptops and Desktops Sales (K Units) of Manufacturers (2018-2023)
- 3.3 Global Gaming Laptops and Desktops Revenue of Manufacturers (2018-2023)
- 3.4 Global Gaming Laptops and Desktops Average Price by Manufacturers (2018-2023)
- 3.5 Global Gaming Laptops and Desktops Industry Ranking, 2021 VS 2022 VS 2023
- 3.6 Global Manufacturers of Gaming Laptops and Desktops, Manufacturing Sites &

## Headquarters

3.7 Global Manufacturers of Gaming Laptops and Desktops, Product Type & Application

3.8 Global Manufacturers of Gaming Laptops and Desktops, Date of Enter into This Industry

3.9 Global Gaming Laptops and Desktops Market CR5 and HHI

3.10 Global Manufacturers Mergers & Acquisition

## **4 MANUFACTURERS PROFILED**

### 4.1 Dell

4.1.1 Dell Company Information

4.1.2 Dell Business Overview

4.1.3 Dell Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)

4.1.4 Dell Gaming Laptops and Desktops Product Portfolio

4.1.5 Dell Recent Developments

### 4.2 Razer

4.2.1 Razer Company Information

4.2.2 Razer Business Overview

4.2.3 Razer Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)

4.2.4 Razer Gaming Laptops and Desktops Product Portfolio

4.2.5 Razer Recent Developments

### 4.3 HP

4.3.1 HP Company Information

4.3.2 HP Business Overview

4.3.3 HP Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)

4.3.4 HP Gaming Laptops and Desktops Product Portfolio

4.3.5 HP Recent Developments

### 4.4 MSI

4.4.1 MSI Company Information

4.4.2 MSI Business Overview

4.4.3 MSI Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)

4.4.4 MSI Gaming Laptops and Desktops Product Portfolio

4.4.5 MSI Recent Developments

### 4.5 Acer

4.5.1 Acer Company Information

- 4.5.2 Acer Business Overview
- 4.5.3 Acer Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)
- 6.5.4 Acer Gaming Laptops and Desktops Product Portfolio
- 6.5.5 Acer Recent Developments
- 4.6 Asus
  - 4.6.1 Asus Company Information
  - 4.6.2 Asus Business Overview
  - 4.6.3 Asus Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)
  - 4.6.4 Asus Gaming Laptops and Desktops Product Portfolio
  - 4.6.5 Asus Recent Developments
- 4.7 Lenovo
  - 4.7.1 Lenovo Company Information
  - 4.7.2 Lenovo Business Overview
  - 4.7.3 Lenovo Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)
  - 4.7.4 Lenovo Gaming Laptops and Desktops Product Portfolio
  - 4.7.5 Lenovo Recent Developments
- 6.8 Hasee
  - 4.8.1 Hasee Company Information
  - 4.8.2 Hasee Business Overview
  - 4.8.3 Hasee Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)
  - 4.8.4 Hasee Gaming Laptops and Desktops Product Portfolio
  - 4.8.5 Hasee Recent Developments
- 4.9 mechrevo
  - 4.9.1 mechrevo Company Information
  - 4.9.2 mechrevo Business Overview
  - 4.9.3 mechrevo Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)
  - 4.9.4 mechrevo Gaming Laptops and Desktops Product Portfolio
  - 4.9.5 mechrevo Recent Developments
- 4.10 Leishen
  - 4.10.1 Leishen Company Information
  - 4.10.2 Leishen Business Overview
  - 4.10.3 Leishen Gaming Laptops and Desktops Sales, Revenue and Gross Margin (2018-2023)
  - 4.10.4 Leishen Gaming Laptops and Desktops Product Portfolio

#### 4.10.5 Leishen Recent Developments

### **5 GLOBAL GAMING LAPTOPS AND DESKTOPS MARKET SCENARIO BY REGION**

#### 5.1 Global Gaming Laptops and Desktops Market Size by Region: 2018 VS 2022 VS 2029

#### 5.2 Global Gaming Laptops and Desktops Sales by Region: 2018-2029

##### 5.2.1 Global Gaming Laptops and Desktops Sales by Region: 2018-2023

##### 5.2.2 Global Gaming Laptops and Desktops Sales by Region: 2024-2029

#### 5.3 Global Gaming Laptops and Desktops Revenue by Region: 2018-2029

##### 5.3.1 Global Gaming Laptops and Desktops Revenue by Region: 2018-2023

##### 5.3.2 Global Gaming Laptops and Desktops Revenue by Region: 2024-2029

#### 5.4 North America Gaming Laptops and Desktops Market Facts & Figures by Country

##### 5.4.1 North America Gaming Laptops and Desktops Market Size by Country: 2018 VS 2022 VS 2029

##### 5.4.2 North America Gaming Laptops and Desktops Sales by Country (2018-2029)

##### 5.4.3 North America Gaming Laptops and Desktops Revenue by Country (2018-2029)

##### 5.4.4 United States

##### 5.4.5 Canada

#### 5.5 Europe Gaming Laptops and Desktops Market Facts & Figures by Country

##### 5.5.1 Europe Gaming Laptops and Desktops Market Size by Country: 2018 VS 2022 VS 2029

##### 5.5.2 Europe Gaming Laptops and Desktops Sales by Country (2018-2029)

##### 5.5.3 Europe Gaming Laptops and Desktops Revenue by Country (2018-2029)

##### 5.5.4 Germany

##### 5.5.5 France

##### 5.5.6 U.K.

##### 5.5.7 Italy

##### 5.5.8 Russia

#### 5.6 Asia Pacific Gaming Laptops and Desktops Market Facts & Figures by Country

##### 5.6.1 Asia Pacific Gaming Laptops and Desktops Market Size by Country: 2018 VS 2022 VS 2029

##### 5.6.2 Asia Pacific Gaming Laptops and Desktops Sales by Country (2018-2029)

##### 5.6.3 Asia Pacific Gaming Laptops and Desktops Revenue by Country (2018-2029)

##### 5.6.4 China

##### 5.6.5 Japan

##### 5.6.6 South Korea

##### 5.6.7 India

##### 5.6.8 Australia

5.6.9 China Taiwan

5.6.10 Indonesia

5.6.11 Thailand

5.6.12 Malaysia

5.7 Latin America Gaming Laptops and Desktops Market Facts & Figures by Country

5.7.1 Latin America Gaming Laptops and Desktops Market Size by Country: 2018 VS 2022 VS 2029

5.7.2 Latin America Gaming Laptops and Desktops Sales by Country (2018-2029)

5.7.3 Latin America Gaming Laptops and Desktops Revenue by Country (2018-2029)

5.7.4 Mexico

5.7.5 Brazil

5.7.6 Argentina

5.8 Middle East and Africa Gaming Laptops and Desktops Market Facts & Figures by Country

5.8.1 Middle East and Africa Gaming Laptops and Desktops Market Size by Country: 2018 VS 2022 VS 2029

5.8.2 Middle East and Africa Gaming Laptops and Desktops Sales by Country (2018-2029)

5.8.3 Middle East and Africa Gaming Laptops and Desktops Revenue by Country (2018-2029)

5.8.4 Turkey

5.8.5 Saudi Arabia

5.8.6 UAE

## **6 SEGMENT BY TYPE**

6.1 Global Gaming Laptops and Desktops Sales by Type (2018-2029)

6.1.1 Global Gaming Laptops and Desktops Sales by Type (2018-2029) & (K Units)

6.1.2 Global Gaming Laptops and Desktops Sales Market Share by Type (2018-2029)

6.2 Global Gaming Laptops and Desktops Revenue by Type (2018-2029)

6.2.1 Global Gaming Laptops and Desktops Sales by Type (2018-2029) & (US\$ Million)

6.2.2 Global Gaming Laptops and Desktops Revenue Market Share by Type (2018-2029)

6.3 Global Gaming Laptops and Desktops Price by Type (2018-2029)

## **7 SEGMENT BY SALE CHANNELS**

7.1 Global Gaming Laptops and Desktops Sales by Sale Channels (2018-2029)

7.1.1 Global Gaming Laptops and Desktops Sales by Sale Channels (2018-2029) & (K Units)

7.1.2 Global Gaming Laptops and Desktops Sales Market Share by Sale Channels (2018-2029)

7.2 Global Gaming Laptops and Desktops Revenue by Sale Channels (2018-2029)

6.2.1 Global Gaming Laptops and Desktops Sales by Sale Channels (2018-2029) & (US\$ Million)

6.2.2 Global Gaming Laptops and Desktops Revenue Market Share by Sale Channels (2018-2029)

7.3 Global Gaming Laptops and Desktops Price by Sale Channels (2018-2029)

## **8 VALUE CHAIN AND SALES CHANNELS ANALYSIS OF THE MARKET**

8.1 Gaming Laptops and Desktops Value Chain Analysis

8.1.1 Gaming Laptops and Desktops Key Raw Materials

8.1.2 Raw Materials Key Suppliers

8.1.3 Gaming Laptops and Desktops Production Mode & Process

8.2 Gaming Laptops and Desktops Sales Channels Analysis

8.2.1 Direct Comparison with Distribution Share

8.2.2 Gaming Laptops and Desktops Distributors

8.2.3 Gaming Laptops and Desktops Customers

## **9 GLOBAL GAMING LAPTOPS AND DESKTOPS ANALYZING MARKET DYNAMICS**

9.1 Gaming Laptops and Desktops Industry Trends

9.2 Gaming Laptops and Desktops Industry Drivers

9.3 Gaming Laptops and Desktops Industry Opportunities and Challenges

9.4 Gaming Laptops and Desktops Industry Restraints

## **10 REPORT CONCLUSION**

## **11 DISCLAIMER**

## List Of Tables

### LIST OF TABLES

Table 1. Secondary Sources

Table 2. Primary Sources

Table 3. Market Value Comparison by Type (2018 VS 2022 VS 2029) & (US\$ Million)

Table 4. Market Value Comparison by Sale Channels (2018 VS 2022 VS 2029) & (US\$ Million)

Table 5. Global Gaming Laptops and Desktops Volume and Revenue Market Size and CAGR of Manufacturers (2018 Versus 2022)

Table 6. Global Gaming Laptops and Desktops Sales (K Units) of Manufacturers (2018-2023)

Table 7. Global Gaming Laptops and Desktops Sales Market Share by Manufacturers (2018-2023)

Table 8. Global Gaming Laptops and Desktops Revenue of Manufacturers (2018-2023)

Table 9. Global Gaming Laptops and Desktops Revenue Share by Manufacturers (2018-2023)

Table 10. Global Market Gaming Laptops and Desktops Average Price (US\$/Unit) of Manufacturers (2018-2023)

Table 11. Global Gaming Laptops and Desktops Industry Ranking, 2021 VS 2022 VS 2023

Table 12. Global Manufacturers of Gaming Laptops and Desktops, Product Type & Application

Table 13. Global Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 14. Global Gaming Laptops and Desktops by Manufacturers Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue of 2022)

Table 15. Manufacturers Mergers & Acquisitions, Expansion Plans)

Table 16. Dell Company Information

Table 17. Dell Business Overview

Table 18. Dell Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 19. Dell Gaming Laptops and Desktops Product Portfolio

Table 20. Dell Recent Developments

Table 21. Razer Company Information

Table 22. Razer Business Overview

Table 23. Razer Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 24. Razer Gaming Laptops and Desktops Product Portfolio



Table 25. Razer Recent Developments

Table 26. HP Company Information

Table 27. HP Business Overview

Table 28. HP Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 29. HP Gaming Laptops and Desktops Product Portfolio

Table 30. HP Recent Developments

Table 31. MSI Company Information

Table 32. MSI Business Overview

Table 33. MSI Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 34. MSI Gaming Laptops and Desktops Product Portfolio

Table 35. MSI Recent Developments

Table 36. Acer Company Information

Table 37. Acer Business Overview

Table 38. Acer Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 39. Acer Gaming Laptops and Desktops Product Portfolio

Table 40. Acer Recent Developments

Table 41. Asus Company Information

Table 42. Asus Business Overview

Table 43. Asus Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 44. Asus Gaming Laptops and Desktops Product Portfolio

Table 45. Asus Recent Developments

Table 46. Lenovo Company Information

Table 47. Lenovo Business Overview

Table 48. Lenovo Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 49. Lenovo Gaming Laptops and Desktops Product Portfolio

Table 50. Lenovo Recent Developments

Table 51. Hasee Company Information

Table 52. Hasee Business Overview

Table 53. Hasee Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 54. Hasee Gaming Laptops and Desktops Product Portfolio

Table 55. Hasee Recent Developments

Table 56. mechrevo Company Information

Table 57. mechrevo Business Overview



Table 58. mechrevo Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 59. mechrevo Gaming Laptops and Desktops Product Portfolio

Table 60. mechrevo Recent Developments

Table 61. Leishen Company Information

Table 62. Leishen Business Overview

Table 63. Leishen Gaming Laptops and Desktops Sales (K Units), Revenue (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 64. Leishen Gaming Laptops and Desktops Product Portfolio

Table 65. Leishen Recent Developments

Table 66. Global Gaming Laptops and Desktops Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 67. Global Gaming Laptops and Desktops Sales by Region (2018-2023) & (K Units)

Table 68. Global Gaming Laptops and Desktops Sales Market Share by Region (2018-2023)

Table 69. Global Gaming Laptops and Desktops Sales by Region (2024-2029) & (K Units)

Table 70. Global Gaming Laptops and Desktops Sales Market Share by Region (2024-2029)

Table 71. Global Gaming Laptops and Desktops Revenue by Region (2018-2023) & (US\$ Million)

Table 72. Global Gaming Laptops and Desktops Revenue Market Share by Region (2018-2023)

Table 73. Global Gaming Laptops and Desktops Revenue by Region (2024-2029) & (US\$ Million)

Table 74. Global Gaming Laptops and Desktops Revenue Market Share by Region (2024-2029)

Table 75. North America Gaming Laptops and Desktops Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 76. North America Gaming Laptops and Desktops Sales by Country (2018-2023) & (K Units)

Table 77. North America Gaming Laptops and Desktops Sales by Country (2024-2029) & (K Units)

Table 78. North America Gaming Laptops and Desktops Revenue by Country (2018-2023) & (US\$ Million)

Table 79. North America Gaming Laptops and Desktops Revenue by Country (2024-2029) & (US\$ Million)

Table 80. Europe Gaming Laptops and Desktops Revenue by Country: 2018 VS 2022

VS 2029 (US\$ Million)

Table 81. Europe Gaming Laptops and Desktops Sales by Country (2018-2023) & (K Units)

Table 82. Europe Gaming Laptops and Desktops Sales by Country (2024-2029) & (K Units)

Table 83. Europe Gaming Laptops and Desktops Revenue by Country (2018-2023) & (US\$ Million)

Table 84. Europe Gaming Laptops and Desktops Revenue by Country (2024-2029) & (US\$ Million)

Table 85. Asia Pacific Gaming Laptops and Desktops Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 86. Asia Pacific Gaming Laptops and Desktops Sales by Country (2018-2023) & (K Units)

Table 87. Asia Pacific Gaming Laptops and Desktops Sales by Country (2024-2029) & (K Units)

Table 88. Asia Pacific Gaming Laptops and Desktops Revenue by Country (2018-2023) & (US\$ Million)

Table 89. Asia Pacific Gaming Laptops and Desktops Revenue by Country (2024-2029) & (US\$ Million)

Table 90. Latin America Gaming Laptops and Desktops Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 91. Latin America Gaming Laptops and Desktops Sales by Country (2018-2023) & (K Units)

Table 92. Latin America Gaming Laptops and Desktops Sales by Country (2024-2029) & (K Units)

Table 93. Latin America Gaming Laptops and Desktops Revenue by Country (2018-2023) & (US\$ Million)

Table 94. Latin America Gaming Laptops and Desktops Revenue by Country (2024-2029) & (US\$ Million)

Table 95. Middle East and Africa Gaming Laptops and Desktops Revenue by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 96. Middle East and Africa Gaming Laptops and Desktops Sales by Country (2018-2023) & (K Units)

Table 97. Middle East and Africa Gaming Laptops and Desktops Sales by Country (2024-2029) & (K Units)

Table 98. Middle East and Africa Gaming Laptops and Desktops Revenue by Country (2018-2023) & (US\$ Million)

Table 99. Middle East and Africa Gaming Laptops and Desktops Revenue by Country (2024-2029) & (US\$ Million)

Table 100. Global Gaming Laptops and Desktops Sales by Type (2018-2023) & (K Units)

Table 101. Global Gaming Laptops and Desktops Sales by Type (2024-2029) & (K Units)

Table 102. Global Gaming Laptops and Desktops Sales Market Share by Type (2018-2023)

Table 103. Global Gaming Laptops and Desktops Sales Market Share by Type (2024-2029)

Table 104. Global Gaming Laptops and Desktops Revenue by Type (2018-2023) & (US\$ Million)

Table 105. Global Gaming Laptops and Desktops Revenue by Type (2024-2029) & (US\$ Million)

Table 106. Global Gaming Laptops and Desktops Revenue Market Share by Type (2018-2023)

Table 107. Global Gaming Laptops and Desktops Revenue Market Share by Type (2024-2029)

Table 108. Global Gaming Laptops and Desktops Price by Type (2018-2023) & (US\$/Unit)

Table 109. Global Gaming Laptops and Desktops Price by Type (2024-2029) & (US\$/Unit)

Table 110. Global Gaming Laptops and Desktops Sales by Sale Channels (2018-2023) & (K Units)

Table 111. Global Gaming Laptops and Desktops Sales by Sale Channels (2024-2029) & (K Units)

Table 112. Global Gaming Laptops and Desktops Sales Market Share by Sale Channels (2018-2023)

Table 113. Global Gaming Laptops and Desktops Sales Market Share by Sale Channels (2024-2029)

Table 114. Global Gaming Laptops and Desktops Revenue by Sale Channels (2018-2023) & (US\$ Million)

Table 115. Global Gaming Laptops and Desktops Revenue by Sale Channels (2024-2029) & (US\$ Million)

Table 116. Global Gaming Laptops and Desktops Revenue Market Share by Sale Channels (2018-2023)

Table 117. Global Gaming Laptops and Desktops Revenue Market Share by Sale Channels (2024-2029)

Table 118. Global Gaming Laptops and Desktops Price by Sale Channels (2018-2023) & (US\$/Unit)

Table 119. Global Gaming Laptops and Desktops Price by Sale Channels (2024-2029)

& (US\$/Unit)

Table 120. Key Raw Materials

Table 121. Raw Materials Key Suppliers

Table 122. Gaming Laptops and Desktops Distributors List

Table 123. Gaming Laptops and Desktops Customers List

Table 124. Gaming Laptops and Desktops Industry Trends

Table 125. Gaming Laptops and Desktops Industry Drivers

Table 126. Gaming Laptops and Desktops Industry Restraints

Table 127. Authors List of This Report

## List Of Figures

### LIST OF FIGURES

Figure 1. Research Methodology

Figure 2. Research Process

Figure 3. Key Executives Interviewed

Figure 4. Gaming Laptops and Desktops Product Picture

Figure 5. Global Gaming Laptops and Desktops Revenue (US\$ Million), 2018 VS 2022 VS 2029

Figure 6. Global Gaming Laptops and Desktops Market Size (2018-2029) & (US\$ Million)

Figure 7. Global Gaming Laptops and Desktops Sales (2018-2029) & (K Units)

Figure 8. Global Gaming Laptops and Desktops Average Price (US\$/Unit) & (2018-2029)

Figure 9. Gaming Laptops Product Picture

Figure 10. Gaming Desktops Product Picture

Figure 11. Online Product Picture

Figure 12. Offline Product Picture

Figure 13. Global Gaming Laptops and Desktops Revenue Share by Manufacturers in 2022

Figure 14. Global Manufacturers of Gaming Laptops and Desktops, Manufacturing Sites & Headquarters

Figure 15. Global Manufacturers of Gaming Laptops and Desktops, Date of Enter into This Industry

Figure 16. Global Top 5 and 10 Gaming Laptops and Desktops Players Market Share by Revenue in 2022

Figure 17. Manufacturers Type (Tier 1, Tier 2, and Tier 3): 2018 VS 2022

Figure 18. Global Gaming Laptops and Desktops Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Figure 19. Global Gaming Laptops and Desktops Sales by Region in 2022

Figure 20. Global Gaming Laptops and Desktops Revenue by Region in 2022

Figure 21. North America Gaming Laptops and Desktops Market Size by Country in 2022

Figure 22. North America Gaming Laptops and Desktops Sales Market Share by Country (2018-2029)

Figure 23. North America Gaming Laptops and Desktops Revenue Market Share by Country (2018-2029)

Figure 24. United States Gaming Laptops and Desktops Revenue Growth Rate

(2018-2029) & (US\$ Million)

Figure 25. Canada Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 26. Europe Gaming Laptops and Desktops Market Size by Country in 2022

Figure 27. Europe Gaming Laptops and Desktops Sales Market Share by Country (2018-2029)

Figure 28. Europe Gaming Laptops and Desktops Revenue Market Share by Country (2018-2029)

Figure 29. Germany Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 30. France Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 31. U.K. Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 32. Italy Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 33. Russia Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 34. Asia Pacific Gaming Laptops and Desktops Market Size by Country in 2022

Figure 35. Asia Pacific Gaming Laptops and Desktops Sales Market Share by Country (2018-2029)

Figure 36. Asia Pacific Gaming Laptops and Desktops Revenue Market Share by Country (2018-2029)

Figure 37. China Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 38. Japan Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 39. South Korea Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 40. India Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 41. Australia Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 42. China Taiwan Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 43. Indonesia Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 44. Thailand Gaming Laptops and Desktops Revenue Growth Rate (2018-2029) & (US\$ Million)

Figure 45. Malaysia Gaming Laptops and Desktops Revenue Growth Rate (2018-2029)  
& (US\$ Million)

Figure 46. Latin America Gaming Laptops and Desktops Market Size by Country in  
2022



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