

Global Desktop Gaming Computer Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/G9C0D2119BF6EN.html>

Date: January 2024

Pages: 147

Price: US\$ 3,200.00 (Single User License)

ID: G9C0D2119BF6EN

Abstracts

Report Overview

This report provides a deep insight into the global Desktop Gaming Computer market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Desktop Gaming Computer Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Desktop Gaming Computer market in any manner.

Global Desktop Gaming Computer Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product,

sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Intel

Corsair Gaming

Micro-Star International

ASUS

Lenovo

CLX

HP

Dell

iBUYPOWER

CyberpowerPC

Acer

IPASON

Skytech Gaming

Allied Gaming

Samsung

CobraType Computers

Thermaltake

Velocity Micro

Alienware

PRC

Market Segmentation (by Type)

Intel Core i7 Processor

Intel Core i5 Processor

Others

Market Segmentation (by Application)

Online Sales

Offline Sales

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Desktop Gaming Computer Market

Overview of the regional outlook of the Desktop Gaming Computer Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an 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 Desktop Gaming Computer Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the 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 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 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 capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

- 1.1 Market Definition and Statistical Scope of Desktop Gaming Computer
- 1.2 Key Market Segments
 - 1.2.1 Desktop Gaming Computer Segment by Type
 - 1.2.2 Desktop Gaming Computer Segment by Application
- 1.3 Methodology & Sources of Information
 - 1.3.1 Research Methodology
 - 1.3.2 Research Process
 - 1.3.3 Market Breakdown and Data Triangulation
 - 1.3.4 Base Year
 - 1.3.5 Report Assumptions & Caveats

2 DESKTOP GAMING COMPUTER MARKET OVERVIEW

- 2.1 Global Market Overview
 - 2.1.1 Global Desktop Gaming Computer Market Size (M USD) Estimates and Forecasts (2019-2030)
 - 2.1.2 Global Desktop Gaming Computer Sales Estimates and Forecasts (2019-2030)
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

3 DESKTOP GAMING COMPUTER MARKET COMPETITIVE LANDSCAPE

- 3.1 Global Desktop Gaming Computer Sales by Manufacturers (2019-2024)
- 3.2 Global Desktop Gaming Computer Revenue Market Share by Manufacturers (2019-2024)
- 3.3 Desktop Gaming Computer Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.4 Global Desktop Gaming Computer Average Price by Manufacturers (2019-2024)
- 3.5 Manufacturers Desktop Gaming Computer Sales Sites, Area Served, Product Type
- 3.6 Desktop Gaming Computer Market Competitive Situation and Trends
 - 3.6.1 Desktop Gaming Computer Market Concentration Rate
 - 3.6.2 Global 5 and 10 Largest Desktop Gaming Computer Players Market Share by Revenue
 - 3.6.3 Mergers & Acquisitions, Expansion

4 DESKTOP GAMING COMPUTER INDUSTRY CHAIN ANALYSIS

- 4.1 Desktop Gaming Computer Industry Chain Analysis
- 4.2 Market Overview of Key Raw Materials
- 4.3 Midstream Market Analysis
- 4.4 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF DESKTOP GAMING COMPUTER MARKET

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Market Restraints
- 5.5 Industry News
 - 5.5.1 New Product Developments
 - 5.5.2 Mergers & Acquisitions
 - 5.5.3 Expansions
 - 5.5.4 Collaboration/Supply Contracts
- 5.6 Industry Policies

6 DESKTOP GAMING COMPUTER MARKET SEGMENTATION BY TYPE

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global Desktop Gaming Computer Sales Market Share by Type (2019-2024)
- 6.3 Global Desktop Gaming Computer Market Size Market Share by Type (2019-2024)
- 6.4 Global Desktop Gaming Computer Price by Type (2019-2024)

7 DESKTOP GAMING COMPUTER MARKET SEGMENTATION BY APPLICATION

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Desktop Gaming Computer Market Sales by Application (2019-2024)
- 7.3 Global Desktop Gaming Computer Market Size (M USD) by Application (2019-2024)
- 7.4 Global Desktop Gaming Computer Sales Growth Rate by Application (2019-2024)

8 DESKTOP GAMING COMPUTER MARKET SEGMENTATION BY REGION

- 8.1 Global Desktop Gaming Computer Sales by Region
 - 8.1.1 Global Desktop Gaming Computer Sales by Region

- 8.1.2 Global Desktop Gaming Computer Sales Market Share by Region
- 8.2 North America
 - 8.2.1 North America Desktop Gaming Computer Sales by Country
 - 8.2.2 U.S.
 - 8.2.3 Canada
 - 8.2.4 Mexico
- 8.3 Europe
 - 8.3.1 Europe Desktop Gaming Computer Sales by Country
 - 8.3.2 Germany
 - 8.3.3 France
 - 8.3.4 U.K.
 - 8.3.5 Italy
 - 8.3.6 Russia
- 8.4 Asia Pacific
 - 8.4.1 Asia Pacific Desktop Gaming Computer Sales by Region
 - 8.4.2 China
 - 8.4.3 Japan
 - 8.4.4 South Korea
 - 8.4.5 India
 - 8.4.6 Southeast Asia
- 8.5 South America
 - 8.5.1 South America Desktop Gaming Computer Sales by Country
 - 8.5.2 Brazil
 - 8.5.3 Argentina
 - 8.5.4 Columbia
- 8.6 Middle East and Africa
 - 8.6.1 Middle East and Africa Desktop Gaming Computer Sales by Region
 - 8.6.2 Saudi Arabia
 - 8.6.3 UAE
 - 8.6.4 Egypt
 - 8.6.5 Nigeria
 - 8.6.6 South Africa

9 KEY COMPANIES PROFILE

- 9.1 Intel
 - 9.1.1 Intel Desktop Gaming Computer Basic Information
 - 9.1.2 Intel Desktop Gaming Computer Product Overview
 - 9.1.3 Intel Desktop Gaming Computer Product Market Performance

- 9.1.4 Intel Business Overview
- 9.1.5 Intel Desktop Gaming Computer SWOT Analysis
- 9.1.6 Intel Recent Developments
- 9.2 Corsair Gaming
 - 9.2.1 Corsair Gaming Desktop Gaming Computer Basic Information
 - 9.2.2 Corsair Gaming Desktop Gaming Computer Product Overview
 - 9.2.3 Corsair Gaming Desktop Gaming Computer Product Market Performance
 - 9.2.4 Corsair Gaming Business Overview
 - 9.2.5 Corsair Gaming Desktop Gaming Computer SWOT Analysis
 - 9.2.6 Corsair Gaming Recent Developments
- 9.3 Micro-Star International
 - 9.3.1 Micro-Star International Desktop Gaming Computer Basic Information
 - 9.3.2 Micro-Star International Desktop Gaming Computer Product Overview
 - 9.3.3 Micro-Star International Desktop Gaming Computer Product Market Performance
 - 9.3.4 Micro-Star International Desktop Gaming Computer SWOT Analysis
 - 9.3.5 Micro-Star International Business Overview
 - 9.3.6 Micro-Star International Recent Developments
- 9.4 ASUS
 - 9.4.1 ASUS Desktop Gaming Computer Basic Information
 - 9.4.2 ASUS Desktop Gaming Computer Product Overview
 - 9.4.3 ASUS Desktop Gaming Computer Product Market Performance
 - 9.4.4 ASUS Business Overview
 - 9.4.5 ASUS Recent Developments
- 9.5 Lenovo
 - 9.5.1 Lenovo Desktop Gaming Computer Basic Information
 - 9.5.2 Lenovo Desktop Gaming Computer Product Overview
 - 9.5.3 Lenovo Desktop Gaming Computer Product Market Performance
 - 9.5.4 Lenovo Business Overview
 - 9.5.5 Lenovo Recent Developments
- 9.6 CLX
 - 9.6.1 CLX Desktop Gaming Computer Basic Information
 - 9.6.2 CLX Desktop Gaming Computer Product Overview
 - 9.6.3 CLX Desktop Gaming Computer Product Market Performance
 - 9.6.4 CLX Business Overview
 - 9.6.5 CLX Recent Developments
- 9.7 HP
 - 9.7.1 HP Desktop Gaming Computer Basic Information
 - 9.7.2 HP Desktop Gaming Computer Product Overview
 - 9.7.3 HP Desktop Gaming Computer Product Market Performance

9.7.4 HP Business Overview

9.7.5 HP Recent Developments

9.8 Dell

9.8.1 Dell Desktop Gaming Computer Basic Information

9.8.2 Dell Desktop Gaming Computer Product Overview

9.8.3 Dell Desktop Gaming Computer Product Market Performance

9.8.4 Dell Business Overview

9.8.5 Dell Recent Developments

9.9 iBUYPOWER

9.9.1 iBUYPOWER Desktop Gaming Computer Basic Information

9.9.2 iBUYPOWER Desktop Gaming Computer Product Overview

9.9.3 iBUYPOWER Desktop Gaming Computer Product Market Performance

9.9.4 iBUYPOWER Business Overview

9.9.5 iBUYPOWER Recent Developments

9.10 CyberpowerPC

9.10.1 CyberpowerPC Desktop Gaming Computer Basic Information

9.10.2 CyberpowerPC Desktop Gaming Computer Product Overview

9.10.3 CyberpowerPC Desktop Gaming Computer Product Market Performance

9.10.4 CyberpowerPC Business Overview

9.10.5 CyberpowerPC Recent Developments

9.11 Acer

9.11.1 Acer Desktop Gaming Computer Basic Information

9.11.2 Acer Desktop Gaming Computer Product Overview

9.11.3 Acer Desktop Gaming Computer Product Market Performance

9.11.4 Acer Business Overview

9.11.5 Acer Recent Developments

9.12 IPASON

9.12.1 IPASON Desktop Gaming Computer Basic Information

9.12.2 IPASON Desktop Gaming Computer Product Overview

9.12.3 IPASON Desktop Gaming Computer Product Market Performance

9.12.4 IPASON Business Overview

9.12.5 IPASON Recent Developments

9.13 Skytech Gaming

9.13.1 Skytech Gaming Desktop Gaming Computer Basic Information

9.13.2 Skytech Gaming Desktop Gaming Computer Product Overview

9.13.3 Skytech Gaming Desktop Gaming Computer Product Market Performance

9.13.4 Skytech Gaming Business Overview

9.13.5 Skytech Gaming Recent Developments

9.14 Allied Gaming

- 9.14.1 Allied Gaming Desktop Gaming Computer Basic Information
- 9.14.2 Allied Gaming Desktop Gaming Computer Product Overview
- 9.14.3 Allied Gaming Desktop Gaming Computer Product Market Performance
- 9.14.4 Allied Gaming Business Overview
- 9.14.5 Allied Gaming Recent Developments
- 9.15 Samsung
 - 9.15.1 Samsung Desktop Gaming Computer Basic Information
 - 9.15.2 Samsung Desktop Gaming Computer Product Overview
 - 9.15.3 Samsung Desktop Gaming Computer Product Market Performance
 - 9.15.4 Samsung Business Overview
 - 9.15.5 Samsung Recent Developments
- 9.16 CobraType Computers
 - 9.16.1 CobraType Computers Desktop Gaming Computer Basic Information
 - 9.16.2 CobraType Computers Desktop Gaming Computer Product Overview
 - 9.16.3 CobraType Computers Desktop Gaming Computer Product Market Performance
 - 9.16.4 CobraType Computers Business Overview
 - 9.16.5 CobraType Computers Recent Developments
- 9.17 Thermaltake
 - 9.17.1 Thermaltake Desktop Gaming Computer Basic Information
 - 9.17.2 Thermaltake Desktop Gaming Computer Product Overview
 - 9.17.3 Thermaltake Desktop Gaming Computer Product Market Performance
 - 9.17.4 Thermaltake Business Overview
 - 9.17.5 Thermaltake Recent Developments
- 9.18 Velocity Micro
 - 9.18.1 Velocity Micro Desktop Gaming Computer Basic Information
 - 9.18.2 Velocity Micro Desktop Gaming Computer Product Overview
 - 9.18.3 Velocity Micro Desktop Gaming Computer Product Market Performance
 - 9.18.4 Velocity Micro Business Overview
 - 9.18.5 Velocity Micro Recent Developments
- 9.19 Alienware
 - 9.19.1 Alienware Desktop Gaming Computer Basic Information
 - 9.19.2 Alienware Desktop Gaming Computer Product Overview
 - 9.19.3 Alienware Desktop Gaming Computer Product Market Performance
 - 9.19.4 Alienware Business Overview
 - 9.19.5 Alienware Recent Developments
- 9.20 PRC
 - 9.20.1 PRC Desktop Gaming Computer Basic Information
 - 9.20.2 PRC Desktop Gaming Computer Product Overview

9.20.3 PRC Desktop Gaming Computer Product Market Performance

9.20.4 PRC Business Overview

9.20.5 PRC Recent Developments

10 DESKTOP GAMING COMPUTER MARKET FORECAST BY REGION

10.1 Global Desktop Gaming Computer Market Size Forecast

10.2 Global Desktop Gaming Computer Market Forecast by Region

10.2.1 North America Market Size Forecast by Country

10.2.2 Europe Desktop Gaming Computer Market Size Forecast by Country

10.2.3 Asia Pacific Desktop Gaming Computer Market Size Forecast by Region

10.2.4 South America Desktop Gaming Computer Market Size Forecast by Country

10.2.5 Middle East and Africa Forecasted Consumption of Desktop Gaming Computer by Country

11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)

11.1 Global Desktop Gaming Computer Market Forecast by Type (2025-2030)

11.1.1 Global Forecasted Sales of Desktop Gaming Computer by Type (2025-2030)

11.1.2 Global Desktop Gaming Computer Market Size Forecast by Type (2025-2030)

11.1.3 Global Forecasted Price of Desktop Gaming Computer by Type (2025-2030)

11.2 Global Desktop Gaming Computer Market Forecast by Application (2025-2030)

11.2.1 Global Desktop Gaming Computer Sales (K Units) Forecast by Application

11.2.2 Global Desktop Gaming Computer Market Size (M USD) Forecast by Application (2025-2030)

12 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Desktop Gaming Computer Market Size Comparison by Region (M USD)

Table 5. Global Desktop Gaming Computer Sales (K Units) by Manufacturers
(2019-2024)

Table 6. Global Desktop Gaming Computer Sales Market Share by Manufacturers
(2019-2024)

Table 7. Global Desktop Gaming Computer Revenue (M USD) by Manufacturers
(2019-2024)

Table 8. Global Desktop Gaming Computer Revenue Share by Manufacturers
(2019-2024)

Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Desktop Gaming Computer as of 2022)

Table 10. Global Market Desktop Gaming Computer Average Price (USD/Unit) of Key Manufacturers (2019-2024)

Table 11. Manufacturers Desktop Gaming Computer Sales Sites and Area Served

Table 12. Manufacturers Desktop Gaming Computer Product Type

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

Table 14. Mergers & Acquisitions, Expansion Plans

Table 15. Industry Chain Map of Desktop Gaming Computer

Table 16. Market Overview of Key Raw Materials

Table 17. Midstream Market Analysis

Table 18. Downstream Customer Analysis

Table 19. Key Development Trends

Table 20. Driving Factors

Table 21. Desktop Gaming Computer Market Challenges

Table 22. Global Desktop Gaming Computer Sales by Type (K Units)

Table 23. Global Desktop Gaming Computer Market Size by Type (M USD)

Table 24. Global Desktop Gaming Computer Sales (K Units) by Type (2019-2024)

Table 25. Global Desktop Gaming Computer Sales Market Share by Type (2019-2024)

Table 26. Global Desktop Gaming Computer Market Size (M USD) by Type
(2019-2024)

Table 27. Global Desktop Gaming Computer Market Size Share by Type (2019-2024)

- Table 28. Global Desktop Gaming Computer Price (USD/Unit) by Type (2019-2024)
- Table 29. Global Desktop Gaming Computer Sales (K Units) by Application
- Table 30. Global Desktop Gaming Computer Market Size by Application
- Table 31. Global Desktop Gaming Computer Sales by Application (2019-2024) & (K Units)
- Table 32. Global Desktop Gaming Computer Sales Market Share by Application (2019-2024)
- Table 33. Global Desktop Gaming Computer Sales by Application (2019-2024) & (M USD)
- Table 34. Global Desktop Gaming Computer Market Share by Application (2019-2024)
- Table 35. Global Desktop Gaming Computer Sales Growth Rate by Application (2019-2024)
- Table 36. Global Desktop Gaming Computer Sales by Region (2019-2024) & (K Units)
- Table 37. Global Desktop Gaming Computer Sales Market Share by Region (2019-2024)
- Table 38. North America Desktop Gaming Computer Sales by Country (2019-2024) & (K Units)
- Table 39. Europe Desktop Gaming Computer Sales by Country (2019-2024) & (K Units)
- Table 40. Asia Pacific Desktop Gaming Computer Sales by Region (2019-2024) & (K Units)
- Table 41. South America Desktop Gaming Computer Sales by Country (2019-2024) & (K Units)
- Table 42. Middle East and Africa Desktop Gaming Computer Sales by Region (2019-2024) & (K Units)
- Table 43. Intel Desktop Gaming Computer Basic Information
- Table 44. Intel Desktop Gaming Computer Product Overview
- Table 45. Intel Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 46. Intel Business Overview
- Table 47. Intel Desktop Gaming Computer SWOT Analysis
- Table 48. Intel Recent Developments
- Table 49. Corsair Gaming Desktop Gaming Computer Basic Information
- Table 50. Corsair Gaming Desktop Gaming Computer Product Overview
- Table 51. Corsair Gaming Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 52. Corsair Gaming Business Overview
- Table 53. Corsair Gaming Desktop Gaming Computer SWOT Analysis
- Table 54. Corsair Gaming Recent Developments
- Table 55. Micro-Star International Desktop Gaming Computer Basic Information

- Table 56. Micro-Star International Desktop Gaming Computer Product Overview
- Table 57. Micro-Star International Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 58. Micro-Star International Desktop Gaming Computer SWOT Analysis
- Table 59. Micro-Star International Business Overview
- Table 60. Micro-Star International Recent Developments
- Table 61. ASUS Desktop Gaming Computer Basic Information
- Table 62. ASUS Desktop Gaming Computer Product Overview
- Table 63. ASUS Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 64. ASUS Business Overview
- Table 65. ASUS Recent Developments
- Table 66. Lenovo Desktop Gaming Computer Basic Information
- Table 67. Lenovo Desktop Gaming Computer Product Overview
- Table 68. Lenovo Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 69. Lenovo Business Overview
- Table 70. Lenovo Recent Developments
- Table 71. CLX Desktop Gaming Computer Basic Information
- Table 72. CLX Desktop Gaming Computer Product Overview
- Table 73. CLX Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 74. CLX Business Overview
- Table 75. CLX Recent Developments
- Table 76. HP Desktop Gaming Computer Basic Information
- Table 77. HP Desktop Gaming Computer Product Overview
- Table 78. HP Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 79. HP Business Overview
- Table 80. HP Recent Developments
- Table 81. Dell Desktop Gaming Computer Basic Information
- Table 82. Dell Desktop Gaming Computer Product Overview
- Table 83. Dell Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 84. Dell Business Overview
- Table 85. Dell Recent Developments
- Table 86. iBUYPOWER Desktop Gaming Computer Basic Information
- Table 87. iBUYPOWER Desktop Gaming Computer Product Overview
- Table 88. iBUYPOWER Desktop Gaming Computer Sales (K Units), Revenue (M USD),

Price (USD/Unit) and Gross Margin (2019-2024)

Table 89. iBUYPOWER Business Overview

Table 90. iBUYPOWER Recent Developments

Table 91. CyberpowerPC Desktop Gaming Computer Basic Information

Table 92. CyberpowerPC Desktop Gaming Computer Product Overview

Table 93. CyberpowerPC Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 94. CyberpowerPC Business Overview

Table 95. CyberpowerPC Recent Developments

Table 96. Acer Desktop Gaming Computer Basic Information

Table 97. Acer Desktop Gaming Computer Product Overview

Table 98. Acer Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 99. Acer Business Overview

Table 100. Acer Recent Developments

Table 101. IPASON Desktop Gaming Computer Basic Information

Table 102. IPASON Desktop Gaming Computer Product Overview

Table 103. IPASON Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 104. IPASON Business Overview

Table 105. IPASON Recent Developments

Table 106. Skytech Gaming Desktop Gaming Computer Basic Information

Table 107. Skytech Gaming Desktop Gaming Computer Product Overview

Table 108. Skytech Gaming Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 109. Skytech Gaming Business Overview

Table 110. Skytech Gaming Recent Developments

Table 111. Allied Gaming Desktop Gaming Computer Basic Information

Table 112. Allied Gaming Desktop Gaming Computer Product Overview

Table 113. Allied Gaming Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 114. Allied Gaming Business Overview

Table 115. Allied Gaming Recent Developments

Table 116. Samsung Desktop Gaming Computer Basic Information

Table 117. Samsung Desktop Gaming Computer Product Overview

Table 118. Samsung Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 119. Samsung Business Overview

Table 120. Samsung Recent Developments

- Table 121. CobraType Computers Desktop Gaming Computer Basic Information
- Table 122. CobraType Computers Desktop Gaming Computer Product Overview
- Table 123. CobraType Computers Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 124. CobraType Computers Business Overview
- Table 125. CobraType Computers Recent Developments
- Table 126. Thermaltake Desktop Gaming Computer Basic Information
- Table 127. Thermaltake Desktop Gaming Computer Product Overview
- Table 128. Thermaltake Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 129. Thermaltake Business Overview
- Table 130. Thermaltake Recent Developments
- Table 131. Velocity Micro Desktop Gaming Computer Basic Information
- Table 132. Velocity Micro Desktop Gaming Computer Product Overview
- Table 133. Velocity Micro Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 134. Velocity Micro Business Overview
- Table 135. Velocity Micro Recent Developments
- Table 136. Alienware Desktop Gaming Computer Basic Information
- Table 137. Alienware Desktop Gaming Computer Product Overview
- Table 138. Alienware Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 139. Alienware Business Overview
- Table 140. Alienware Recent Developments
- Table 141. PRC Desktop Gaming Computer Basic Information
- Table 142. PRC Desktop Gaming Computer Product Overview
- Table 143. PRC Desktop Gaming Computer Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 144. PRC Business Overview
- Table 145. PRC Recent Developments
- Table 146. Global Desktop Gaming Computer Sales Forecast by Region (2025-2030) & (K Units)
- Table 147. Global Desktop Gaming Computer Market Size Forecast by Region (2025-2030) & (M USD)
- Table 148. North America Desktop Gaming Computer Sales Forecast by Country (2025-2030) & (K Units)
- Table 149. North America Desktop Gaming Computer Market Size Forecast by Country (2025-2030) & (M USD)
- Table 150. Europe Desktop Gaming Computer Sales Forecast by Country (2025-2030)

& (K Units)

Table 151. Europe Desktop Gaming Computer Market Size Forecast by Country (2025-2030) & (M USD)

Table 152. Asia Pacific Desktop Gaming Computer Sales Forecast by Region (2025-2030) & (K Units)

Table 153. Asia Pacific Desktop Gaming Computer Market Size Forecast by Region (2025-2030) & (M USD)

Table 154. South America Desktop Gaming Computer Sales Forecast by Country (2025-2030) & (K Units)

Table 155. South America Desktop Gaming Computer Market Size Forecast by Country (2025-2030) & (M USD)

Table 156. Middle East and Africa Desktop Gaming Computer Consumption Forecast by Country (2025-2030) & (Units)

Table 157. Middle East and Africa Desktop Gaming Computer Market Size Forecast by Country (2025-2030) & (M USD)

Table 158. Global Desktop Gaming Computer Sales Forecast by Type (2025-2030) & (K Units)

Table 159. Global Desktop Gaming Computer Market Size Forecast by Type (2025-2030) & (M USD)

Table 160. Global Desktop Gaming Computer Price Forecast by Type (2025-2030) & (USD/Unit)

Table 161. Global Desktop Gaming Computer Sales (K Units) Forecast by Application (2025-2030)

Table 162. Global Desktop Gaming Computer Market Size Forecast by Application (2025-2030) & (M USD)

List Of Figures

LIST OF FIGURES

- Figure 1. Product Picture of Desktop Gaming Computer
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global Desktop Gaming Computer Market Size (M USD), 2019-2030
- Figure 5. Global Desktop Gaming Computer Market Size (M USD) (2019-2030)
- Figure 6. Global Desktop Gaming Computer Sales (K Units) & (2019-2030)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 8. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 9. Evaluation Matrix of Regional Market Development Potential
- Figure 10. Desktop Gaming Computer Market Size by Country (M USD)
- Figure 11. Desktop Gaming Computer Sales Share by Manufacturers in 2023
- Figure 12. Global Desktop Gaming Computer Revenue Share by Manufacturers in 2023
- Figure 13. Desktop Gaming Computer Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023
- Figure 14. Global Market Desktop Gaming Computer Average Price (USD/Unit) of Key Manufacturers in 2023
- Figure 15. The Global 5 and 10 Largest Players: Market Share by Desktop Gaming Computer Revenue in 2023
- Figure 16. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 17. Global Desktop Gaming Computer Market Share by Type
- Figure 18. Sales Market Share of Desktop Gaming Computer by Type (2019-2024)
- Figure 19. Sales Market Share of Desktop Gaming Computer by Type in 2023
- Figure 20. Market Size Share of Desktop Gaming Computer by Type (2019-2024)
- Figure 21. Market Size Market Share of Desktop Gaming Computer by Type in 2023
- Figure 22. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 23. Global Desktop Gaming Computer Market Share by Application
- Figure 24. Global Desktop Gaming Computer Sales Market Share by Application (2019-2024)
- Figure 25. Global Desktop Gaming Computer Sales Market Share by Application in 2023
- Figure 26. Global Desktop Gaming Computer Market Share by Application (2019-2024)
- Figure 27. Global Desktop Gaming Computer Market Share by Application in 2023
- Figure 28. Global Desktop Gaming Computer Sales Growth Rate by Application (2019-2024)
- Figure 29. Global Desktop Gaming Computer Sales Market Share by Region

(2019-2024)

Figure 30. North America Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 31. North America Desktop Gaming Computer Sales Market Share by Country in 2023

Figure 32. U.S. Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 33. Canada Desktop Gaming Computer Sales (K Units) and Growth Rate (2019-2024)

Figure 34. Mexico Desktop Gaming Computer Sales (Units) and Growth Rate (2019-2024)

Figure 35. Europe Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 36. Europe Desktop Gaming Computer Sales Market Share by Country in 2023

Figure 37. Germany Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 38. France Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 39. U.K. Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 40. Italy Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 41. Russia Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 42. Asia Pacific Desktop Gaming Computer Sales and Growth Rate (K Units)

Figure 43. Asia Pacific Desktop Gaming Computer Sales Market Share by Region in 2023

Figure 44. China Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 45. Japan Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 46. South Korea Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 47. India Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 48. Southeast Asia Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 49. South America Desktop Gaming Computer Sales and Growth Rate (K Units)

Figure 50. South America Desktop Gaming Computer Sales Market Share by Country in

2023

Figure 51. Brazil Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 52. Argentina Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 53. Columbia Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 54. Middle East and Africa Desktop Gaming Computer Sales and Growth Rate (K Units)

Figure 55. Middle East and Africa Desktop Gaming Computer Sales Market Share by Region in 2023

Figure 56. Saudi Arabia Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 57. UAE Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 58. Egypt Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 59. Nigeria Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 60. South Africa Desktop Gaming Computer Sales and Growth Rate (2019-2024) & (K Units)

Figure 61. Global Desktop Gaming Computer Sales Forecast by Volume (2019-2030) & (K Units)

Figure 62. Global Desktop Gaming Computer Market Size Forecast by Value (2019-2030) & (M USD)

Figure 63. Global Desktop Gaming Computer Sales Market Share Forecast by Type (2025-2030)

Figure 64. Global Desktop Gaming Computer Market Share Forecast by Type (2025-2030)

Figure 65. Global Desktop Gaming Computer Sales Forecast by Application (2025-2030)

Figure 66. Global Desktop Gaming Computer Market Share Forecast by Application (2025-2030)

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