

# Global Gaming Computer Case Market Growth 2023-2029

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## Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

LPI (LP Information)' newest research report, the “Gaming Computer Case Industry Forecast” looks at past sales and reviews total world Gaming Computer Case sales in 2022, providing a comprehensive analysis by region and market sector of projected Gaming Computer Case sales for 2023 through 2029. With Gaming Computer Case sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Gaming Computer Case industry.

This Insight Report provides a comprehensive analysis of the global Gaming Computer Case landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Gaming Computer Case portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Gaming Computer Case market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Gaming Computer Case and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Gaming Computer Case.

The global Gaming Computer Case market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Gaming Computer Case is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Gaming Computer Case is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Gaming Computer Case is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Gaming Computer Case players cover Areocool, Antec, Apevia, Compucase (HEC Group), CoolerMaster, Corsair, Cougar, Razer and ASUS, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of Gaming Computer Case market by product type, application, key manufacturers and key regions and countries.

Market Segmentation:

Segmentation by type

Mini-Tower Cases

Mid-Tower Cases

Full-Tower Cases

Special-shaped Cases

Segmentation by application

Professional Players

Amateurs

This report also splits the market by region:

## Americas

United States

Canada

Mexico

Brazil

## APAC

China

Japan

Korea

Southeast Asia

India

Australia

## Europe

Germany

France

UK

Italy

Russia

## Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Areocool

Antec

Apevia

Compucase (HEC Group)

CoolerMaster

Corsair

Cougar

Razer

ASUS

In Win

Lian Li

NZXT

Raidmax

Roswill

SilverStone

Thermaltake

Winsis

ABKO

JONSBO

Gold Field

SAMA

I For Game

DeepCool

Fractal Design

Phanteks

BitFenix

GAMEMAX

## Key Questions Addressed in this Report

What is the 10-year outlook for the global Gaming Computer Case market?

What factors are driving Gaming Computer Case market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Gaming Computer Case market opportunities vary by end market size?

How does Gaming Computer Case break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?

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