

Global Gaming Computers and Peripherals Market Growth 2023-2029

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Abstracts

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Gaming computer is a personal computer designed for playing computationally demanding video games. Gaming Peripherals are hardware devices, such as mice, keyboards, headsets, surfaces and controllers, used to play games in conjunction.

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

This Insight Report provides a comprehensive analysis of the global Gaming Computers and Peripherals 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 Computers and Peripherals portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Gaming Computers and Peripherals market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Gaming Computers and Peripherals 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 Computers and Peripherals.

The global Gaming Computers and Peripherals 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 Computers and Peripherals 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 Computers and Peripherals 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 Computers and Peripherals 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 Computers and Peripherals players cover Acer, Asus, Cooler Master, Corsair, Dell, Eluktronics, EVGA, Gigabyte Technology and HP, 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 Computers and Peripherals market by product type, application, key manufacturers and key regions and countries.

Market Segmentation:

Segmentation by type

Gaming Desktops

Gaming Laptops

Gaming Headsets

Gaming Mice

Gaming Keyboards

Gaming Surfaces

Gaming Controllers

Segmentation by application

Household

Commercial Use

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.

Acer

Asus

Cooler Master

Corsair

Dell

Eluktronics

EVGA

Gigabyte Technology

HP

HyperX

Intel

Lenovo

Logitech G (ASTRO)

Mad Catz

MSI

Origin PC

Plantronics

QPAD

Razer

ROCCAT

Samsung

Sennheiser

Sharkoon

SteelSeries

Thrustmaster

Trust

Tt eSPORTS

Turtle Beach

ZOWIE

Key Questions Addressed in this Report

What is the 10-year outlook for the global Gaming Computers and Peripherals market?

What factors are driving Gaming Computers and Peripherals market growth, globally and by region?

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

How do Gaming Computers and Peripherals market opportunities vary by end market size?

How does Gaming Computers and Peripherals break out type, application?

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

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