

# 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** 

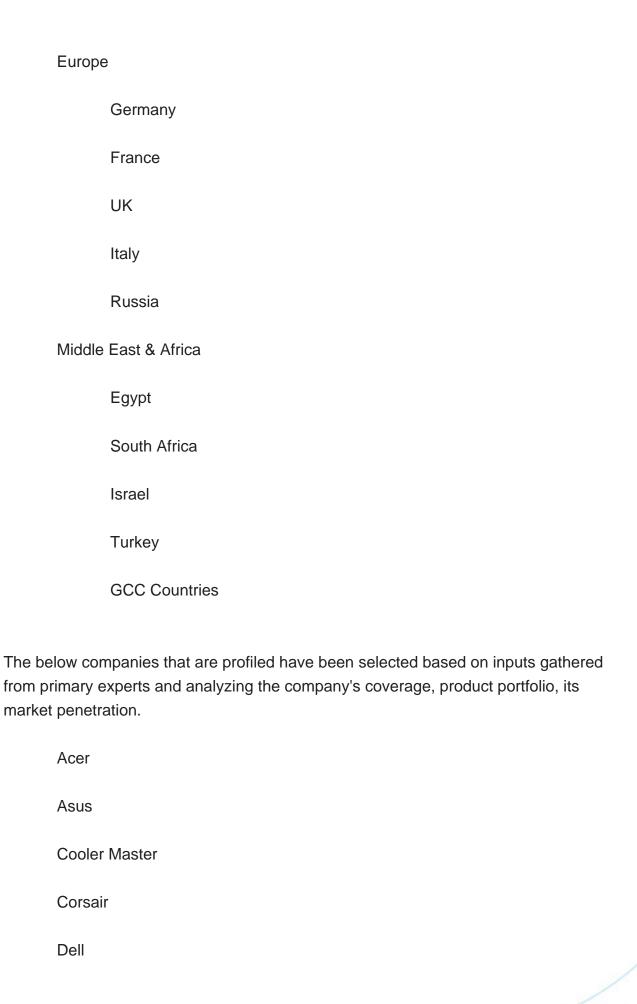
Gaming Mice

Gaming Keyboards



Gamin	g Surfaces		
Gamin	g Controllers		
Segmentation by application			
Housel	hold		
Comm	ercial Use		
This report als	o splits the market by region:		
Americ	as		
	United States		
	Canada		
	Mexico		
	Brazil		
APAC			
	China		
	Japan		
	Korea		
	Southeast Asia		
	India		
	Australia		







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



Trus	st
Tt es	SPORTS
Turtl	le Beach
ZOV	VIE
Key Questic	ons Addressed in this Report
What is the	10-year outlook for the global Gaming Computers and Peripherals market?
What factors	s are driving Gaming Computers and Peripherals market growth, globally on?
Which techr	nologies are poised for the fastest growth by market and region?
How do Gar size?	ming Computers and Peripherals market opportunities vary by end market

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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