

Global Gaming PCs Market Growth 2026-2032

<https://marketpublishers.com/r/G7A9054924A8EN.html>

Date: July 2026

Pages: 142

Price: US\$ 3,660.00 (Single User License)

ID: G7A9054924A8EN

Abstracts

The global Gaming PCs market size is predicted to grow from US\$ 23039 million in 2025 to US\$ 36791 million in 2032; it is expected to grow at a CAGR of 6.7% from 2026 to 2032.

Gaming PCs are personal computers specifically configured and optimized to run modern video games at high frame rates, high resolutions, and with enhanced visual quality. Compared with general-purpose office PCs, a gaming PC typically integrates a high-performance discrete graphics processing unit (GPU), a multi-core, high-frequency central processing unit (CPU), large-capacity high-speed memory (RAM), and solid-state storage (SSD). These components are supported by higher-rated power supplies and robust thermal solutions, enabling sustained operation under heavy workloads without performance throttling.

In terms of form factors, Gaming PCs can be broadly divided into gaming desktops and gaming laptops. Gaming desktops use ATX, Micro-ATX, or ITX motherboards within mid-tower, full-tower, or small-form-factor cases, leaving ample space for high-power graphics cards, multi-fan or liquid-cooling systems, and multiple storage drives, while offering strong upgradeability over the product life cycle. Gaming laptops, by contrast, integrate high-performance CPUs, GPUs, and displays into a portable chassis. They rely on highly engineered thermal modules, power-delivery design, and gaming-grade input and audio components to balance portability with performance for on-the-go gaming and content creation.

A typical Gaming PC platform consists of the motherboard, CPU, discrete GPU, memory, SSD (and optionally HDD), power supply, thermal system (air or liquid cooling), and chassis, plus peripherals such as gaming monitors, keyboards, mice, and headsets. Premium products frequently feature multi-fan or all-in-one liquid coolers, programmable RGB lighting, high-refresh and high-resolution displays (for example, 144

Hz and above, QHD/4K), mechanical keyboards, and specialized gaming mice. Beyond enthusiasts and esports players, Gaming PCs are increasingly used for live streaming, video editing, 3D rendering, and AI workloads, so modern designs are often positioned as dual-use devices for both immersive entertainment and productivity.

In 2025, based on a synthesis of public financial disclosures from leading PC OEMs and upstream GPU vendors as well as related industry data, global gaming PC shipments (including gaming desktops and gaming laptops) are estimated at roughly 45?55 million units. Using an indicative factory-gate (FOB-equivalent) average selling price in the range of USD 700?900 per system.

In recent years, the global Gaming PC market has been supported by the rapid maturation of the esports ecosystem, rising visual-quality requirements of AAA titles, and the expansion of live-streaming and content-creation workloads. High-performance PCs remain the core hardware platform for these use cases. Major OEMs have been strengthening their gaming sub-brands within personal systems businesses, refreshing desktop and laptop portfolios with each new CPU and GPU generation and driving faster penetration of high-performance configurations into mid-range and premium price bands. Chip vendors such as NVIDIA have repeatedly highlighted in their financial disclosures that gaming and AI-PC-related graphics products still generate multi-billion-dollar annual revenue, with new GPU launches delivering record gaming segment sales across several quarters, which in turn provides system vendors with a strong foundation for performance leadership and marketing.

At the same time, macroeconomic volatility and elongated replacement cycles in consumer electronics are creating headwinds for the sector. In certain quarters, overall consumer PC shipments have only modestly recovered, while price-sensitive users tend to opt for value-oriented mid-range systems or postpone upgrades to high-end rigs. This forces Gaming PC OEMs to strike a new balance between headline performance and bill-of-materials cost. Leading vendors continue to emphasize ?higher-value configurations first? in their filings, focusing on gaming and high-performance commercial models with richer margins and relying more heavily on services, accessories, and software ecosystems to sustain profitability in their personal systems segments.

Looking ahead, demand for Gaming PCs is expected to evolve toward structural differentiation and scenario-driven upgrades. In mature markets such as North America, Europe, and parts of Asia-Pacific, enthusiasts are driving growth in high-end gaming desktops and flagship gaming laptops with high-refresh displays, real-time ray tracing,

4K resolutions, and AI-assisted features. In contrast, emerging markets and mainstream users are more focused on affordability and energy efficiency, encouraging OEMs to develop compact, power-efficient small-form-factor desktops and thinner gaming notebooks. As cloud gaming, hybrid work, and generative-AI applications proliferate, the Gaming PC is gradually shifting from a pure entertainment device to a versatile computing endpoint for gaming, creation, development, and AI inference, and the competitive focus is moving from raw hardware specifications toward end-to-end experience, software optimization, and ecosystem integration.

LP Information, Inc. (LPI) ' newest research report, the "Gaming PCs Industry Forecast" looks at past sales and reviews total world Gaming PCs sales in 2025, providing a comprehensive analysis by region and market sector of projected Gaming PCs sales for 2026 through 2032. With Gaming PCs sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Gaming PCs industry.

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

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

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

Segmentation by Type:

Gaming Laptop

Gaming Desktop

Segmentation by Performance Tier:

Entry Level

Performance Mainstream

High End Enthusiast

Segmentation by CPU Platform:

Intel Platform

AMD Platform

Segmentation by Sales Channel:

Online

Offline

Segmentation by Application:

Home Personal Gaming

Internet Cafe Gaming Center

Esports Arena Venue

Others

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 analysing the company's coverage, product portfolio, its market penetration.

Dell

Razer

HP

MSI

Acer

Asus

Lenovo

Samsung

Corsair

Gigabyte Technology

EVGA

Eluktronics

Hasee

MECHREVO

ThundeRobot

Shenzhen Colorful

Xiaomi

CyberPowerPC

Digital Storm

iBUYPOWER

Key Questions Addressed in this Report

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

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

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

How do Gaming PCs market opportunities vary by end market size?

How does Gaming PCs break out by Type, by Application?

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Gaming PCs Annual Sales 2021-2032
 - 2.1.2 World Current & Future Analysis for Gaming PCs by Geographic Region, 2021, 2025 & 2032
 - 2.1.3 World Current & Future Analysis for Gaming PCs by Country/Region, 2021, 2025 & 2032
- 2.2 Gaming PCs Segment by Type
 - 2.2.1 Gaming Laptop
 - 2.2.2 Gaming Desktop
 - 2.2.3 Gaming PCs Sales by Type
 - 2.2.3.1 Global Gaming PCs Sales Market Share by Type (2021-2026)
 - 2.2.3.2 Global Gaming PCs Revenue and Market Share by Type (2021-2026)
 - 2.2.3.3 Global Gaming PCs Sale Price by Type (2021-2026)
- 2.3 Gaming PCs Segment by Performance Tier
 - 2.3.1 Entry Level
 - 2.3.2 Performance Mainstream
 - 2.3.3 High End Enthusiast
 - 2.3.4 Gaming PCs Sales by Performance Tier
 - 2.3.4.1 Global Gaming PCs Sales Market Share by Performance Tier (2021-2026)
 - 2.3.4.2 Global Gaming PCs Revenue and Market Share by Performance Tier (2021-2026)
 - 2.3.4.3 Global Gaming PCs Sale Price by Performance Tier (2021-2026)
- 2.4 Gaming PCs Segment by CPU Platform
 - 2.4.1 Intel Platform

2.4.2 AMD Platform

2.4.3 Gaming PCs Sales by CPU Platform

2.4.3.1 Global Gaming PCs Sales Market Share by CPU Platform (2021-2026)

2.4.3.2 Global Gaming PCs Revenue and Market Share by CPU Platform (2021-2026)

2.4.3.3 Global Gaming PCs Sale Price by CPU Platform (2021-2026)

2.5 Gaming PCs Segment by Sales Channel

2.5.1 Online

2.5.2 Offline

2.5.3 Gaming PCs Sales by Sales Channel

2.5.3.1 Global Gaming PCs Sales Market Share by Sales Channel (2021-2026)

2.5.3.2 Global Gaming PCs Revenue and Market Share by Sales Channel (2021-2026)

2.5.3.3 Global Gaming PCs Sale Price by Sales Channel (2021-2026)

2.6 Gaming PCs Segment by Application

2.6.1 Home Personal Gaming

2.6.2 Internet Cafe Gaming Center

2.6.3 Esports Arena Venue

2.6.4 Others

2.6.5 Gaming PCs Sales by Application

2.6.5.1 Global Gaming PCs Sale Market Share by Application (2021-2026)

2.6.5.2 Global Gaming PCs Revenue and Market Share by Application (2021-2026)

2.6.5.3 Global Gaming PCs Sale Price by Application (2021-2026)

3 GLOBAL BY COMPANY

3.1 Global Gaming PCs Breakdown Data by Company

3.1.1 Global Gaming PCs Annual Sales by Company (2021-2026)

3.1.2 Global Gaming PCs Sales Market Share by Company (2021-2026)

3.2 Global Gaming PCs Annual Revenue by Company (2021-2026)

3.2.1 Global Gaming PCs Revenue by Company (2021-2026)

3.2.2 Global Gaming PCs Revenue Market Share by Company (2021-2026)

3.3 Global Gaming PCs Sale Price by Company

3.4 Key Manufacturers Gaming PCs Producing Area Distribution, Sales Area, Product Type

3.4.1 Key Manufacturers Gaming PCs Product Location Distribution

3.4.2 Players Gaming PCs Products Offered

3.5 Market Concentration Rate Analysis

3.5.1 Competition Landscape Analysis

- 3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)
- 3.6 New Products and Potential Entrants
- 3.7 Market M&A Activity & Strategy

4 WORLD HISTORIC REVIEW FOR GAMING PCS BY GEOGRAPHIC REGION

- 4.1 World Historic Gaming PCs Market Size by Geographic Region (2021-2026)
 - 4.1.1 Global Gaming PCs Annual Sales by Geographic Region (2021-2026)
 - 4.1.2 Global Gaming PCs Annual Revenue by Geographic Region (2021-2026)
- 4.2 World Historic Gaming PCs Market Size by Country/Region (2021-2026)
 - 4.2.1 Global Gaming PCs Annual Sales by Country/Region (2021-2026)
 - 4.2.2 Global Gaming PCs Annual Revenue by Country/Region (2021-2026)
- 4.3 Americas Gaming PCs Sales Growth
- 4.4 APAC Gaming PCs Sales Growth
- 4.5 Europe Gaming PCs Sales Growth
- 4.6 Middle East & Africa Gaming PCs Sales Growth

5 AMERICAS

- 5.1 Americas Gaming PCs Sales by Country
 - 5.1.1 Americas Gaming PCs Sales by Country (2021-2026)
 - 5.1.2 Americas Gaming PCs Revenue by Country (2021-2026)
- 5.2 Americas Gaming PCs Sales by Type (2021-2026)
- 5.3 Americas Gaming PCs Sales by Application (2021-2026)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC Gaming PCs Sales by Region
 - 6.1.1 APAC Gaming PCs Sales by Region (2021-2026)
 - 6.1.2 APAC Gaming PCs Revenue by Region (2021-2026)
- 6.2 APAC Gaming PCs Sales by Type (2021-2026)
- 6.3 APAC Gaming PCs Sales by Application (2021-2026)
- 6.4 China
- 6.5 Japan
- 6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

6.10 China Taiwan

7 EUROPE

7.1 Europe Gaming PCs by Country

7.1.1 Europe Gaming PCs Sales by Country (2021-2026)

7.1.2 Europe Gaming PCs Revenue by Country (2021-2026)

7.2 Europe Gaming PCs Sales by Type (2021-2026)

7.3 Europe Gaming PCs Sales by Application (2021-2026)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Gaming PCs by Country

8.1.1 Middle East & Africa Gaming PCs Sales by Country (2021-2026)

8.1.2 Middle East & Africa Gaming PCs Revenue by Country (2021-2026)

8.2 Middle East & Africa Gaming PCs Sales by Type (2021-2026)

8.3 Middle East & Africa Gaming PCs Sales by Application (2021-2026)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 MANUFACTURING COST STRUCTURE ANALYSIS

- 10.1 Raw Material and Suppliers
- 10.2 Manufacturing Cost Structure Analysis of Gaming PCs
- 10.3 Manufacturing Process Analysis of Gaming PCs
- 10.4 Industry Chain Structure of Gaming PCs

11 MARKETING, DISTRIBUTORS AND CUSTOMER

- 11.1 Sales Channel
 - 11.1.1 Direct Channels
 - 11.1.2 Indirect Channels
- 11.2 Gaming PCs Distributors
- 11.3 Gaming PCs Customer

12 WORLD FORECAST REVIEW FOR GAMING PCS BY GEOGRAPHIC REGION

- 12.1 Global Gaming PCs Market Size Forecast by Region
 - 12.1.1 Global Gaming PCs Forecast by Region (2027-2032)
 - 12.1.2 Global Gaming PCs Annual Revenue Forecast by Region (2027-2032)
- 12.2 Americas Forecast by Country (2027-2032)
- 12.3 APAC Forecast by Region (2027-2032)
- 12.4 Europe Forecast by Country (2027-2032)
- 12.5 Middle East & Africa Forecast by Country (2027-2032)
- 12.6 Global Gaming PCs Forecast by Type (2027-2032)
- 12.7 Global Gaming PCs Forecast by Application (2027-2032)

13 KEY PLAYERS ANALYSIS

- 13.1 Dell
 - 13.1.1 Dell Company Information
 - 13.1.2 Dell Gaming PCs Product Portfolios and Specifications
 - 13.1.3 Dell Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.1.4 Dell Main Business Overview
 - 13.1.5 Dell Latest Developments
- 13.2 Razer
 - 13.2.1 Razer Company Information
 - 13.2.2 Razer Gaming PCs Product Portfolios and Specifications
 - 13.2.3 Razer Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.2.4 Razer Main Business Overview
 - 13.2.5 Razer Latest Developments

13.3 HP

13.3.1 HP Company Information

13.3.2 HP Gaming PCs Product Portfolios and Specifications

13.3.3 HP Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)

13.3.4 HP Main Business Overview

13.3.5 HP Latest Developments

13.4 MSI

13.4.1 MSI Company Information

13.4.2 MSI Gaming PCs Product Portfolios and Specifications

13.4.3 MSI Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)

13.4.4 MSI Main Business Overview

13.4.5 MSI Latest Developments

13.5 Acer

13.5.1 Acer Company Information

13.5.2 Acer Gaming PCs Product Portfolios and Specifications

13.5.3 Acer Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)

13.5.4 Acer Main Business Overview

13.5.5 Acer Latest Developments

13.6 Asus

13.6.1 Asus Company Information

13.6.2 Asus Gaming PCs Product Portfolios and Specifications

13.6.3 Asus Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)

13.6.4 Asus Main Business Overview

13.6.5 Asus Latest Developments

13.7 Lenovo

13.7.1 Lenovo Company Information

13.7.2 Lenovo Gaming PCs Product Portfolios and Specifications

13.7.3 Lenovo Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)

13.7.4 Lenovo Main Business Overview

13.7.5 Lenovo Latest Developments

13.8 Samsung

13.8.1 Samsung Company Information

13.8.2 Samsung Gaming PCs Product Portfolios and Specifications

13.8.3 Samsung Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)

13.8.4 Samsung Main Business Overview

13.8.5 Samsung Latest Developments

13.9 Corsair

13.9.1 Corsair Company Information

13.9.2 Corsair Gaming PCs Product Portfolios and Specifications

- 13.9.3 Corsair Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
- 13.9.4 Corsair Main Business Overview
- 13.9.5 Corsair Latest Developments
- 13.10 Gigabyte Technology
 - 13.10.1 Gigabyte Technology Company Information
 - 13.10.2 Gigabyte Technology Gaming PCs Product Portfolios and Specifications
 - 13.10.3 Gigabyte Technology Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.10.4 Gigabyte Technology Main Business Overview
 - 13.10.5 Gigabyte Technology Latest Developments
- 13.11 EVGA
 - 13.11.1 EVGA Company Information
 - 13.11.2 EVGA Gaming PCs Product Portfolios and Specifications
 - 13.11.3 EVGA Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.11.4 EVGA Main Business Overview
 - 13.11.5 EVGA Latest Developments
- 13.12 Eluktronics
 - 13.12.1 Eluktronics Company Information
 - 13.12.2 Eluktronics Gaming PCs Product Portfolios and Specifications
 - 13.12.3 Eluktronics Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.12.4 Eluktronics Main Business Overview
 - 13.12.5 Eluktronics Latest Developments
- 13.13 Hasee
 - 13.13.1 Hasee Company Information
 - 13.13.2 Hasee Gaming PCs Product Portfolios and Specifications
 - 13.13.3 Hasee Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.13.4 Hasee Main Business Overview
 - 13.13.5 Hasee Latest Developments
- 13.14 MECHREVO
 - 13.14.1 MECHREVO Company Information
 - 13.14.2 MECHREVO Gaming PCs Product Portfolios and Specifications
 - 13.14.3 MECHREVO Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.14.4 MECHREVO Main Business Overview
 - 13.14.5 MECHREVO Latest Developments
- 13.15 ThundeRobot
 - 13.15.1 ThundeRobot Company Information
 - 13.15.2 ThundeRobot Gaming PCs Product Portfolios and Specifications

- 13.15.3 ThundeRobot Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
- 13.15.4 ThundeRobot Main Business Overview
- 13.15.5 ThundeRobot Latest Developments
- 13.16 Shenzhen Colorful
 - 13.16.1 Shenzhen Colorful Company Information
 - 13.16.2 Shenzhen Colorful Gaming PCs Product Portfolios and Specifications
 - 13.16.3 Shenzhen Colorful Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.16.4 Shenzhen Colorful Main Business Overview
 - 13.16.5 Shenzhen Colorful Latest Developments
- 13.17 Xiaomi
 - 13.17.1 Xiaomi Company Information
 - 13.17.2 Xiaomi Gaming PCs Product Portfolios and Specifications
 - 13.17.3 Xiaomi Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.17.4 Xiaomi Main Business Overview
 - 13.17.5 Xiaomi Latest Developments
- 13.18 CyberPowerPC
 - 13.18.1 CyberPowerPC Company Information
 - 13.18.2 CyberPowerPC Gaming PCs Product Portfolios and Specifications
 - 13.18.3 CyberPowerPC Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.18.4 CyberPowerPC Main Business Overview
 - 13.18.5 CyberPowerPC Latest Developments
- 13.19 Digital Storm
 - 13.19.1 Digital Storm Company Information
 - 13.19.2 Digital Storm Gaming PCs Product Portfolios and Specifications
 - 13.19.3 Digital Storm Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.19.4 Digital Storm Main Business Overview
 - 13.19.5 Digital Storm Latest Developments
- 13.20 iBUYPOWER
 - 13.20.1 iBUYPOWER Company Information
 - 13.20.2 iBUYPOWER Gaming PCs Product Portfolios and Specifications
 - 13.20.3 iBUYPOWER Gaming PCs Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.20.4 iBUYPOWER Main Business Overview
 - 13.20.5 iBUYPOWER Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. Gaming PCs Annual Sales CAGR by Geographic Region (2021, 2025 & 2032) & (\$ millions)
- Table 2. Gaming PCs Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)
- Table 3. Major Players of Gaming Laptop
- Table 4. Major Players of Gaming Desktop
- Table 5. Global Gaming PCs Sales by Type (2021-2026) & (K Units)
- Table 6. Global Gaming PCs Sales Market Share by Type (2021-2026)
- Table 7. Global Gaming PCs Revenue by Type (2021-2026) & (\$ million)
- Table 8. Global Gaming PCs Revenue Market Share by Type (2021-2026)
- Table 9. Global Gaming PCs Sale Price by Type (2021-2026) & (US\$/Unit)
- Table 10. Major Players of Entry Level
- Table 11. Major Players of Performance Mainstream
- Table 12. Major Players of High End Enthusiast
- Table 13. Global Gaming PCs Sales by Performance Tier (2021-2026) & (K Units)
- Table 14. Global Gaming PCs Sales Market Share by Performance Tier (2021-2026)
- Table 15. Global Gaming PCs Revenue by Performance Tier (2021-2026) & (\$ million)
- Table 16. Global Gaming PCs Revenue Market Share by Performance Tier (2021-2026)
- Table 17. Global Gaming PCs Sale Price by Performance Tier (2021-2026) & (US\$/Unit)
- Table 18. Major Players of Intel Platform
- Table 19. Major Players of AMD Platform
- Table 20. Global Gaming PCs Sales by CPU Platform (2021-2026) & (K Units)
- Table 21. Global Gaming PCs Sales Market Share by CPU Platform (2021-2026)
- Table 22. Global Gaming PCs Revenue by CPU Platform (2021-2026) & (\$ million)
- Table 23. Global Gaming PCs Revenue Market Share by CPU Platform (2021-2026)
- Table 24. Global Gaming PCs Sale Price by CPU Platform (2021-2026) & (US\$/Unit)
- Table 25. Major Players of Online
- Table 26. Major Players of Offline
- Table 27. Global Gaming PCs Sales by Sales Channel (2021-2026) & (K Units)
- Table 28. Global Gaming PCs Sales Market Share by Sales Channel (2021-2026)
- Table 29. Global Gaming PCs Revenue by Sales Channel (2021-2026) & (\$ million)
- Table 30. Global Gaming PCs Revenue Market Share by Sales Channel (2021-2026)
- Table 31. Global Gaming PCs Sale Price by Sales Channel (2021-2026) & (US\$/Unit)
- Table 32. Global Gaming PCs Sale by Application (2021-2026) & (K Units)

Table 33. Global Gaming PCs Sale Market Share by Application (2021-2026)
Table 34. Global Gaming PCs Revenue by Application (2021-2026) & (\$ million)
Table 35. Global Gaming PCs Revenue Market Share by Application (2021-2026)
Table 36. Global Gaming PCs Sale Price by Application (2021-2026) & (US\$/Unit)
Table 37. Global Gaming PCs Sales by Company (2021-2026) & (K Units)
Table 38. Global Gaming PCs Sales Market Share by Company (2021-2026)
Table 39. Global Gaming PCs Revenue by Company (2021-2026) & (\$ millions)
Table 40. Global Gaming PCs Revenue Market Share by Company (2021-2026)
Table 41. Global Gaming PCs Sale Price by Company (2021-2026) & (US\$/Unit)
Table 42. Key Manufacturers Gaming PCs Producing Area Distribution and Sales Area
Table 43. Players Gaming PCs Products Offered
Table 44. Gaming PCs Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)
Table 45. New Products and Potential Entrants
Table 46. Market M&A Activity & Strategy
Table 47. Global Gaming PCs Sales by Geographic Region (2021-2026) & (K Units)
Table 48. Global Gaming PCs Sales Market Share Geographic Region (2021-2026)
Table 49. Global Gaming PCs Revenue by Geographic Region (2021-2026) & (\$ millions)
Table 50. Global Gaming PCs Revenue Market Share by Geographic Region (2021-2026)
Table 51. Global Gaming PCs Sales by Country/Region (2021-2026) & (K Units)
Table 52. Global Gaming PCs Sales Market Share by Country/Region (2021-2026)
Table 53. Global Gaming PCs Revenue by Country/Region (2021-2026) & (\$ millions)
Table 54. Global Gaming PCs Revenue Market Share by Country/Region (2021-2026)
Table 55. Americas Gaming PCs Sales by Country (2021-2026) & (K Units)
Table 56. Americas Gaming PCs Sales Market Share by Country (2021-2026)
Table 57. Americas Gaming PCs Revenue by Country (2021-2026) & (\$ millions)
Table 58. Americas Gaming PCs Sales by Type (2021-2026) & (K Units)
Table 59. Americas Gaming PCs Sales by Application (2021-2026) & (K Units)
Table 60. APAC Gaming PCs Sales by Region (2021-2026) & (K Units)
Table 61. APAC Gaming PCs Sales Market Share by Region (2021-2026)
Table 62. APAC Gaming PCs Revenue by Region (2021-2026) & (\$ millions)
Table 63. APAC Gaming PCs Sales by Type (2021-2026) & (K Units)
Table 64. APAC Gaming PCs Sales by Application (2021-2026) & (K Units)
Table 65. Europe Gaming PCs Sales by Country (2021-2026) & (K Units)
Table 66. Europe Gaming PCs Revenue by Country (2021-2026) & (\$ millions)
Table 67. Europe Gaming PCs Sales by Type (2021-2026) & (K Units)
Table 68. Europe Gaming PCs Sales by Application (2021-2026) & (K Units)
Table 69. Middle East & Africa Gaming PCs Sales by Country (2021-2026) & (K Units)

Table 70. Middle East & Africa Gaming PCs Revenue Market Share by Country (2021-2026)

Table 71. Middle East & Africa Gaming PCs Sales by Type (2021-2026) & (K Units)

Table 72. Middle East & Africa Gaming PCs Sales by Application (2021-2026) & (K Units)

Table 73. Key Market Drivers & Growth Opportunities of Gaming PCs

Table 74. Key Market Challenges & Risks of Gaming PCs

Table 75. Key Industry Trends of Gaming PCs

Table 76. Gaming PCs Raw Material

Table 77. Key Suppliers of Raw Materials

Table 78. Gaming PCs Distributors List

Table 79. Gaming PCs Customer List

Table 80. Global Gaming PCs Sales Forecast by Region (2027-2032) & (K Units)

Table 81. Global Gaming PCs Revenue Forecast by Region (2027-2032) & (\$ millions)

Table 82. Americas Gaming PCs Sales Forecast by Country (2027-2032) & (K Units)

Table 83. Americas Gaming PCs Annual Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 84. APAC Gaming PCs Sales Forecast by Region (2027-2032) & (K Units)

Table 85. APAC Gaming PCs Annual Revenue Forecast by Region (2027-2032) & (\$ millions)

Table 86. Europe Gaming PCs Sales Forecast by Country (2027-2032) & (K Units)

Table 87. Europe Gaming PCs Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 88. Middle East & Africa Gaming PCs Sales Forecast by Country (2027-2032) & (K Units)

Table 89. Middle East & Africa Gaming PCs Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 90. Global Gaming PCs Sales Forecast by Type (2027-2032) & (K Units)

Table 91. Global Gaming PCs Revenue Forecast by Type (2027-2032) & (\$ millions)

Table 92. Global Gaming PCs Sales Forecast by Application (2027-2032) & (K Units)

Table 93. Global Gaming PCs Revenue Forecast by Application (2027-2032) & (\$ millions)

Table 94. Dell Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 95. Dell Gaming PCs Product Portfolios and Specifications

Table 96. Dell Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 97. Dell Main Business

Table 98. Dell Latest Developments

Table 99. Razer Basic Information, Gaming PCs Manufacturing Base, Sales Area and

Its Competitors

Table 100. Razer Gaming PCs Product Portfolios and Specifications

Table 101. Razer Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 102. Razer Main Business

Table 103. Razer Latest Developments

Table 104. HP Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 105. HP Gaming PCs Product Portfolios and Specifications

Table 106. HP Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 107. HP Main Business

Table 108. HP Latest Developments

Table 109. MSI Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 110. MSI Gaming PCs Product Portfolios and Specifications

Table 111. MSI Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 112. MSI Main Business

Table 113. MSI Latest Developments

Table 114. Acer Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 115. Acer Gaming PCs Product Portfolios and Specifications

Table 116. Acer Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 117. Acer Main Business

Table 118. Acer Latest Developments

Table 119. Asus Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 120. Asus Gaming PCs Product Portfolios and Specifications

Table 121. Asus Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 122. Asus Main Business

Table 123. Asus Latest Developments

Table 124. Lenovo Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 125. Lenovo Gaming PCs Product Portfolios and Specifications

Table 126. Lenovo Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 127. Lenovo Main Business

Table 128. Lenovo Latest Developments

Table 129. Samsung Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 130. Samsung Gaming PCs Product Portfolios and Specifications

Table 131. Samsung Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 132. Samsung Main Business

Table 133. Samsung Latest Developments

Table 134. Corsair Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 135. Corsair Gaming PCs Product Portfolios and Specifications

Table 136. Corsair Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 137. Corsair Main Business

Table 138. Corsair Latest Developments

Table 139. Gigabyte Technology Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 140. Gigabyte Technology Gaming PCs Product Portfolios and Specifications

Table 141. Gigabyte Technology Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 142. Gigabyte Technology Main Business

Table 143. Gigabyte Technology Latest Developments

Table 144. EVGA Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 145. EVGA Gaming PCs Product Portfolios and Specifications

Table 146. EVGA Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 147. EVGA Main Business

Table 148. EVGA Latest Developments

Table 149. Eluktronics Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 150. Eluktronics Gaming PCs Product Portfolios and Specifications

Table 151. Eluktronics Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 152. Eluktronics Main Business

Table 153. Eluktronics Latest Developments

Table 154. Hasee Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 155. Hasee Gaming PCs Product Portfolios and Specifications
Table 156. Hasee Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
Table 157. Hasee Main Business
Table 158. Hasee Latest Developments
Table 159. MECHREVO Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors
Table 160. MECHREVO Gaming PCs Product Portfolios and Specifications
Table 161. MECHREVO Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
Table 162. MECHREVO Main Business
Table 163. MECHREVO Latest Developments
Table 164. ThundeRobot Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors
Table 165. ThundeRobot Gaming PCs Product Portfolios and Specifications
Table 166. ThundeRobot Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
Table 167. ThundeRobot Main Business
Table 168. ThundeRobot Latest Developments
Table 169. Shenzhen Colorful Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors
Table 170. Shenzhen Colorful Gaming PCs Product Portfolios and Specifications
Table 171. Shenzhen Colorful Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
Table 172. Shenzhen Colorful Main Business
Table 173. Shenzhen Colorful Latest Developments
Table 174. Xiaomi Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors
Table 175. Xiaomi Gaming PCs Product Portfolios and Specifications
Table 176. Xiaomi Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
Table 177. Xiaomi Main Business
Table 178. Xiaomi Latest Developments
Table 179. CyberPowerPC Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors
Table 180. CyberPowerPC Gaming PCs Product Portfolios and Specifications
Table 181. CyberPowerPC Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
Table 182. CyberPowerPC Main Business

Table 183. CyberPowerPC Latest Developments

Table 184. Digital Storm Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 185. Digital Storm Gaming PCs Product Portfolios and Specifications

Table 186. Digital Storm Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 187. Digital Storm Main Business

Table 188. Digital Storm Latest Developments

Table 189. iBUYPOWER Basic Information, Gaming PCs Manufacturing Base, Sales Area and Its Competitors

Table 190. iBUYPOWER Gaming PCs Product Portfolios and Specifications

Table 191. iBUYPOWER Gaming PCs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 192. iBUYPOWER Main Business

Table 193. iBUYPOWER Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Picture of Gaming PCs
- Figure 2. Gaming PCs Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global Gaming PCs Sales Growth Rate 2021-2032 (K Units)
- Figure 7. Global Gaming PCs Revenue Growth Rate 2021-2032 (\$ millions)
- Figure 8. Gaming PCs Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)
- Figure 9. Gaming PCs Sales Market Share by Country/Region (2025)
- Figure 10. Gaming PCs Sales Market Share by Country/Region (2021, 2025 & 2032)
- Figure 11. Product Picture of Gaming Laptop
- Figure 12. Product Picture of Gaming Desktop
- Figure 13. Global Gaming PCs Sales Market Share by Type in 2026
- Figure 14. Global Gaming PCs Revenue Market Share by Type (2021-2026)
- Figure 15. Product Picture of Entry Level
- Figure 16. Product Picture of Performance Mainstream
- Figure 17. Product Picture of High End Enthusiast
- Figure 18. Global Gaming PCs Sales Market Share by Performance Tier in 2026
- Figure 19. Global Gaming PCs Revenue Market Share by Performance Tier (2021-2026)
- Figure 20. Product Picture of Intel Platform
- Figure 21. Product Picture of AMD Platform
- Figure 22. Global Gaming PCs Sales Market Share by CPU Platform in 2026
- Figure 23. Global Gaming PCs Revenue Market Share by CPU Platform (2021-2026)
- Figure 24. Product Picture of Online
- Figure 25. Product Picture of Offline
- Figure 26. Global Gaming PCs Sales Market Share by Sales Channel in 2026
- Figure 27. Global Gaming PCs Revenue Market Share by Sales Channel (2021-2026)
- Figure 28. Gaming PCs Consumed in Home Personal Gaming
- Figure 29. Global Gaming PCs Market: Home Personal Gaming (2021-2026) & (K Units)
- Figure 30. Gaming PCs Consumed in Internet Cafe Gaming Center
- Figure 31. Global Gaming PCs Market: Internet Cafe Gaming Center (2021-2026) & (K Units)
- Figure 32. Gaming PCs Consumed in Esports Arena Venue

Figure 33. Global Gaming PCs Market: Esports Arena Venue (2021-2026) & (K Units)

Figure 34. Gaming PCs Consumed in Others

Figure 35. Global Gaming PCs Market: Others (2021-2026) & (K Units)

Figure 36. Global Gaming PCs Sale Market Share by Application (2025)

Figure 37. Global Gaming PCs Revenue Market Share by Application in 2026

Figure 38. Gaming PCs Sales by Company in 2026 (K Units)

Figure 39. Global Gaming PCs Sales Market Share by Company in 2026

Figure 40. Gaming PCs Revenue by Company in 2026 (\$ millions)

Figure 41. Global Gaming PCs Revenue Market Share by Company in 2026

Figure 42. Global Gaming PCs Sales Market Share by Geographic Region (2021-2026)

Figure 43. Global Gaming PCs Revenue Market Share by Geographic Region in 2026

Figure 44. Americas Gaming PCs Sales 2021-2026 (K Units)

Figure 45. Americas Gaming PCs Revenue 2021-2026 (\$ millions)

Figure 46. APAC Gaming PCs Sales 2021-2026 (K Units)

Figure 47. APAC Gaming PCs Revenue 2021-2026 (\$ millions)

Figure 48. Europe Gaming PCs Sales 2021-2026 (K Units)

Figure 49. Europe Gaming PCs Revenue 2021-2026 (\$ millions)

Figure 50. Middle East & Africa Gaming PCs Sales 2021-2026 (K Units)

Figure 51. Middle East & Africa Gaming PCs Revenue 2021-2026 (\$ millions)

Figure 52. Americas Gaming PCs Sales Market Share by Country in 2026

Figure 53. Americas Gaming PCs Revenue Market Share by Country (2021-2026)

Figure 54. Americas Gaming PCs Sales Market Share by Type (2021-2026)

Figure 55. Americas Gaming PCs Sales Market Share by Application (2021-2026)

Figure 56. United States Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 57. Canada Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 58. Mexico Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 59. Brazil Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 60. APAC Gaming PCs Sales Market Share by Region in 2026

Figure 61. APAC Gaming PCs Revenue Market Share by Region (2021-2026)

Figure 62. APAC Gaming PCs Sales Market Share by Type (2021-2026)

Figure 63. APAC Gaming PCs Sales Market Share by Application (2021-2026)

Figure 64. China Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 65. Japan Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 66. South Korea Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 67. Southeast Asia Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 68. India Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 69. Australia Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 70. China Taiwan Gaming PCs Revenue Growth 2021-2026 (\$ millions)

Figure 71. Europe Gaming PCs Sales Market Share by Country in 2026

- Figure 72. Europe Gaming PCs Revenue Market Share by Country (2021-2026)
- Figure 73. Europe Gaming PCs Sales Market Share by Type (2021-2026)
- Figure 74. Europe Gaming PCs Sales Market Share by Application (2021-2026)
- Figure 75. Germany Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 76. France Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 77. UK Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 78. Italy Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 79. Russia Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 80. Middle East & Africa Gaming PCs Sales Market Share by Country (2021-2026)
- Figure 81. Middle East & Africa Gaming PCs Sales Market Share by Type (2021-2026)
- Figure 82. Middle East & Africa Gaming PCs Sales Market Share by Application (2021-2026)
- Figure 83. Egypt Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 84. South Africa Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 85. Israel Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 86. Turkey Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 87. GCC Countries Gaming PCs Revenue Growth 2021-2026 (\$ millions)
- Figure 88. Manufacturing Cost Structure Analysis of Gaming PCs in 2026
- Figure 89. Manufacturing Process Analysis of Gaming PCs
- Figure 90. Industry Chain Structure of Gaming PCs
- Figure 91. Channels of Distribution
- Figure 92. Global Gaming PCs Sales Market Forecast by Region (2027-2032)
- Figure 93. Global Gaming PCs Revenue Market Share Forecast by Region (2027-2032)
- Figure 94. Global Gaming PCs Sales Market Share Forecast by Type (2027-2032)
- Figure 95. Global Gaming PCs Revenue Market Share Forecast by Type (2027-2032)
- Figure 96. Global Gaming PCs Sales Market Share Forecast by Application (2027-2032)
- Figure 97. Global Gaming PCs Revenue Market Share Forecast by Application (2027-2032)

I would like to order

Product name: Global Gaming PCs Market Growth 2026-2032

Product link: <https://marketpublishers.com/r/G7A9054924A8EN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G7A9054924A8EN.html>