

# Gaming Computers and Peripherals Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/GA9281E741D7EN.html>

Date: March 2022

Pages: 125

Price: US\$ 3,250.00 (Single User License)

ID: GA9281E741D7EN

## Abstracts

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.

This report contains market size and forecasts of Gaming Computers and Peripherals in global, including the following market information:

Global Gaming Computers and Peripherals Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Gaming Computers and Peripherals Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Gaming Computers and Peripherals companies in 2021 (%)

The global Gaming Computers and Peripherals market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Gaming Desktops Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Gaming Computers and Peripherals include Acer,

Asus, Cooler Master, Corsair, Dell, Eluktronics, EVGA, Gigabyte Technology and HP, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Gaming Computers and Peripherals manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Gaming Computers and Peripherals Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming Computers and Peripherals Market Segment Percentages, by Type, 2021 (%)

Gaming Desktops

Gaming Laptops

Gaming Headsets

Gaming Mice

Gaming Keyboards

Gaming Surfaces

Gaming Controllers

Global Gaming Computers and Peripherals Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming Computers and Peripherals Market Segment Percentages, by Application, 2021 (%)

Household

## Commercial Use

Global Gaming Computers and Peripherals Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming Computers and Peripherals Market Segment Percentages, By Region and Country, 2021 (%)

### North America

US

Canada

Mexico

### Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

### Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

## Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Gaming Computers and Peripherals revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Gaming Computers and Peripherals revenues share in global market, 2021 (%)

Key companies Gaming Computers and Peripherals sales in global market, 2017-2022 (Estimated), (K Units)

Key companies Gaming Computers and Peripherals sales share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

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

## Contents

### **1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS**

- 1.1 Gaming Computers and Peripherals Market Definition
- 1.2 Market Segments
  - 1.2.1 Market by Type
  - 1.2.2 Market by Application
- 1.3 Global Gaming Computers and Peripherals Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
  - 1.5.1 Research Methodology
  - 1.5.2 Research Process
  - 1.5.3 Base Year
  - 1.5.4 Report Assumptions & Caveats

### **2 GLOBAL GAMING COMPUTERS AND PERIPHERALS OVERALL MARKET SIZE**

- 2.1 Global Gaming Computers and Peripherals Market Size: 2021 VS 2028
- 2.2 Global Gaming Computers and Peripherals Revenue, Prospects & Forecasts: 2017-2028
- 2.3 Global Gaming Computers and Peripherals Sales: 2017-2028

### **3 COMPANY LANDSCAPE**

- 3.1 Top Gaming Computers and Peripherals Players in Global Market
- 3.2 Top Global Gaming Computers and Peripherals Companies Ranked by Revenue
- 3.3 Global Gaming Computers and Peripherals Revenue by Companies
- 3.4 Global Gaming Computers and Peripherals Sales by Companies
- 3.5 Global Gaming Computers and Peripherals Price by Manufacturer (2017-2022)
- 3.6 Top 3 and Top 5 Gaming Computers and Peripherals Companies in Global Market, by Revenue in 2021
- 3.7 Global Manufacturers Gaming Computers and Peripherals Product Type
- 3.8 Tier 1, Tier 2 and Tier 3 Gaming Computers and Peripherals Players in Global Market
  - 3.8.1 List of Global Tier 1 Gaming Computers and Peripherals Companies
  - 3.8.2 List of Global Tier 2 and Tier 3 Gaming Computers and Peripherals Companies

### **4 SIGHTS BY PRODUCT**

## 4.1 Overview

4.1.1 By Type - Global Gaming Computers and Peripherals Market Size Markets, 2021 & 2028

4.1.2 Gaming Desktops

4.1.3 Gaming Laptops

4.1.4 Gaming Headsets

4.1.5 Gaming Mice

4.1.6 Gaming Keyboards

4.1.7 Gaming Surfaces

4.1.8 Gaming Controllers

4.2 By Type - Global Gaming Computers and Peripherals Revenue & Forecasts

4.2.1 By Type - Global Gaming Computers and Peripherals Revenue, 2017-2022

4.2.2 By Type - Global Gaming Computers and Peripherals Revenue, 2023-2028

4.2.3 By Type - Global Gaming Computers and Peripherals Revenue Market Share, 2017-2028

4.3 By Type - Global Gaming Computers and Peripherals Sales & Forecasts

4.3.1 By Type - Global Gaming Computers and Peripherals Sales, 2017-2022

4.3.2 By Type - Global Gaming Computers and Peripherals Sales, 2023-2028

4.3.3 By Type - Global Gaming Computers and Peripherals Sales Market Share, 2017-2028

4.4 By Type - Global Gaming Computers and Peripherals Price (Manufacturers Selling Prices), 2017-2028

## 5 SIGHTS BY APPLICATION

### 5.1 Overview

5.1.1 By Application - Global Gaming Computers and Peripherals Market Size, 2021 & 2028

5.1.2 Household

5.1.3 Commercial Use

5.2 By Application - Global Gaming Computers and Peripherals Revenue & Forecasts

5.2.1 By Application - Global Gaming Computers and Peripherals Revenue, 2017-2022

5.2.2 By Application - Global Gaming Computers and Peripherals Revenue, 2023-2028

5.2.3 By Application - Global Gaming Computers and Peripherals Revenue Market Share, 2017-2028

5.3 By Application - Global Gaming Computers and Peripherals Sales & Forecasts



- 5.3.1 By Application - Global Gaming Computers and Peripherals Sales, 2017-2022
- 5.3.2 By Application - Global Gaming Computers and Peripherals Sales, 2023-2028
- 5.3.3 By Application - Global Gaming Computers and Peripherals Sales Market Share, 2017-2028
- 5.4 By Application - Global Gaming Computers and Peripherals Price (Manufacturers Selling Prices), 2017-2028

## **6 SIGHTS BY REGION**

- 6.1 By Region - Global Gaming Computers and Peripherals Market Size, 2021 & 2028
- 6.2 By Region - Global Gaming Computers and Peripherals Revenue & Forecasts
  - 6.2.1 By Region - Global Gaming Computers and Peripherals Revenue, 2017-2022
  - 6.2.2 By Region - Global Gaming Computers and Peripherals Revenue, 2023-2028
  - 6.2.3 By Region - Global Gaming Computers and Peripherals Revenue Market Share, 2017-2028
- 6.3 By Region - Global Gaming Computers and Peripherals Sales & Forecasts
  - 6.3.1 By Region - Global Gaming Computers and Peripherals Sales, 2017-2022
  - 6.3.2 By Region - Global Gaming Computers and Peripherals Sales, 2023-2028
  - 6.3.3 By Region - Global Gaming Computers and Peripherals Sales Market Share, 2017-2028
- 6.4 North America
  - 6.4.1 By Country - North America Gaming Computers and Peripherals Revenue, 2017-2028
  - 6.4.2 By Country - North America Gaming Computers and Peripherals Sales, 2017-2028
  - 6.4.3 US Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.4.4 Canada Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.4.5 Mexico Gaming Computers and Peripherals Market Size, 2017-2028
- 6.5 Europe
  - 6.5.1 By Country - Europe Gaming Computers and Peripherals Revenue, 2017-2028
  - 6.5.2 By Country - Europe Gaming Computers and Peripherals Sales, 2017-2028
  - 6.5.3 Germany Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.5.4 France Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.5.5 U.K. Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.5.6 Italy Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.5.7 Russia Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.5.8 Nordic Countries Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.5.9 Benelux Gaming Computers and Peripherals Market Size, 2017-2028
- 6.6 Asia

- 6.6.1 By Region - Asia Gaming Computers and Peripherals Revenue, 2017-2028
- 6.6.2 By Region - Asia Gaming Computers and Peripherals Sales, 2017-2028
- 6.6.3 China Gaming Computers and Peripherals Market Size, 2017-2028
- 6.6.4 Japan Gaming Computers and Peripherals Market Size, 2017-2028
- 6.6.5 South Korea Gaming Computers and Peripherals Market Size, 2017-2028
- 6.6.6 Southeast Asia Gaming Computers and Peripherals Market Size, 2017-2028
- 6.6.7 India Gaming Computers and Peripherals Market Size, 2017-2028
- 6.7 South America
  - 6.7.1 By Country - South America Gaming Computers and Peripherals Revenue, 2017-2028
  - 6.7.2 By Country - South America Gaming Computers and Peripherals Sales, 2017-2028
  - 6.7.3 Brazil Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.7.4 Argentina Gaming Computers and Peripherals Market Size, 2017-2028
- 6.8 Middle East & Africa
  - 6.8.1 By Country - Middle East & Africa Gaming Computers and Peripherals Revenue, 2017-2028
  - 6.8.2 By Country - Middle East & Africa Gaming Computers and Peripherals Sales, 2017-2028
  - 6.8.3 Turkey Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.8.4 Israel Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.8.5 Saudi Arabia Gaming Computers and Peripherals Market Size, 2017-2028
  - 6.8.6 UAE Gaming Computers and Peripherals Market Size, 2017-2028

## **7 MANUFACTURERS & BRANDS PROFILES**

- 7.1 Acer
  - 7.1.1 Acer Corporate Summary
  - 7.1.2 Acer Business Overview
  - 7.1.3 Acer Gaming Computers and Peripherals Major Product Offerings
  - 7.1.4 Acer Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.1.5 Acer Key News
- 7.2 Asus
  - 7.2.1 Asus Corporate Summary
  - 7.2.2 Asus Business Overview
  - 7.2.3 Asus Gaming Computers and Peripherals Major Product Offerings
  - 7.2.4 Asus Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

### 7.2.5 Asus Key News

## 7.3 Cooler Master

### 7.3.1 Cooler Master Corporate Summary

### 7.3.2 Cooler Master Business Overview

### 7.3.3 Cooler Master Gaming Computers and Peripherals Major Product Offerings

### 7.3.4 Cooler Master Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

### 7.3.5 Cooler Master Key News

## 7.4 Corsair

### 7.4.1 Corsair Corporate Summary

### 7.4.2 Corsair Business Overview

### 7.4.3 Corsair Gaming Computers and Peripherals Major Product Offerings

### 7.4.4 Corsair Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

### 7.4.5 Corsair Key News

## 7.5 Dell

### 7.5.1 Dell Corporate Summary

### 7.5.2 Dell Business Overview

### 7.5.3 Dell Gaming Computers and Peripherals Major Product Offerings

### 7.5.4 Dell Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

### 7.5.5 Dell Key News

## 7.6 Eluktronics

### 7.6.1 Eluktronics Corporate Summary

### 7.6.2 Eluktronics Business Overview

### 7.6.3 Eluktronics Gaming Computers and Peripherals Major Product Offerings

### 7.6.4 Eluktronics Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

### 7.6.5 Eluktronics Key News

## 7.7 EVGA

### 7.7.1 EVGA Corporate Summary

### 7.7.2 EVGA Business Overview

### 7.7.3 EVGA Gaming Computers and Peripherals Major Product Offerings

### 7.7.4 EVGA Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

### 7.7.5 EVGA Key News

## 7.8 Gigabyte Technology

### 7.8.1 Gigabyte Technology Corporate Summary

### 7.8.2 Gigabyte Technology Business Overview

7.8.3 Gigabyte Technology Gaming Computers and Peripherals Major Product Offerings

7.8.4 Gigabyte Technology Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.8.5 Gigabyte Technology Key News

7.9 HP

7.9.1 HP Corporate Summary

7.9.2 HP Business Overview

7.9.3 HP Gaming Computers and Peripherals Major Product Offerings

7.9.4 HP Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.9.5 HP Key News

7.10 HyperX

7.10.1 HyperX Corporate Summary

7.10.2 HyperX Business Overview

7.10.3 HyperX Gaming Computers and Peripherals Major Product Offerings

7.10.4 HyperX Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.10.5 HyperX Key News

7.11 Intel

7.11.1 Intel Corporate Summary

7.11.2 Intel Gaming Computers and Peripherals Business Overview

7.11.3 Intel Gaming Computers and Peripherals Major Product Offerings

7.11.4 Intel Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.11.5 Intel Key News

7.12 Lenovo

7.12.1 Lenovo Corporate Summary

7.12.2 Lenovo Gaming Computers and Peripherals Business Overview

7.12.3 Lenovo Gaming Computers and Peripherals Major Product Offerings

7.12.4 Lenovo Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.12.5 Lenovo Key News

7.13 Logitech G (ASTRO)

7.13.1 Logitech G (ASTRO) Corporate Summary

7.13.2 Logitech G (ASTRO) Gaming Computers and Peripherals Business Overview

7.13.3 Logitech G (ASTRO) Gaming Computers and Peripherals Major Product Offerings

7.13.4 Logitech G (ASTRO) Gaming Computers and Peripherals Sales and Revenue

in Global (2017-2022)

7.13.5 Logitech G (ASTRO) Key News

7.14 Mad Catz

7.14.1 Mad Catz Corporate Summary

7.14.2 Mad Catz Business Overview

7.14.3 Mad Catz Gaming Computers and Peripherals Major Product Offerings

7.14.4 Mad Catz Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.14.5 Mad Catz Key News

7.15 MSI

7.15.1 MSI Corporate Summary

7.15.2 MSI Business Overview

7.15.3 MSI Gaming Computers and Peripherals Major Product Offerings

7.15.4 MSI Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.15.5 MSI Key News

7.16 Origin PC

7.16.1 Origin PC Corporate Summary

7.16.2 Origin PC Business Overview

7.16.3 Origin PC Gaming Computers and Peripherals Major Product Offerings

7.16.4 Origin PC Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.16.5 Origin PC Key News

7.17 Plantronics

7.17.1 Plantronics Corporate Summary

7.17.2 Plantronics Business Overview

7.17.3 Plantronics Gaming Computers and Peripherals Major Product Offerings

7.17.4 Plantronics Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.17.5 Plantronics Key News

7.18 QPAD

7.18.1 QPAD Corporate Summary

7.18.2 QPAD Business Overview

7.18.3 QPAD Gaming Computers and Peripherals Major Product Offerings

7.18.4 QPAD Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)

7.18.5 QPAD Key News

7.19 Razer

7.19.1 Razer Corporate Summary

- 7.19.2 Razer Business Overview
- 7.19.3 Razer Gaming Computers and Peripherals Major Product Offerings
- 7.19.4 Razer Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
- 7.19.5 Razer Key News
- 7.20 ROCCAT
  - 7.20.1 ROCCAT Corporate Summary
  - 7.20.2 ROCCAT Business Overview
  - 7.20.3 ROCCAT Gaming Computers and Peripherals Major Product Offerings
  - 7.20.4 ROCCAT Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.20.5 ROCCAT Key News
- 7.21 Samsung
  - 7.21.1 Samsung Corporate Summary
  - 7.21.2 Samsung Business Overview
  - 7.21.3 Samsung Gaming Computers and Peripherals Major Product Offerings
  - 7.21.4 Samsung Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.21.5 Samsung Key News
- 7.22 Sennheiser
  - 7.22.1 Sennheiser Corporate Summary
  - 7.22.2 Sennheiser Business Overview
  - 7.22.3 Sennheiser Gaming Computers and Peripherals Major Product Offerings
  - 7.22.4 Sennheiser Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.22.5 Sennheiser Key News
- 7.23 Sharkoon
  - 7.23.1 Sharkoon Corporate Summary
  - 7.23.2 Sharkoon Business Overview
  - 7.23.3 Sharkoon Gaming Computers and Peripherals Major Product Offerings
  - 7.23.4 Sharkoon Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.23.5 Sharkoon Key News
- 7.24 SteelSeries
  - 7.24.1 SteelSeries Corporate Summary
  - 7.24.2 SteelSeries Business Overview
  - 7.24.3 SteelSeries Gaming Computers and Peripherals Major Product Offerings
  - 7.24.4 SteelSeries Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)



- 7.24.5 SteelSeries Key News
- 7.25 Thrustmaster
  - 7.25.1 Thrustmaster Corporate Summary
  - 7.25.2 Thrustmaster Business Overview
  - 7.25.3 Thrustmaster Gaming Computers and Peripherals Major Product Offerings
  - 7.25.4 Thrustmaster Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.25.5 Thrustmaster Key News
- 7.26 Trust
  - 7.26.1 Trust Corporate Summary
  - 7.26.2 Trust Business Overview
  - 7.26.3 Trust Gaming Computers and Peripherals Major Product Offerings
  - 7.26.4 Trust Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.26.5 Trust Key News
- 7.27 Tt eSPORTS
  - 7.27.1 Tt eSPORTS Corporate Summary
  - 7.27.2 Tt eSPORTS Business Overview
  - 7.27.3 Tt eSPORTS Gaming Computers and Peripherals Major Product Offerings
  - 7.27.4 Tt eSPORTS Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.27.5 Tt eSPORTS Key News
- 7.28 Turtle Beach
  - 7.28.1 Turtle Beach Corporate Summary
  - 7.28.2 Turtle Beach Business Overview
  - 7.28.3 Turtle Beach Gaming Computers and Peripherals Major Product Offerings
  - 7.28.4 Turtle Beach Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.28.5 Turtle Beach Key News
- 7.29 ZOWIE
  - 7.29.1 ZOWIE Corporate Summary
  - 7.29.2 ZOWIE Business Overview
  - 7.29.3 ZOWIE Gaming Computers and Peripherals Major Product Offerings
  - 7.29.4 ZOWIE Gaming Computers and Peripherals Sales and Revenue in Global (2017-2022)
  - 7.29.5 ZOWIE Key News

## **8 GLOBAL GAMING COMPUTERS AND PERIPHERALS PRODUCTION CAPACITY, ANALYSIS**

- 8.1 Global Gaming Computers and Peripherals Production Capacity, 2017-2028
- 8.2 Gaming Computers and Peripherals Production Capacity of Key Manufacturers in Global Market
- 8.3 Global Gaming Computers and Peripherals Production by Region

## **9 KEY MARKET TRENDS, OPPORTUNITY, DRIVERS AND RESTRAINTS**

- 9.1 Market Opportunities & Trends
- 9.2 Market Drivers
- 9.3 Market Restraints

## **10 GAMING COMPUTERS AND PERIPHERALS SUPPLY CHAIN ANALYSIS**

- 10.1 Gaming Computers and Peripherals Industry Value Chain
- 10.2 Gaming Computers and Peripherals Upstream Market
- 10.3 Gaming Computers and Peripherals Downstream and Clients
- 10.4 Marketing Channels Analysis
  - 10.4.1 Marketing Channels
  - 10.4.2 Gaming Computers and Peripherals Distributors and Sales Agents in Global

## **11 CONCLUSION**

## **12 APPENDIX**

- 12.1 Note
- 12.2 Examples of Clients
- 12.3 Disclaimer



## List Of Tables

### LIST OF TABLES

Table 1. Key Players of Gaming Computers and Peripherals in Global Market

Table 2. Top Gaming Computers and Peripherals Players in Global Market, Ranking by Revenue (2021)

Table 3. Global Gaming Computers and Peripherals Revenue by Companies, (US\$, Mn), 2017-2022

Table 4. Global Gaming Computers and Peripherals Revenue Share by Companies, 2017-2022

Table 5. Global Gaming Computers and Peripherals Sales by Companies, (K Units), 2017-2022

Table 6. Global Gaming Computers and Peripherals Sales Share by Companies, 2017-2022

Table 7. Key Manufacturers Gaming Computers and Peripherals Price (2017-2022) & (USD/Unit)

Table 8. Global Manufacturers Gaming Computers and Peripherals Product Type

Table 9. List of Global Tier 1 Gaming Computers and Peripherals Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Gaming Computers and Peripherals Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Gaming Computers and Peripherals Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Global Gaming Computers and Peripherals Revenue (US\$, Mn), 2017-2022

Table 13. By Type - Global Gaming Computers and Peripherals Revenue (US\$, Mn), 2023-2028

Table 14. By Type - Global Gaming Computers and Peripherals Sales (K Units), 2017-2022

Table 15. By Type - Global Gaming Computers and Peripherals Sales (K Units), 2023-2028

Table 16. By Application – Global Gaming Computers and Peripherals Revenue, (US\$, Mn), 2021 & 2028

Table 17. By Application - Global Gaming Computers and Peripherals Revenue (US\$, Mn), 2017-2022

Table 18. By Application - Global Gaming Computers and Peripherals Revenue (US\$, Mn), 2023-2028

Table 19. By Application - Global Gaming Computers and Peripherals Sales (K Units),

2017-2022

Table 20. By Application - Global Gaming Computers and Peripherals Sales (K Units), 2023-2028

Table 21. By Region – Global Gaming Computers and Peripherals Revenue, (US\$, Mn), 2021 VS 2028

Table 22. By Region - Global Gaming Computers and Peripherals Revenue (US\$, Mn), 2017-2022

Table 23. By Region - Global Gaming Computers and Peripherals Revenue (US\$, Mn), 2023-2028

Table 24. By Region - Global Gaming Computers and Peripherals Sales (K Units), 2017-2022

Table 25. By Region - Global Gaming Computers and Peripherals Sales (K Units), 2023-2028

Table 26. By Country - North America Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - North America Gaming Computers and Peripherals Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - North America Gaming Computers and Peripherals Sales, (K Units), 2017-2022

Table 29. By Country - North America Gaming Computers and Peripherals Sales, (K Units), 2023-2028

Table 30. By Country - Europe Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2022

Table 31. By Country - Europe Gaming Computers and Peripherals Revenue, (US\$, Mn), 2023-2028

Table 32. By Country - Europe Gaming Computers and Peripherals Sales, (K Units), 2017-2022

Table 33. By Country - Europe Gaming Computers and Peripherals Sales, (K Units), 2023-2028

Table 34. By Region - Asia Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2022

Table 35. By Region - Asia Gaming Computers and Peripherals Revenue, (US\$, Mn), 2023-2028

Table 36. By Region - Asia Gaming Computers and Peripherals Sales, (K Units), 2017-2022

Table 37. By Region - Asia Gaming Computers and Peripherals Sales, (K Units), 2023-2028

Table 38. By Country - South America Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2022

Table 39. By Country - South America Gaming Computers and Peripherals Revenue, (US\$, Mn), 2023-2028

Table 40. By Country - South America Gaming Computers and Peripherals Sales, (K Units), 2017-2022

Table 41. By Country - South America Gaming Computers and Peripherals Sales, (K Units), 2023-2028

Table 42. By Country - Middle East & Africa Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2022

Table 43. By Country - Middle East & Africa Gaming Computers and Peripherals Revenue, (US\$, Mn), 2023-2028

Table 44. By Country - Middle East & Africa Gaming Computers and Peripherals Sales, (K Units), 2017-2022

Table 45. By Country - Middle East & Africa Gaming Computers and Peripherals Sales, (K Units), 2023-2028

Table 46. Acer Corporate Summary

Table 47. Acer Gaming Computers and Peripherals Product Offerings

Table 48. Acer Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 49. Asus Corporate Summary

Table 50. Asus Gaming Computers and Peripherals Product Offerings

Table 51. Asus Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 52. Cooler Master Corporate Summary

Table 53. Cooler Master Gaming Computers and Peripherals Product Offerings

Table 54. Cooler Master Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 55. Corsair Corporate Summary

Table 56. Corsair Gaming Computers and Peripherals Product Offerings

Table 57. Corsair Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 58. Dell Corporate Summary

Table 59. Dell Gaming Computers and Peripherals Product Offerings

Table 60. Dell Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 61. Eluktronics Corporate Summary

Table 62. Eluktronics Gaming Computers and Peripherals Product Offerings

Table 63. Eluktronics Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 64. EVGA Corporate Summary

- Table 65. EVGA Gaming Computers and Peripherals Product Offerings
- Table 66. EVGA Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 67. Gigabyte Technology Corporate Summary
- Table 68. Gigabyte Technology Gaming Computers and Peripherals Product Offerings
- Table 69. Gigabyte Technology Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 70. HP Corporate Summary
- Table 71. HP Gaming Computers and Peripherals Product Offerings
- Table 72. HP Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 73. HyperX Corporate Summary
- Table 74. HyperX Gaming Computers and Peripherals Product Offerings
- Table 75. HyperX Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 76. Intel Corporate Summary
- Table 77. Intel Gaming Computers and Peripherals Product Offerings
- Table 78. Intel Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 79. Lenovo Corporate Summary
- Table 80. Lenovo Gaming Computers and Peripherals Product Offerings
- Table 81. Lenovo Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 82. Logitech G (ASTRO) Corporate Summary
- Table 83. Logitech G (ASTRO) Gaming Computers and Peripherals Product Offerings
- Table 84. Logitech G (ASTRO) Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 85. Mad Catz Corporate Summary
- Table 86. Mad Catz Gaming Computers and Peripherals Product Offerings
- Table 87. Mad Catz Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 88. MSI Corporate Summary
- Table 89. MSI Gaming Computers and Peripherals Product Offerings
- Table 90. MSI Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 91. Origin PC Corporate Summary
- Table 92. Origin PC Gaming Computers and Peripherals Product Offerings
- Table 93. Origin PC Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

- Table 94. Plantronics Corporate Summary
- Table 95. Plantronics Gaming Computers and Peripherals Product Offerings
- Table 96. Plantronics Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 97. QPAD Corporate Summary
- Table 98. QPAD Gaming Computers and Peripherals Product Offerings
- Table 99. QPAD Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 100. Razer Corporate Summary
- Table 101. Razer Gaming Computers and Peripherals Product Offerings
- Table 102. Razer Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 103. ROCCAT Corporate Summary
- Table 104. ROCCAT Gaming Computers and Peripherals Product Offerings
- Table 105. ROCCAT Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 106. Samsung Corporate Summary
- Table 107. Samsung Gaming Computers and Peripherals Product Offerings
- Table 108. Samsung Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 109. Sennheiser Corporate Summary
- Table 110. Sennheiser Gaming Computers and Peripherals Product Offerings
- Table 111. Sennheiser Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 112. Sharkoon Corporate Summary
- Table 113. Sharkoon Gaming Computers and Peripherals Product Offerings
- Table 114. Sharkoon Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 115. SteelSeries Corporate Summary
- Table 116. SteelSeries Gaming Computers and Peripherals Product Offerings
- Table 117. SteelSeries Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 118. Thrustmaster Corporate Summary
- Table 119. Thrustmaster Gaming Computers and Peripherals Product Offerings
- Table 120. Thrustmaster Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)
- Table 121. Trust Corporate Summary
- Table 122. Trust Gaming Computers and Peripherals Product Offerings
- Table 123. Trust Gaming Computers and Peripherals Sales (K Units), Revenue (US\$,



Mn) and Average Price (USD/Unit) (2017-2022)

Table 124. Tt eSPORTS Corporate Summary

Table 125. Tt eSPORTS Gaming Computers and Peripherals Product Offerings

Table 126. Tt eSPORTS Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 127. Turtle Beach Corporate Summary

Table 128. Turtle Beach Gaming Computers and Peripherals Product Offerings

Table 129. Turtle Beach Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 130. ZOWIE Corporate Summary

Table 131. ZOWIE Gaming Computers and Peripherals Product Offerings

Table 132. ZOWIE Gaming Computers and Peripherals Sales (K Units), Revenue (US\$, Mn) and Average Price (USD/Unit) (2017-2022)

Table 133. Gaming Computers and Peripherals Production Capacity (K Units) of Key Manufacturers in Global Market, 2020-2022 (K Units)

Table 134. Global Gaming Computers and Peripherals Capacity Market Share of Key Manufacturers, 2020-2022

Table 135. Global Gaming Computers and Peripherals Production by Region, 2017-2022 (K Units)

Table 136. Global Gaming Computers and Peripherals Production by Region, 2023-2028 (K Units)

Table 137. Gaming Computers and Peripherals Market Opportunities & Trends in Global Market

Table 138. Gaming Computers and Peripherals Market Drivers in Global Market

Table 139. Gaming Computers and Peripherals Market Restraints in Global Market

Table 140. Gaming Computers and Peripherals Raw Materials

Table 141. Gaming Computers and Peripherals Raw Materials Suppliers in Global Market

Table 142. Typical Gaming Computers and Peripherals Downstream

Table 143. Gaming Computers and Peripherals Downstream Clients in Global Market

Table 144. Gaming Computers and Peripherals Distributors and Sales Agents in Global Market

## List Of Figures

### LIST OF FIGURES

- Figure 1. Gaming Computers and Peripherals Segment by Type
- Figure 2. Gaming Computers and Peripherals Segment by Application
- Figure 3. Global Gaming Computers and Peripherals Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Gaming Computers and Peripherals Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Gaming Computers and Peripherals Revenue, 2017-2028 (US\$, Mn)
- Figure 7. Gaming Computers and Peripherals Sales in Global Market: 2017-2028 (K Units)
- Figure 8. The Top 3 and 5 Players Market Share by Gaming Computers and Peripherals Revenue in 2021
- Figure 9. By Type - Global Gaming Computers and Peripherals Sales Market Share, 2017-2028
- Figure 10. By Type - Global Gaming Computers and Peripherals Revenue Market Share, 2017-2028
- Figure 11. By Type - Global Gaming Computers and Peripherals Price (USD/Unit), 2017-2028
- Figure 12. By Application - Global Gaming Computers and Peripherals Sales Market Share, 2017-2028
- Figure 13. By Application - Global Gaming Computers and Peripherals Revenue Market Share, 2017-2028
- Figure 14. By Application - Global Gaming Computers and Peripherals Price (USD/Unit), 2017-2028
- Figure 15. By Region - Global Gaming Computers and Peripherals Sales Market Share, 2017-2028
- Figure 16. By Region - Global Gaming Computers and Peripherals Revenue Market Share, 2017-2028
- Figure 17. By Country - North America Gaming Computers and Peripherals Revenue Market Share, 2017-2028
- Figure 18. By Country - North America Gaming Computers and Peripherals Sales Market Share, 2017-2028
- Figure 19. US Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028
- Figure 20. Canada Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028
- Figure 21. Mexico Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 22. By Country - Europe Gaming Computers and Peripherals Revenue Market Share, 2017-2028

Figure 23. By Country - Europe Gaming Computers and Peripherals Sales Market Share, 2017-2028

Figure 24. Germany Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 25. France Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 26. U.K. Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 27. Italy Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 28. Russia Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 29. Nordic Countries Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 30. Benelux Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 31. By Region - Asia Gaming Computers and Peripherals Revenue Market Share, 2017-2028

Figure 32. By Region - Asia Gaming Computers and Peripherals Sales Market Share, 2017-2028

Figure 33. China Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 34. Japan Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 35. South Korea Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 36. Southeast Asia Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 37. India Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 38. By Country - South America Gaming Computers and Peripherals Revenue Market Share, 2017-2028

Figure 39. By Country - South America Gaming Computers and Peripherals Sales Market Share, 2017-2028

Figure 40. Brazil Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 41. Argentina Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 42. By Country - Middle East & Africa Gaming Computers and Peripherals Revenue Market Share, 2017-2028

Figure 43. By Country - Middle East & Africa Gaming Computers and Peripherals Sales Market Share, 2017-2028

Figure 44. Turkey Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 45. Israel Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 46. Saudi Arabia Gaming Computers and Peripherals Revenue, (US\$, Mn),



2017-2028

Figure 47. UAE Gaming Computers and Peripherals Revenue, (US\$, Mn), 2017-2028

Figure 48. Global Gaming Computers and Peripherals Production Capacity (K Units), 2017-2028

Figure 49. The Percentage of Production Gaming Computers and Peripherals by Region, 2021 VS 2028

Figure 50. Gaming Computers and Peripherals Industry Value Chain

Figure 51. Marketing Channels

## I would like to order

Product name: Gaming Computers and Peripherals Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/GA9281E741D7EN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GA9281E741D7EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970