

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

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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 (%)

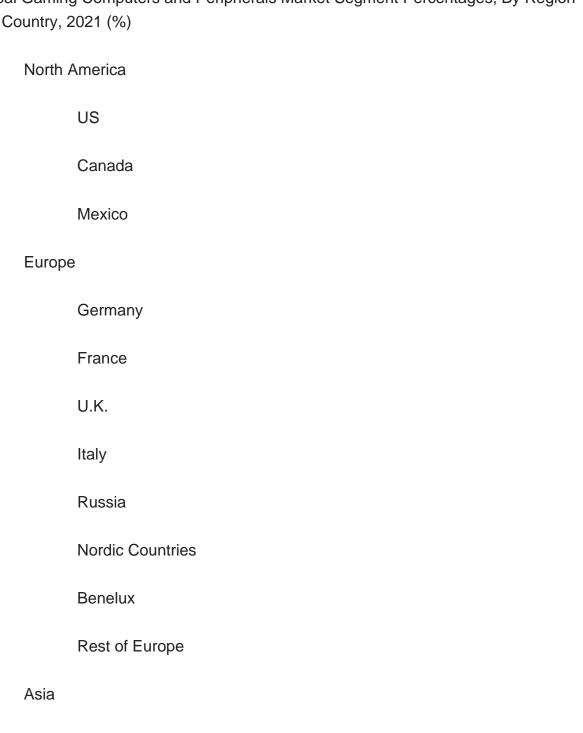
Household



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 (%)



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		



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