

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 (%)

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

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