

Asia Pacific Gaming Chair Market Size study, by Type (PC Gaming Chair, Hybrid Gaming Chair, Platform Gaming Chair, Other Chair Types), by End-User (Residential, Commercial), by Distribution Channel (Home Centers, Specialty Stores, Online, Other Distribution Channel) and Country Forecasts 2022-2032

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Abstracts

Asia Pacific Gaming Chair Market is valued at approximately USD 556.74 million in 2023 and is anticipated to grow with a healthy growth rate of more than 9.60 % over the forecast period 2024-2032. The gaming chair market includes the production and sale of ergonomically designed chairs specially adapted for gamers. These chairs offer comfort and support during long gaming sessions and often have adjustable armrests, lumbar support, and a high back. Popular with casual and professional gamers alike, gaming chairs also appeal to remote workers looking for ergonomic solutions. The market has grown significantly due to the rise in popularity of eSports and increased awareness of health and posture. A notable trend in the gaming chair market is the inclusion of advanced features such as built-in speakers and vibration motors.

Moreover, the increasing interest and participation in eSports and gaming are major drivers. Countries like China, South Korea, and Japan have large gaming communities and a significant number of professional gamers, leading to higher demand for specialized gaming equipment, including gaming chairs. Also, the gaming industry in the Asia Pacific region is expanding rapidly, supported by advancements in technology, widespread internet access, and the growing popularity of mobile gaming. This growth fuels the demand for gaming accessories. Additionally, the rising disposable income among the middle class in many Asia Pacific countries enables more people to spend

on high-end gaming equipment, including ergonomic gaming chairs designed for long hours of use. However, the high product costs are expected to hinder the market growth during the forecast period 2024-2032.

The key Countries considered for the Asia Pacific Gaming Chair Market study includes China, India, Japan, South Korea, Australia, and Rest of Asia Pacific. In 2023, China's is the dominating country in the APAC region because of large number of gamers and the impressive growth of its gaming industry highlight the country's significance in the Gaming Chairs market. The enormous player population includes people of all ages, thus there is a significant need for gaming seats. The nation has a strong gaming culture, with video games being seen as popular forms of entertainment. Furthermore, China has a booming esports sector, with several competitions and events drawing both professional players and fervent viewers. The gaming business is growing due of rising disposable money and advancements in technology, which is increasing demand for ergonomic gaming accessories like gaming chairs. This combination of elements strengthens China's position as the industry leader in gaming chairs in the Asia-Pacific region. India emerges as the fastest-growing country in the APAC region, fueled by increasing internet penetration, a rising number of gamers, and a growing awareness of ergonomic gaming accessories.

Major market player included in this report are:

Secretlab

GT Racing

AndaSeat

Karnox

Company name 5

Company name 6

Company name 7

Company name 8

Company name 9

Company name 10

The detailed segments and sub-segment of the market are explained below:

By Type:

PC Gaming Chair

Hybrid Gaming Chair

Platform Gaming Chair

Other Chair Types

By End-User:

Residential
Commercial

By Distribution Channel:

Home Centres
Speciality Stores
Online
Other Distribution Channel

By Region:

Asia Pacific
China
India
Japan
Australia
South Korea
RoAPAC

Years considered for the study are as follows:

Historical year – 2022
Base year – 2023
Forecast period – 2024 to 2032

Key Takeaways:

Market Estimates & Forecast for 10 years from 2022 to 2032.
Annualized revenues and country level analysis for each market segment.
Detailed analysis of geographical landscape with Country level analysis of major regions.
Competitive landscape with information on major players in the market.
Analysis of key business strategies and recommendations on future market approach.
Analysis of competitive structure of the market.
Demand side and supply side analysis of the market.

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