

# **Global 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 Regional Forecasts 2022-2032**

<https://marketpublishers.com/r/G4AB9A9AB86AEN.html>

Date: June 2024

Pages: 200

Price: US\$ 4,950.00 (Single User License)

ID: G4AB9A9AB86AEN

## **Abstracts**

Global Gaming Chair Market is valued at approximately USD 1.21 billion in 2023 and is anticipated to grow with a healthy growth rate of more than 9.21% over the forecast period 2024-2032. Modern Gaming Chairs are becoming more and more necessary as the gaming business expands. One novel approach is the inclusion of state-of-the-art electronics in Gaming Chair. Manufacturers are including features like customizable settings for the lumbar support, integrated speakers and vibration modules, and built-in massage capabilities to provide more immersive gaming experiences. In line with the general consumer trend towards environmentally conscious products, eco-friendly materials and sustainable production practices are also receiving more attention. By improving performance, comfort, and sustainability, these innovations hope to improve the gaming experience for both recreational players and esports pros.

The growing appeal of video games in both leisure and competitive gaming circles is encouraging fans to spend money on high-quality gaming accessories, such as ergonomic seats. Second, as the health advantages of good posture and ergonomic seating become more well known, gamers are being encouraged to look for chairs that offer the best possible support and comfort to reduce their chance of developing musculoskeletal problems. Moreover, there is a significant need for gaming seats due to the esports industry's explosive rise. Ergonomic seating solutions are especially important for professional gamers since they will improve their performance and provide

long-term comfort during intense gaming sessions. However, Gaming chairs might be more expensive than regular office chairs, especially if they include cutting-edge features. The exorbitant price of gaming seats can discourage budget-conscious buyers from making the purchase.

The key regions considered for the global Gaming Chair Market study includes Asia Pacific, North America, Europe, Latin America, and Rest of the World. In 2023, North America dominated the market of Gaming chairs. The market dominance of North America in gaming chairs is largely due to a few important variables. there is a strong and enduring gaming culture in the area, with well-established gaming communities that cherish top-notch gaming experiences. the gaming business in North America is well-served by an extensive infrastructure that includes marketing channels, distribution networks, and a multitude of gaming events and conferences. Furthermore, customers in the region have comparatively large discretionary incomes, which permits them to spend more on high-end gaming accessories such as ergonomic seats, which are thought to be crucial for improving gaming comfort and performance. North America's position as the leading market participant in the industry is cemented by this confluence of variables, which fosters the growth of gaming chair sales in the region. On the other hand, Asia Pacific is the fastest growing region for the Gaming Chair Market.

Major market player included in this report are:

DXRacer USA LLC

AKRacing

Secretlab

Noblechairs

Vertagear Inc.

RESPAWN Products, LLC

Corsair Gaming, Inc.

GT Racing

Cougar Gaming

AndaSeat

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:

North America  
U.S.  
Canada  
Europe  
UK  
Germany  
France  
Spain  
Italy  
ROE  
Asia Pacific  
China  
India  
Japan  
Australia  
South Korea  
RoAPAC  
Latin America  
Brazil  
Mexico  
Middle East & Africa  
Saudi Arabia  
South Africa  
RoMEA

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 regional 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.

## Contents

### **CHAPTER 1. GLOBAL GAMING CHAIR MARKET DEFINITION AND RESEARCH ASSUMPTIONS**

- 1.1. Research Objective
- 1.2. Market Definition
- 1.3. Research Assumptions
  - 1.3.1. Inclusion & Exclusion
  - 1.3.2. Limitations
  - 1.3.3. Supply Side Analysis
    - 1.3.3.1. Availability
    - 1.3.3.2. Infrastructure
    - 1.3.3.3. Regulatory Environment
    - 1.3.3.4. Market Competition
    - 1.3.3.5. Economic Viability (Consumer's Perspective)
  - 1.3.4. Demand Side Analysis
    - 1.3.4.1. Regulatory frameworks
    - 1.3.4.2. Technological Advancements
    - 1.3.4.3. Environmental Considerations
    - 1.3.4.4. Consumer Awareness & Acceptance
- 1.4. Estimation Methodology
- 1.5. Years Considered for the Study
- 1.6. Currency Conversion Rates

### **CHAPTER 2. EXECUTIVE SUMMARY**

- 2.1. Global Gaming Chair Market Size & Forecast (2022- 2032)
- 2.2. Regional Summary
- 2.3. Segmental Summary
  - 2.3.1. By Type
  - 2.3.2. By End-User
  - 2.3.3. By Distribution Channel
- 2.4. Key Trends
- 2.5. Recession Impact
- 2.6. Analyst Recommendation & Conclusion

### **CHAPTER 3. GLOBAL GAMING CHAIR MARKET DYNAMICS**

- 3.1. Market Drivers
- 3.2. Market Challenges
- 3.3. Market Opportunities

## **CHAPTER 4. GLOBAL GAMING CHAIR MARKET INDUSTRY ANALYSIS**

- 4.1. Porter's 5 Force Model
  - 4.1.1. Bargaining Power of Suppliers
  - 4.1.2. Bargaining Power of Buyers
  - 4.1.3. Threat of New Entrants
  - 4.1.4. Threat of Substitutes
  - 4.1.5. Competitive Rivalry
  - 4.1.6. Futuristic Approach to Porter's 5 Force Model
  - 4.1.7. Porter's 5 Force Impact Analysis
- 4.2. PESTEL Analysis
  - 4.2.1. Political
  - 4.2.2. Economical
  - 4.2.3. Social
  - 4.2.4. Technological
  - 4.2.5. Environmental
  - 4.2.6. Legal
- 4.3. Top investment opportunity
- 4.4. Top winning strategies
- 4.5. Disruptive Trends
- 4.6. Industry Expert Perspective
- 4.7. Analyst Recommendation & Conclusion

## **CHAPTER 5. GLOBAL GAMING CHAIR MARKET SIZE & FORECASTS BY TYPE 2022-2032**

- 5.1. PC Gaming Chair
- 5.2. Hybrid Gaming Chair
- 5.3. Platform Gaming Chair
- 5.4. Other Chair Types

## **CHAPTER 6. GLOBAL GAMING CHAIR MARKET SIZE & FORECASTS BY END-USER 2022-2032**

- 6.1. Residential

## 6.2. Commercial

### **CHAPTER 7. GLOBAL GAMING CHAIR MARKET SIZE & FORECASTS BY DISTRIBUTION CHANNEL 2022-2032**

#### 7.1. Home Centres

#### 7.2. Specialty Stores

#### 7.3. Online

#### 7.4. Other Distribution Channel

### **CHAPTER 8. GLOBAL GAMING CHAIR MARKET SIZE & FORECASTS BY REGION 2022-2032**

#### 8.1. North America Gaming Chair Market

##### 8.1.1. U.S. Gaming Chair Market

###### 8.1.1.1. Type breakdown size & forecasts, 2022-2032

###### 8.1.1.2. End-User breakdown size & forecasts, 2022-2032

###### 8.1.1.3. Distribution Channel breakdown size & forecasts, 2022-2032

##### 8.1.2. Canada Gaming Chair Market

#### 8.2. Europe Gaming Chair Market

##### 8.2.1. U.K. Gaming Chair Market

##### 8.2.2. Germany Gaming Chair Market

##### 8.2.3. France Gaming Chair Market

##### 8.2.4. Spain Gaming Chair Market

##### 8.2.5. Italy Gaming Chair Market

##### 8.2.6. Rest of Europe Gaming Chair Market

#### 8.3. Asia-Pacific Gaming Chair Market

##### 8.3.1. China Gaming Chair Market

##### 8.3.2. India Gaming Chair Market

##### 8.3.3. Japan Gaming Chair Market

##### 8.3.4. Australia Gaming Chair Market

##### 8.3.5. South Korea Gaming Chair Market

##### 8.3.6. Rest of Asia Pacific Gaming Chair Market

#### 8.4. Latin America Gaming Chair Market

##### 8.4.1. Brazil Gaming Chair Market

##### 8.4.2. Mexico Gaming Chair Market

##### 8.4.3. Rest of Latin America Gaming Chair Market

#### 8.5. Middle East & Africa Gaming Chair Market

##### 8.5.1. Saudi Arabia Gaming Chair Market

- 8.5.2. South Africa Gaming Chair Market
- 8.5.3. Rest of Middle East & Africa Gaming Chair Market

## **CHAPTER 9. COMPETITIVE INTELLIGENCE**

- 9.1. Key Company SWOT Analysis
  - 9.1.1. Company
  - 9.1.2. Company
  - 9.1.3. Company
- 9.2. Top Market Strategies
- 9.3. Company Profiles
  - 9.3.1. DXRacer USA LLC
    - 9.3.1.1. Key Information
    - 9.3.1.2. Overview
    - 9.3.1.3. Financial (Subject to Data Availability)
    - 9.3.1.4. Product Summary
    - 9.3.1.5. Market Strategies
  - 9.3.2. AKRacing
  - 9.3.3. Secretlab
  - 9.3.4. Noblechairs
  - 9.3.5. Vertagear Inc
  - 9.3.6. RESPAWN Products, LLC
  - 9.3.7. GT Racing
  - 9.3.8. Cougar Gaming
  - 9.3.9. AndaSeat
  - 9.3.10. Corsair Gaming, Inc.

## **CHAPTER 10. RESEARCH PROCESS**

- 10.1. Research Process
  - 10.1.1. Data Mining
  - 10.1.2. Analysis
  - 10.1.3. Market Estimation
  - 10.1.4. Validation
  - 10.1.5. Publishing
- 10.2. Research Attributes



## List Of Tables

### LIST OF TABLES

- TABLE 1. Global Gaming Chair Market, report scope
- TABLE 2. Global Gaming Chair Market estimates & forecasts by Region 2022-2032 (USD Billion)
- TABLE 3. Global Gaming Chair Market estimates & forecasts by Type 2022-2032 (USD Billion)
- TABLE 4. Global Gaming Chair Market estimates & forecasts by End-User 2022-2032 (USD Billion)
- TABLE 5. Global Gaming Chair Market estimates & forecasts by Distribution Channel 2022-2032 (USD Billion)
- TABLE 6. Global Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 7. Global Gaming Chair Market by region, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 8. Global Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 9. Global Gaming Chair Market by region, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 10. Global Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 11. Global Gaming Chair Market by region, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 12. Global Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 13. Global Gaming Chair Market by region, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 14. Global Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 15. Global Gaming Chair Market by region, estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 16. U.S. Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 17. U.S. Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 18. U.S. Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 19. Canada Gaming Chair Market estimates & forecasts, 2022-2032 (USD

Billion)

TABLE 20. Canada Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 21. Canada Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 22. UK Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 23. UK Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 24. UK Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 25. Germany Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 26. Germany Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 27. Germany Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 28. France Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 29. France Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 30. France Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 31. Italy Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 32. Italy Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 33. Italy Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 34. Spain Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 35. Spain Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 36. Spain Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 37. RoE Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 38. RoE Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 39. RoE Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 40. China Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 41. China Gaming Chair Market estimates & forecasts by segment 2022-2032

(USD Billion)

TABLE 42. China Gaming Chair Market estimates & forecasts by segment 2022-2032

(USD Billion)

TABLE 43. India Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 44. India Gaming Chair Market estimates & forecasts by segment 2022-2032

(USD Billion)

TABLE 45. India Gaming Chair Market estimates & forecasts by segment 2022-2032

(USD Billion)

TABLE 46. Japan Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 47. Japan Gaming Chair Market estimates & forecasts by segment 2022-2032

(USD Billion)

TABLE 48. Japan Gaming Chair Market estimates & forecasts by segment 2022-2032

(USD Billion)

TABLE 49. Australia Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 50. Australia Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 51. Australia Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 52. South Korea Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 53. South Korea Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 54. South Korea Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 55.

TABLE 56. RoAPAC Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 57. RoAPAC Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 58. RoAPAC Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 59. Brazil Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

TABLE 60. Brazil Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 61. Brazil Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)

TABLE 62. Mexico Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)

- TABLE 63. Mexico Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 64. Mexico Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 65. RoLA Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 66. RoLA Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 67. RoLA Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 68. Saudi Arabia Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 69. Saudi Arabia Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 70. Saudi Arabia Gaming Chair Market estimates & forecasts, 2022-2032 (USD Billion)
- TABLE 71. South Africa Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 72.
- TABLE 73. South Africa Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 74. South Africa Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 75. RoMEA Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 76. RoMEA Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 77. RoMEA Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Billion)
- TABLE 78. List of secondary sources, used in the study of Global Gaming Chair Market.
- TABLE 79. List of primary sources, used in the study of Global Gaming Chair Market.
- TABLE 80. Years considered for the study.
- TABLE 81. Exchange rates considered.

## List Of Figures

### LIST OF FIGURES

- FIG 1. Global Gaming Chair Market, research methodology
- FIG 2. Global Gaming Chair Market, market estimation techniques
- FIG 3. Global market size estimates & forecast methods.
- FIG 4. Global Gaming Chair Market, key trends 2023
- FIG 5. Global Gaming Chair Market, growth prospects 2022-2032
- FIG 6. Global Gaming Chair Market, porters 5 force model
- FIG 7. Global Gaming Chair Market, pestel analysis
- FIG 8. Global Gaming Chair Market, value chain analysis
- FIG 9. Global Gaming Chair Market by segment, 2022 & 2032 (USD Billion)
- FIG 10. Global Gaming Chair Market by segment, 2022 & 2032 (USD Billion)
- FIG 11. Global Gaming Chair Market by segment, 2022 & 2032 (USD Billion)
- FIG 12. Global Gaming Chair Market by segment, 2022 & 2032 (USD Billion)
- FIG 13. Global Gaming Chair Market by segment, 2022 & 2032 (USD Billion)
- FIG 14. Global Gaming Chair Market, regional snapshot 2022 & 2032
- FIG 15. North America Gaming Chair Market 2022 & 2032 (USD Billion)
- FIG 16. Europe Gaming Chair Market 2022 & 2032 (USD Billion)
- FIG 17. Asia pacific Gaming Chair Market 2022 & 2032 (USD Billion)
- FIG 18. Latin America Gaming Chair Market 2022 & 2032 (USD Billion)
- FIG 19. Middle East & Africa Gaming Chair Market 2022 & 2032 (USD Billion)
- FIG 20. Global Gaming Chair Market, company market share analysis (2023)

## I would like to order

Product name: Global 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 Regional Forecasts 2022-2032

Product link: <https://marketpublishers.com/r/G4AB9A9AB86AEN.html>

Price: US\$ 4,950.00 (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/G4AB9A9AB86AEN.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