

Global Gaming Simulator Market Size study, by Component (Hardware, Software) by Type (Shooting, Fighting, Racing and others) by end use (Residential, Commercial) and Regional Forecasts 2022-2028

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Abstracts

Global Gaming Simulator Market is valued approximately USD 5.5 billion in 2021 and is anticipated to grow with a healthy growth rate of more than 12.1% over the forecast period 2022-2028. Gaming simulators are used for the different games in order to provide the real life experience. The Components used in gaming simulators are driving wheels, panels, guns, boxing gloves, and paddles. The Manufacturers offer gaming simulators for the individual use and commercial use. Automotive companies adopt gaming simulators in order to provide training to racing drivers, and to analyze the performance of the vehicle to improve the driving experience. The growing adoption of the gaming simulators for training and analysis in several industries and industry verticals is expected to boost the market growth. The use of the gaming simulators as stress busters also bodes well for the growth, new platforms are also being launched to introduce new and innovative games. This is prompting the market players to develop advanced gaming simulators. For instance, in March 2019, Next Level Racing launched F-GT Lite, a portable racing cockpit that offers real-life Formula or GT racing experience. Several e-sports championships being organized in different parts of the world are also attracting gamers. Also, the increasing number of e-sports tournament has led the adoption & demand for Gaming Simulator during the forecast period. However, high manufacturing costs impedes the growth of the market over the forecast period of 2022-2028.

The key regions considered for the global Gaming Simulator market study includes Asia Pacific, North America, Europe, Latin America and Rest of the World. North America is the leading region across the world in terms of market share owing to the growing

adoption of gaming simulators for training and analysis in several industries and industry verticals is expected to contribute to market growth. Whereas, North America is also anticipated to exhibit highest growth rate / CAGR over the forecast period 2022-2028. Factors such as gaming simulators are used as stress busters also bodes well for the market growth, new platforms are also being launched to introduce new and innovative games. would create lucrative growth prospects for the Gaming Simulator market across North America region.

Major market player included in this report are:

3D Perception
Aeon Sim
CKAS Mechatronics Pty Ltd.
CXC Simulations
D-BOX TECHNOLOGIES INC.
Eleetus
Hammacher Schlemmer & Company, Inc.
Play seat B.V.
RSEAT Ltd.
Vesaro

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Component:

Hardware
Software

By Type:

shooting
Fighting
Racing
Others

By End use

Residential

Commercial

Other Gaming Simulator

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

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019, 2020

Base year – 2021

Forecast period – 2022 to 2028

Target Audience of the Global Gaming Simulator Market in Market Study:

Key Consulting Companies & Advisors
Large, medium-sized, and small enterprises
Venture capitalists
Value-Added Resellers (VARs)
Third-party knowledge providers
Investment bankers
Investors

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