

Global Racing Simulator Market Size Study & Forecast, by Simulator Type (Compact/Entry-Level, Medium-Level, Full-Scale), Offering (Hardware, Software), and Regional Forecasts 2025-2035

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Abstracts

The Global Racing Simulator Market is valued at approximately USD 0.59 billion in 2024 and is expected to accelerate at a compelling CAGR of 16.0% throughout the forecast period 2025–2035, as immersive digital entertainment converges with motorsport realism. Racing simulators are advanced systems that replicate real-world driving dynamics through precision hardware and high-fidelity software, enabling users to experience authentic racing environments without setting foot on a track. What began as a niche hobby for motorsport purists has now evolved into a mainstream experiential category, powered by the rise of esports, home gaming setups, and professional driver training applications. Growing disposable incomes, improvements in motion feedback technology, and the democratization of high-performance simulation hardware are collectively pushing the market onto a strong growth trajectory.

The market's upward momentum is being further reinforced as sim racing increasingly blurs the line between gaming and professional motorsport. Manufacturers are doubling down on realism by dialing up force feedback accuracy, motion response, and visual immersion, while software developers are rolling out hyper-realistic physics engines and licensed racing content. At the same time, content creators, esports leagues, and automotive brands are teaming up to scale audience engagement and commercial adoption. While high initial setup costs can still hold back some consumers, the steady rollout of modular and entry-level systems is helping pull first-time users into the ecosystem, thereby widening the addressable market over the long term.

The detailed segments and sub-segments included in the report are:

By Simulator Type:

Compact / Entry-Level Simulator

Medium-Level Simulator

Full-Scale Simulator

By Vehicle Type:

Passenger Car

Commercial Vehicle

By Offering:

Hardware

Software

By Component:

Steering Wheel

Pedal Sets

Gearbox Shifters

Seats

Monitor Stand

Cockpits

Others

By Sales Channel:

Online

Offline

By Application:

Home / Personal Use

Commercial

Compact and entry-level simulators are expected to dominate the Global Racing Simulator Market during the forecast period, as affordability and accessibility continue to pull in a broad base of casual gamers and first-time buyers. These systems strike a balance between realism and cost efficiency, making them especially attractive for home and personal use. As sim racing content proliferates across streaming platforms and competitive leagues, entry-level setups are increasingly being upgraded incrementally, creating a natural upgrade path toward medium-level and full-scale simulators. While professional-grade systems remain essential for commercial racing centers and driver training facilities, volume growth is clearly anchored in the compact segment.

From a revenue standpoint, hardware currently leads the market, accounting for the largest share due to the high value associated with physical components such as steering systems, pedal assemblies, cockpits, and motion platforms. Consumers often prioritize tactile realism, which continues to push spending toward premium hardware upgrades. Software, however, is steadily scaling up as a high-growth revenue stream, driven by subscription models, downloadable content, and regular physics and graphics enhancements. This dynamic creates a layered revenue structure, where hardware anchors upfront spending while software sustains long-term monetization.

The key regions considered for the Global Racing Simulator Market study include North America, Europe, Asia Pacific, Latin America, and the Middle East & Africa. Europe commands a strong position, supported by deep-rooted motorsport culture and a dense

base of sim racing enthusiasts. North America follows closely, driven by esports adoption, content creator influence, and expanding commercial simulation centers. Asia Pacific is expected to register the fastest growth over the forecast period, as rising gaming penetration, improving internet infrastructure, and a young, tech-savvy population accelerate adoption. Meanwhile, Latin America and the Middle East & Africa are gradually emerging as opportunity markets as access to gaming hardware improves.

Major market players included in this report are:

Logitech International S.A.

Thrustmaster (Guillemot Corporation)

Fanatec (Endor AG)

Simucube

Next Level Racing

Playseat

Corsair Gaming, Inc.

Sony Interactive Entertainment

Microsoft Corporation

Assetto Corsa (Kunos Simulazioni)

iRacing.com Motorsport Simulations

SimXperience

Trak Racer

Moza Racing

Heusinkveld Engineering

Global Racing Simulator Market Report Scope:

Historical Data – 2023, 2024

Base Year for Estimation – 2024

Forecast period – 2025–2035

Report Coverage – Revenue forecast, Company Ranking, Competitive Landscape, Growth factors, and Trends

Regional Scope – North America; Europe; Asia Pacific; Latin America; Middle East & Africa

Customization Scope – Free report customization (equivalent to up to 8 analysts' working hours) with purchase. Addition or alteration to country, regional & segment scope*

The objective of the study is to define market sizes of different segments and countries in recent years and to forecast the values for the coming years. The report integrates both qualitative insights and quantitative analysis to decode how consumer behavior, technological innovation, and competitive positioning are reshaping the Global Racing Simulator Market. It further highlights emerging micro-opportunities across components and applications, evaluates strategic moves by key players, and equips stakeholders with actionable intelligence to stay ahead in a market that thrives on immersion, realism, and experience-driven value creation.

Key Takeaways:

Market estimates and forecasts for 10 years from 2025 to 2035

Annualized revenues and regional-level analysis for each market segment

In-depth geographical assessment with country-level insights

Competitive landscape analysis highlighting leading players

Strategic evaluation with recommendations for future market positioning

Comprehensive review of demand-side and supply-side dynamics

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