

US 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) Forecasts 2022-2032

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Abstracts

US Gaming Chair Market is valued at approximately USD 226.93 million in 2023 and is anticipated to grow with a healthy growth rate of more than 9.77% over the forecast period 2024-2032. The manufacturing and distribution of ergonomic seats made especially for gamers is included in the gaming chair market. These seats, which frequently include high backrests, lumbar support, and adjustable armrests, offer comfort and support during extended gaming sessions. Gaming chairs are a popular choice for both professional and recreational gamers, and they also appeal to remote workers looking for ergonomic work solutions. The growing appeal of esports and the heightened consciousness of good posture and health have both contributed to the market's notable expansion. Modern features like vibration motors and integrated speakers are becoming increasingly common in Gaming Chairs.

Ergonomic seats and other gaming-related equipment are in high demand due to the region's thriving gaming culture, which is defined by a sizable and fervent Gaming Chair Market. Professional gaming events, conferences, and competitions are also quite common, which increases demand for high-quality gaming gear among hobbyists and pros alike. Furthermore, Gaming Chairs are more easily accessible and visible due to the extensive availability of gaming peripherals and accessories in North America's well-developed retail scene. Additionally, because of the region's comparatively high levels of disposable money, customers will buy high-end gaming accessories, such as

ergonomic seats, to improve their gaming sessions. Finally, as customers prioritize comfort and health-conscious options when choosing gaming furniture, the rising understanding of the significance of ergonomic sitting for extended gaming sessions also drives demand. However, the market is oversaturated with rivals, which puts pressure on prices and creates fierce rivalry. Additionally, customers' propensity to spend money on non-essential gaming peripherals such as ergonomic seats will be impacted by economic downturns or swings in their levels of disposable income.

Major market player included in this report are:

DXRacer USA LLC

AKRacing

Vertagear Inc.

RESPAWN Products, LLC

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

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.

Contents

CHAPTER 1. US 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. US Gaming Chair Market Size & Forecast (2022- 2032)
- 2.2. Segmental Summary
 - 2.2.1. By Type
 - 2.2.2. By End-User
 - 2.2.3. By Distribution Channel
- 2.3. Key Trends
- 2.4. Recession Impact
- 2.5. Analyst Recommendation & Conclusion

CHAPTER 3. US GAMING CHAIR MARKET DYNAMICS

- 3.1. Market Drivers

- 3.2. Market Challenges
- 3.3. Market Opportunities

CHAPTER 4. US 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. US GAMING CHAIR MARKET SIZE & FORECASTS BY PRODUCT TYPE 2022-2032

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

CHAPTER 6. US GAMING CHAIR MARKET SIZE & FORECASTS BY END-USE 2022-2032

- 6.1. Residential
- 6.2. Commercial

CHAPTER 7. US 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. COMPETITIVE INTELLIGENCE

- 8.1. Key Company SWOT Analysis
 - 8.1.1. Company
 - 8.1.2. Company
 - 8.1.3. Company
- 8.2. Top Market Strategies
- 8.3. Company Profiles
 - 8.3.1. DXRacer USA LLC
 - 8.3.1.1. Key Information
 - 8.3.1.2. Overview
 - 8.3.1.3. Financial (Subject to Data Availability)
 - 8.3.1.4. Product Summary
 - 8.3.1.5. Market Strategies
 - 8.3.2. AKRacing
 - 8.3.3. Vertagear Inc.
 - 8.3.4. RESPAWN Products, LLC
 - 8.3.5. Company name
 - 8.3.6. Company name
 - 8.3.7. Company name
 - 8.3.8. Company name
 - 8.3.9. Company name
 - 8.3.10. Company name

CHAPTER 9. RESEARCH PROCESS

- 9.1. Research Process
 - 9.1.1. Data Mining
 - 9.1.2. Analysis
 - 9.1.3. Market Estimation

9.1.4. Validation

9.1.5. Publishing

9.2. Research Attributes

List Of Tables

LIST OF TABLES

TABLE 1. US Gaming Chair Market, report scope

TABLE 2. US Gaming Chair Market estimates & forecasts by Type 2022-2032 (USD Million)

TABLE 3. US Gaming Chair Market estimates & forecasts by End-User 2022-2032 (USD Million)

TABLE 4. US Gaming Chair Market estimates & forecasts by Distribution Channel 2022-2032 (USD Million)

TABLE 5. US Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Million)

TABLE 6. US Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Million)

TABLE 7. US Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Million)

TABLE 8. US Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Million)

TABLE 9. US Gaming Chair Market by segment, estimates & forecasts, 2022-2032 (USD Million)

TABLE 10. U.S. Gaming Chair Market estimates & forecasts, 2022-2032 (USD Million)

TABLE 11. U.S. Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Million)

TABLE 12. U.S. Gaming Chair Market estimates & forecasts by segment 2022-2032 (USD Million)

TABLE 13. List of secondary sources, used in the study of US Gaming Chair Market.

TABLE 14. List of primary sources, used in the study of US Gaming Chair Market.

TABLE 15. Years considered for the study.

TABLE 16. Exchange rates considered.

List Of Figures

LIST OF FIGURES

- FIG 1. US Gaming Chair Market, research methodology
- FIG 2. US Gaming Chair Market, market estimation techniques
- FIG 3. US market size estimates & forecast methods.
- FIG 4. US Gaming Chair Market, key trends 2023
- FIG 5. US Gaming Chair Market, growth prospects 2022-2032
- FIG 6. US Gaming Chair Market, porters 5 force model
- FIG 7. US Gaming Chair Market, pestel analysis
- FIG 8. US Gaming Chair Market, value chain analysis
- FIG 9. US Gaming Chair Market by segment, 2022 & 2032 (USD Million)
- FIG 10. US Gaming Chair Market by segment, 2022 & 2032 (USD Million)
- FIG 11. US Gaming Chair Market by segment, 2022 & 2032 (USD Million)
- FIG 12. US Gaming Chair Market by segment, 2022 & 2032 (USD Million)
- FIG 13. US Gaming Chair Market by segment, 2022 & 2032 (USD Million)
- FIG 14. US Gaming Chair Market, company market share analysis (2023)

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