

# Global Gaming Furniture Competitive Landscape Professional Research Report 2025

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## Abstracts

### Market Overview

According to DIResearch's in-depth investigation and research, the global Gaming Furniture market size will reach 2,780.44 Million USD in 2025 and is projected to reach 6,353.19 Million USD by 2032, with a CAGR of 12.53% (2025-2032). Notably, the China Gaming Furniture market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

### Research Summary

Gaming furniture refers to ergonomically designed furniture tailored to enhance comfort, functionality, and performance for gamers during extended periods of play. This category includes gaming chairs, desks, and accessories such as monitor mounts, footrests, and storage units. Gaming chairs often feature adjustable armrests, lumbar support, and reclining mechanisms to reduce physical strain, while gaming desks are designed with ample space, cable management systems, and durable surfaces to accommodate multiple monitors and gaming peripherals. Some gaming furniture also incorporates features like LED lighting, built-in charging ports, or cup holders to enhance the gaming experience. By combining style, practicality, and user-centered design, gaming furniture supports better posture, reduces fatigue, and creates an immersive gaming setup.

The major global manufacturers of Gaming Furniture include Secretlab SG Pte Ltd, Wudi Industry ( Shanghai ) Co., Ltd., Dxracer Technology Wuxi Co., Ltd., Logitech International S.A., Haworth Inc., Hangzhou Fighting Victory Technology Co., Ltd., Nowy

Styl sp. z o.o., Cooler Master Technology Inc., DOWINX(Anji Leisa Furniture Co.,Ltd.), X Rocker Gaming, Inter IKEA Holding B.V., etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Gaming Furniture. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major manufacturers, as well as the market status and trends of different product types and applications in the global Gaming Furniture market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Gaming Furniture market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Gaming Furniture industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Manufacturers of Gaming Furniture Include:

Secretlab SG Pte Ltd

Wudi Industry ( Shanghai ) Co., Ltd.

Dxracer Technology Wuxi Co., Ltd.

Logitech International S.A.

Haworth Inc.

Hangzhou Fighting Victory Technology Co., Ltd.

Nowy Styl sp. z o.o.

Cooler Master Technology Inc.

DOWINX(Anji Leisa Furniture Co.,Ltd.)

X Rocker Gaming

Inter IKEA Holding B.V.

Gaming Furniture Product Segment Include:

Gaming Tables

Gaming Chairs

Gaming Furniture Product Application Include:

Residential

Commercial

## **Chapter Scope**

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