

# Global Esports Gaming Headset Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

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## Abstracts

According to our (Global Info Research) latest study, the global Esports Gaming Headset market size was valued at US\$ 2768 million in 2025 and is forecast to a readjusted size of US\$ 4515 million by 2032 with a CAGR of 7.3% during review period.

Esports gaming headsets are headphones designed specifically for competitive gaming, particularly in the esports arena. They typically feature high-quality audio drivers, noise-canceling microphones, comfortable earcups, and surround sound technology to enhance the gaming experience and performance. In 2024, global esports gaming headset production reached 29.1948 million units, with an average selling price of \$85.71 per unit and a gross margin of approximately 25%-45%.

**Core Users:** Young men (18-29 years old) who both play and watch (participate in games and esports events), driving growth in the mid-range market (300-500 RMB).

**Emerging Group:** The influx of female gamers is driving product design towards lightweight and stylish designs. **High Certainty of Industry Growth:** Policy support (such as esports' inclusion in the Asian Games) and esports promotion (such as LPL and KPL) are propelling esports into the mainstream. In 2024, the number of esports users in China reached 490 million, driving demand for peripheral devices.

**Future Directions:** **Intelligentization:** AI noise cancellation, voice assistants, and health monitoring features will become standard. **Ecosystem Interconnectivity:** Seamless compatibility with game consoles, PCs, mobile phones, and other devices enhances usability. **Scene segmentation:** Sound field algorithms are optimized for game types such as MOBA, FPS, and RPG to meet the needs of professional gamers.

This report is a detailed and comprehensive analysis for global Esports Gaming

Headset market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

**Key Features:**

Global Esports Gaming Headset market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Esports Gaming Headset market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Esports Gaming Headset market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Esports Gaming Headset market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2021-2026

**The Primary Objectives in This Report Are:**

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Esports Gaming Headset

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Esports Gaming Headset market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include ROG(ASUS), SONY, Razer, HyperX

US, JBL, SteelSeries, EPOS, Jabra (GN Audio), Turtle Beach, Sennheiser, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

## **Market Segmentation**

Esports Gaming Headset market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

### Market segment by Type

In-ear

Semi-in-ear

Over-ear

### Market segment by Price

Entry-level (Under \$42.85)

Mid-range (\$42.85-\$114.28)

High-end (\$114.28-\$214.28)

Flagship (Over \$214.28)

### Market segment by Sales

Direct Selling

Distribution

## Market segment by Application

Online Channels

Brand Stores

Electronic Equipment Stores

## Major players covered

ROG(ASUS)

SONY

Razer

HyperX US

JBL

SteelSeries

EPOS

Jabra (GN Audio)

Turtle Beach

Sennheiser

Truthear

Kotion Electronic

Trust International

Plantronics Headset

Corsair Gaming, Inc.

Logitech

Somic

Audio-Technica

Creative Technology

Thrustmaster

Big Ben

Mad Catz

Cooler Master

KYE System Corp (Genius)

EDIFIER

Newman

Vivo

OPPO

Nubia(ZTE)

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

**The content of the study subjects, includes a total of 15 chapters:**

Chapter 1, to describe Esports Gaming Headset product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Esports Gaming Headset, with price, sales quantity, revenue, and global market share of Esports Gaming Headset from 2021 to 2026.

Chapter 3, the Esports Gaming Headset competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Esports Gaming Headset breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2021 to 2032.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2021 to 2026. and Esports Gaming Headset market forecast, by regions, by Type, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Esports Gaming Headset.

Chapter 14 and 15, to describe Esports Gaming Headset sales channel, distributors, customers, research findings and conclusion.

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