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Global Force Feedback Gaming Steering Wheel 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 Force Feedback Gaming Steering Wheel market size was valued at US$ 438 million in 2025 and is forecast to a readjusted size of US$ 698 million by 2032 with a CAGR of 6.8% during review period.

Force feedback gaming steering wheels are peripherals that utilize motors and control systems to generate real-time steering resistance, self-centering forces, road vibrations, and collision feedback based on vehicle dynamics data from games or simulation software. They are primarily used in racing games, driving simulations, esports competitions, and professional driver training. These products typically consist of a steering wheel rim, a force-feedback base, a motor, an encoder, a controller, and a communication interface; some models are also combined with pedals, gear shifters, handbrakes, and simulation cockpits to form a complete driving simulation system. The average price of a Force Feedback Gaming Steering Wheel is about $340 per unit, and the industry's gross profit margin is between 30% and 50%.

The upstream segment of the force feedback gaming steering wheel industry chain primarily comprises suppliers of components such as brushless or servo motors, encoders, master control chips, force-feedback controllers, PCBs, power modules, bearings, gear or belt drive assemblies, metal and plastic structural parts, as well as steering wheel buttons and paddle shifters. The midstream segment consists mainly of brands and manufacturers responsible for the R&D, integration, production, and sales of steering wheel bases, rims, and control systems. The downstream segment targets home racing gamers, sim-racing esports enthusiasts, racing clubs, commercial simulation centers, professional driver training institutions, and automotive driving

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simulation applications, with sales conducted through e-commerce platforms, gaming peripheral retailers, specialized sim-racing channels, and direct-to-consumer brand channels.

The force feedback gaming steering wheel market is primarily driven by the expanding user base for racing games, rising demand for immersive gaming experiences, the growth of competitive sim racing, and the rapid adoption of direct-drive technology. Compared with conventional game controllers or vibration-only steering wheels, force feedback gaming wheels can generate real-time steering resistance and dynamic effects based on vehicle behavior, tire grip, road conditions, impacts, and cornering forces, significantly improving realism and driving feedback and supporting wider adoption across PC, PlayStation, and Xbox platforms. At the same time, the expansion of racing esports, sim racing clubs, commercial gaming centers, and premium home gaming setups is increasing demand for mid-range and high-end products. Continued advances in brushless motors, high-resolution encoders, servo control algorithms, and direct-drive systems are improving torque output, response speed, feedback detail, and durability, while declining prices for entry-level direct-drive products are lowering the adoption barrier for mainstream consumers. In addition, increasingly mature modular ecosystems of interchangeable steering wheels, pedals, shifters, and handbrakes are strengthening customer retention and increasing hardware spending per user, further supporting growth of the global force feedback gaming steering wheel market.

Report Scope

This report is a detailed and comprehensive analysis for global Force Feedback Gaming Steering Wheel 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 Force Feedback Gaming Steering Wheel market size and forecasts, in consumption value ($ Million), sales quantity (K Units), and average selling prices (US$/Unit), 2021-2032

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Global Force Feedback Gaming Steering Wheel 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 Force Feedback Gaming Steering Wheel 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 Force Feedback Gaming Steering Wheel 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 Force Feedback Gaming Steering Wheel

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 Force Feedback Gaming Steering Wheel 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 Logitech, Thrustmaster, Fanatec, MOZA Racing, HORI, PXN, SIMAGIC, Turtle Beach, Asetek, Simucube, etc.

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

Force Feedback Gaming Steering Wheel 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

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markets.

Market Segmentation

Market segment by Type

Gear-Driven

Belt-Driven

Direct Drive

Market segment by Torque

?5Nm

5-10Nm

>10Nm

Market segment by Application

PC

PlayStation

Xbox

Major players covered

Logitech

Thrustmaster

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Fanatec

MOZA Racing

HORI

PXN

SIMAGIC

Turtle Beach

Asetek

Simucube

CAMMUS

Nacon

Subsonic

Trust Gaming

FlashFire

SimXperience

VRS

CONSPIT

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)

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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)

Chapter Outline

Chapter 1, to describe Force Feedback Gaming Steering Wheel product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Force Feedback Gaming Steering Wheel, with price, sales quantity, revenue, and global market share of Force Feedback Gaming Steering Wheel from 2021 to 2026.

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

Chapter 4, the Force Feedback Gaming Steering Wheel 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 Force Feedback Gaming Steering Wheel 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 Force Feedback Gaming Steering Wheel.

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Chapter 14 and 15, to describe Force Feedback Gaming Steering Wheel sales channel, distributors, customers, research findings and conclusion.

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