

Global Gaming Furniture 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 Gaming Furniture market size was valued at US\$ 2623 million in 2025 and is forecast to a readjusted size of US\$ 5834 million by 2032 with a CAGR of 12.2% during review period.

Gaming furniture typically refers to specialized furniture designed for gamers to enhance their gaming experience. The design of gaming furniture often focuses on durability, comfort and functionality to meet the needs of gamers for long hours of gaming. Gaming furniture often features adjustable components, high-quality materials, and stylish designs to create a comfortable and immersive gaming setup.

The Global key players of Gaming Furniture include Secretlab SG Pte Ltd, Wudi Industry (Shanghai) Co., Ltd., Dxracer Technology Wuxi Co., Ltd., etc. The top three players hold a share about 34%. Asia Pacific is the largest market, and has a share about 42%. In terms of product type, Gaming Table is the largest segment, which occupied for a share of about 91%. For application, Residential is the largest segment, which has a share about 96%.

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

Global Gaming Furniture 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 Gaming Furniture 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 Gaming Furniture 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 Gaming Furniture

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 Gaming Furniture 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 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, etc.

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

Market Segmentation

Gaming Furniture 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

Gaming Tables

Gaming Chairs

Market segment by Application

Residential

Commercial

Major players covered

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.

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 Gaming Furniture product scope, market overview, market estimation caveats and base year.

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

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

Chapter 4, the Gaming Furniture 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 Gaming Furniture 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 Gaming Furniture.

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

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