

Global Gaming Furniture Sets Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

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Abstracts

According to our (Global Info Research) latest study, the global Gaming Furniture Sets market size was valued at USD 12240 million in 2022 and is forecast to a readjusted size of USD 19030 million by 2029 with a CAGR of 6.5% during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

The components that make up a gaming room setup include a gaming PC, monitor, keyboard, mouse, headset, and other gaming accessories such as a gaming chair, a gaming desk and controllers.

This report is a detailed and comprehensive analysis for global Gaming Furniture Sets 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 2023, are provided.

Key Features:

Global Gaming Furniture Sets market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global Gaming Furniture Sets market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices

(US\$/Unit), 2018-2029

Global Gaming Furniture Sets market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global Gaming Furniture Sets market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2018-2023

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 Sets

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 Sets market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Alienware Corporation, Logitech International, Razer Inc., Mad Catz and Turtle Beach, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Market Segmentation

Gaming Furniture Sets market is split by Type and by Application. For the period 2018-2029, 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

Wireless Sets

Wired Sets

Market segment by Application

Commercial Game Center

Home Entertainment

Others

Major players covered

Alienware Corporation

Logitech International

Razer Inc.

Mad Catz

Turtle Beach

Corsair Gaming Inc.

Cooler Master Technology Inc.

Sennheiser electronic GmbH & Co. KG

HyperX

SteelSeries

Anker Innovations Technology

Roccat GmbH

Redragon

DAS Companies, Inc.

GAMDIAS

SADES

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 Sets product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Gaming Furniture Sets, with price, sales, revenue and global market share of Gaming Furniture Sets from 2018 to 2023.

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

Chapter 4, the Gaming Furniture Sets breakdown data are shown at the regional level, to show the sales quantity, consumption value and growth by regions, from 2018 to 2029.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share

and growth rate by type, application, from 2018 to 2029.

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 2017 to 2022. and Gaming Furniture Sets market forecast, by regions, type and application, with sales and revenue, from 2024 to 2029.

Chapter 12, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War.

Chapter 13, the key raw materials and key suppliers, and industry chain of Gaming Furniture Sets.

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

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Gaming Furniture Sets
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Market Analysis by Type
 - 1.3.1 Overview: Global Gaming Furniture Sets Consumption Value by Type: 2018 Versus 2022 Versus 2029
 - 1.3.2 Wireless Sets
 - 1.3.3 Wired Sets
- 1.4 Market Analysis by Application
 - 1.4.1 Overview: Global Gaming Furniture Sets Consumption Value by Application: 2018 Versus 2022 Versus 2029
 - 1.4.2 Commercial Game Center
 - 1.4.3 Home Entertainment
 - 1.4.4 Others
- 1.5 Global Gaming Furniture Sets Market Size & Forecast
 - 1.5.1 Global Gaming Furniture Sets Consumption Value (2018 & 2022 & 2029)
 - 1.5.2 Global Gaming Furniture Sets Sales Quantity (2018-2029)
 - 1.5.3 Global Gaming Furniture Sets Average Price (2018-2029)

2 MANUFACTURERS PROFILES

- 2.1 Alienware Corporation
 - 2.1.1 Alienware Corporation Details
 - 2.1.2 Alienware Corporation Major Business
 - 2.1.3 Alienware Corporation Gaming Furniture Sets Product and Services
 - 2.1.4 Alienware Corporation Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.1.5 Alienware Corporation Recent Developments/Updates
- 2.2 Logitech International
 - 2.2.1 Logitech International Details
 - 2.2.2 Logitech International Major Business
 - 2.2.3 Logitech International Gaming Furniture Sets Product and Services
 - 2.2.4 Logitech International Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.2.5 Logitech International Recent Developments/Updates
- 2.3 Razer Inc.

- 2.3.1 Razer Inc. Details
- 2.3.2 Razer Inc. Major Business
- 2.3.3 Razer Inc. Gaming Furniture Sets Product and Services
- 2.3.4 Razer Inc. Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.3.5 Razer Inc. Recent Developments/Updates
- 2.4 Mad Catz
 - 2.4.1 Mad Catz Details
 - 2.4.2 Mad Catz Major Business
 - 2.4.3 Mad Catz Gaming Furniture Sets Product and Services
 - 2.4.4 Mad Catz Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.4.5 Mad Catz Recent Developments/Updates
- 2.5 Turtle Beach
 - 2.5.1 Turtle Beach Details
 - 2.5.2 Turtle Beach Major Business
 - 2.5.3 Turtle Beach Gaming Furniture Sets Product and Services
 - 2.5.4 Turtle Beach Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.5.5 Turtle Beach Recent Developments/Updates
- 2.6 Corsair Gaming Inc.
 - 2.6.1 Corsair Gaming Inc. Details
 - 2.6.2 Corsair Gaming Inc. Major Business
 - 2.6.3 Corsair Gaming Inc. Gaming Furniture Sets Product and Services
 - 2.6.4 Corsair Gaming Inc. Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.6.5 Corsair Gaming Inc. Recent Developments/Updates
- 2.7 Cooler Master Technology Inc.
 - 2.7.1 Cooler Master Technology Inc. Details
 - 2.7.2 Cooler Master Technology Inc. Major Business
 - 2.7.3 Cooler Master Technology Inc. Gaming Furniture Sets Product and Services
 - 2.7.4 Cooler Master Technology Inc. Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.7.5 Cooler Master Technology Inc. Recent Developments/Updates
- 2.8 Sennheiser electronic GmbH & Co. KG
 - 2.8.1 Sennheiser electronic GmbH & Co. KG Details
 - 2.8.2 Sennheiser electronic GmbH & Co. KG Major Business
 - 2.8.3 Sennheiser electronic GmbH & Co. KG Gaming Furniture Sets Product and Services

2.8.4 Sennheiser electronic GmbH & Co. KG Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.8.5 Sennheiser electronic GmbH & Co. KG Recent Developments/Updates

2.9 HyperX

2.9.1 HyperX Details

2.9.2 HyperX Major Business

2.9.3 HyperX Gaming Furniture Sets Product and Services

2.9.4 HyperX Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.9.5 HyperX Recent Developments/Updates

2.10 SteelSeries

2.10.1 SteelSeries Details

2.10.2 SteelSeries Major Business

2.10.3 SteelSeries Gaming Furniture Sets Product and Services

2.10.4 SteelSeries Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.10.5 SteelSeries Recent Developments/Updates

2.11 Anker Innovations Technology

2.11.1 Anker Innovations Technology Details

2.11.2 Anker Innovations Technology Major Business

2.11.3 Anker Innovations Technology Gaming Furniture Sets Product and Services

2.11.4 Anker Innovations Technology Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.11.5 Anker Innovations Technology Recent Developments/Updates

2.12 Roccat GmbH

2.12.1 Roccat GmbH Details

2.12.2 Roccat GmbH Major Business

2.12.3 Roccat GmbH Gaming Furniture Sets Product and Services

2.12.4 Roccat GmbH Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.12.5 Roccat GmbH Recent Developments/Updates

2.13 Redragon

2.13.1 Redragon Details

2.13.2 Redragon Major Business

2.13.3 Redragon Gaming Furniture Sets Product and Services

2.13.4 Redragon Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.13.5 Redragon Recent Developments/Updates

2.14 DAS Companies, Inc.

- 2.14.1 DAS Companies, Inc. Details
- 2.14.2 DAS Companies, Inc. Major Business
- 2.14.3 DAS Companies, Inc. Gaming Furniture Sets Product and Services
- 2.14.4 DAS Companies, Inc. Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
- 2.14.5 DAS Companies, Inc. Recent Developments/Updates
- 2.15 GAMDIAS
 - 2.15.1 GAMDIAS Details
 - 2.15.2 GAMDIAS Major Business
 - 2.15.3 GAMDIAS Gaming Furniture Sets Product and Services
 - 2.15.4 GAMDIAS Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.15.5 GAMDIAS Recent Developments/Updates
- 2.16 SADES
 - 2.16.1 SADES Details
 - 2.16.2 SADES Major Business
 - 2.16.3 SADES Gaming Furniture Sets Product and Services
 - 2.16.4 SADES Gaming Furniture Sets Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.16.5 SADES Recent Developments/Updates

3 COMPETITIVE ENVIRONMENT: GAMING FURNITURE SETS BY MANUFACTURER

- 3.1 Global Gaming Furniture Sets Sales Quantity by Manufacturer (2018-2023)
- 3.2 Global Gaming Furniture Sets Revenue by Manufacturer (2018-2023)
- 3.3 Global Gaming Furniture Sets Average Price by Manufacturer (2018-2023)
- 3.4 Market Share Analysis (2022)
 - 3.4.1 Producer Shipments of Gaming Furniture Sets by Manufacturer Revenue (\$MM) and Market Share (%): 2022
 - 3.4.2 Top 3 Gaming Furniture Sets Manufacturer Market Share in 2022
 - 3.4.2 Top 6 Gaming Furniture Sets Manufacturer Market Share in 2022
- 3.5 Gaming Furniture Sets Market: Overall Company Footprint Analysis
 - 3.5.1 Gaming Furniture Sets Market: Region Footprint
 - 3.5.2 Gaming Furniture Sets Market: Company Product Type Footprint
 - 3.5.3 Gaming Furniture Sets Market: Company Product Application Footprint
- 3.6 New Market Entrants and Barriers to Market Entry
- 3.7 Mergers, Acquisition, Agreements, and Collaborations

4 CONSUMPTION ANALYSIS BY REGION

- 4.1 Global Gaming Furniture Sets Market Size by Region
 - 4.1.1 Global Gaming Furniture Sets Sales Quantity by Region (2018-2029)
 - 4.1.2 Global Gaming Furniture Sets Consumption Value by Region (2018-2029)
 - 4.1.3 Global Gaming Furniture Sets Average Price by Region (2018-2029)
- 4.2 North America Gaming Furniture Sets Consumption Value (2018-2029)
- 4.3 Europe Gaming Furniture Sets Consumption Value (2018-2029)
- 4.4 Asia-Pacific Gaming Furniture Sets Consumption Value (2018-2029)
- 4.5 South America Gaming Furniture Sets Consumption Value (2018-2029)
- 4.6 Middle East and Africa Gaming Furniture Sets Consumption Value (2018-2029)

5 MARKET SEGMENT BY TYPE

- 5.1 Global Gaming Furniture Sets Sales Quantity by Type (2018-2029)
- 5.2 Global Gaming Furniture Sets Consumption Value by Type (2018-2029)
- 5.3 Global Gaming Furniture Sets Average Price by Type (2018-2029)

6 MARKET SEGMENT BY APPLICATION

- 6.1 Global Gaming Furniture Sets Sales Quantity by Application (2018-2029)
- 6.2 Global Gaming Furniture Sets Consumption Value by Application (2018-2029)
- 6.3 Global Gaming Furniture Sets Average Price by Application (2018-2029)

7 NORTH AMERICA

- 7.1 North America Gaming Furniture Sets Sales Quantity by Type (2018-2029)
- 7.2 North America Gaming Furniture Sets Sales Quantity by Application (2018-2029)
- 7.3 North America Gaming Furniture Sets Market Size by Country
 - 7.3.1 North America Gaming Furniture Sets Sales Quantity by Country (2018-2029)
 - 7.3.2 North America Gaming Furniture Sets Consumption Value by Country (2018-2029)
 - 7.3.3 United States Market Size and Forecast (2018-2029)
 - 7.3.4 Canada Market Size and Forecast (2018-2029)
 - 7.3.5 Mexico Market Size and Forecast (2018-2029)

8 EUROPE

- 8.1 Europe Gaming Furniture Sets Sales Quantity by Type (2018-2029)

8.2 Europe Gaming Furniture Sets Sales Quantity by Application (2018-2029)

8.3 Europe Gaming Furniture Sets Market Size by Country

8.3.1 Europe Gaming Furniture Sets Sales Quantity by Country (2018-2029)

8.3.2 Europe Gaming Furniture Sets Consumption Value by Country (2018-2029)

8.3.3 Germany Market Size and Forecast (2018-2029)

8.3.4 France Market Size and Forecast (2018-2029)

8.3.5 United Kingdom Market Size and Forecast (2018-2029)

8.3.6 Russia Market Size and Forecast (2018-2029)

8.3.7 Italy Market Size and Forecast (2018-2029)

9 ASIA-PACIFIC

9.1 Asia-Pacific Gaming Furniture Sets Sales Quantity by Type (2018-2029)

9.2 Asia-Pacific Gaming Furniture Sets Sales Quantity by Application (2018-2029)

9.3 Asia-Pacific Gaming Furniture Sets Market Size by Region

9.3.1 Asia-Pacific Gaming Furniture Sets Sales Quantity by Region (2018-2029)

9.3.2 Asia-Pacific Gaming Furniture Sets Consumption Value by Region (2018-2029)

9.3.3 China Market Size and Forecast (2018-2029)

9.3.4 Japan Market Size and Forecast (2018-2029)

9.3.5 Korea Market Size and Forecast (2018-2029)

9.3.6 India Market Size and Forecast (2018-2029)

9.3.7 Southeast Asia Market Size and Forecast (2018-2029)

9.3.8 Australia Market Size and Forecast (2018-2029)

10 SOUTH AMERICA

10.1 South America Gaming Furniture Sets Sales Quantity by Type (2018-2029)

10.2 South America Gaming Furniture Sets Sales Quantity by Application (2018-2029)

10.3 South America Gaming Furniture Sets Market Size by Country

10.3.1 South America Gaming Furniture Sets Sales Quantity by Country (2018-2029)

10.3.2 South America Gaming Furniture Sets Consumption Value by Country (2018-2029)

10.3.3 Brazil Market Size and Forecast (2018-2029)

10.3.4 Argentina Market Size and Forecast (2018-2029)

11 MIDDLE EAST & AFRICA

11.1 Middle East & Africa Gaming Furniture Sets Sales Quantity by Type (2018-2029)

11.2 Middle East & Africa Gaming Furniture Sets Sales Quantity by Application

(2018-2029)

11.3 Middle East & Africa Gaming Furniture Sets Market Size by Country

11.3.1 Middle East & Africa Gaming Furniture Sets Sales Quantity by Country

(2018-2029)

11.3.2 Middle East & Africa Gaming Furniture Sets Consumption Value by Country

(2018-2029)

11.3.3 Turkey Market Size and Forecast (2018-2029)

11.3.4 Egypt Market Size and Forecast (2018-2029)

11.3.5 Saudi Arabia Market Size and Forecast (2018-2029)

11.3.6 South Africa Market Size and Forecast (2018-2029)

12 MARKET DYNAMICS

12.1 Gaming Furniture Sets Market Drivers

12.2 Gaming Furniture Sets Market Restraints

12.3 Gaming Furniture Sets Trends Analysis

12.4 Porters Five Forces Analysis

12.4.1 Threat of New Entrants

12.4.2 Bargaining Power of Suppliers

12.4.3 Bargaining Power of Buyers

12.4.4 Threat of Substitutes

12.4.5 Competitive Rivalry

12.5 Influence of COVID-19 and Russia-Ukraine War

12.5.1 Influence of COVID-19

12.5.2 Influence of Russia-Ukraine War

13 RAW MATERIAL AND INDUSTRY CHAIN

13.1 Raw Material of Gaming Furniture Sets and Key Manufacturers

13.2 Manufacturing Costs Percentage of Gaming Furniture Sets

13.3 Gaming Furniture Sets Production Process

13.4 Gaming Furniture Sets Industrial Chain

14 SHIPMENTS BY DISTRIBUTION CHANNEL

14.1 Sales Channel

14.1.1 Direct to End-User

14.1.2 Distributors

14.2 Gaming Furniture Sets Typical Distributors

14.3 Gaming Furniture Sets Typical Customers

15 RESEARCH FINDINGS AND CONCLUSION

16 APPENDIX

16.1 Methodology

16.2 Research Process and Data Source

16.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Gaming Furniture Sets Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global Gaming Furniture Sets Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Alienware Corporation Basic Information, Manufacturing Base and Competitors

Table 4. Alienware Corporation Major Business

Table 5. Alienware Corporation Gaming Furniture Sets Product and Services

Table 6. Alienware Corporation Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 7. Alienware Corporation Recent Developments/Updates

Table 8. Logitech International Basic Information, Manufacturing Base and Competitors

Table 9. Logitech International Major Business

Table 10. Logitech International Gaming Furniture Sets Product and Services

Table 11. Logitech International Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 12. Logitech International Recent Developments/Updates

Table 13. Razer Inc. Basic Information, Manufacturing Base and Competitors

Table 14. Razer Inc. Major Business

Table 15. Razer Inc. Gaming Furniture Sets Product and Services

Table 16. Razer Inc. Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 17. Razer Inc. Recent Developments/Updates

Table 18. Mad Catz Basic Information, Manufacturing Base and Competitors

Table 19. Mad Catz Major Business

Table 20. Mad Catz Gaming Furniture Sets Product and Services

Table 21. Mad Catz Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 22. Mad Catz Recent Developments/Updates

Table 23. Turtle Beach Basic Information, Manufacturing Base and Competitors

Table 24. Turtle Beach Major Business

Table 25. Turtle Beach Gaming Furniture Sets Product and Services

Table 26. Turtle Beach Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

- Table 27. Turtle Beach Recent Developments/Updates
- Table 28. Corsair Gaming Inc. Basic Information, Manufacturing Base and Competitors
- Table 29. Corsair Gaming Inc. Major Business
- Table 30. Corsair Gaming Inc. Gaming Furniture Sets Product and Services
- Table 31. Corsair Gaming Inc. Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 32. Corsair Gaming Inc. Recent Developments/Updates
- Table 33. Cooler Master Technology Inc. Basic Information, Manufacturing Base and Competitors
- Table 34. Cooler Master Technology Inc. Major Business
- Table 35. Cooler Master Technology Inc. Gaming Furniture Sets Product and Services
- Table 36. Cooler Master Technology Inc. Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 37. Cooler Master Technology Inc. Recent Developments/Updates
- Table 38. Sennheiser electronic GmbH & Co. KG Basic Information, Manufacturing Base and Competitors
- Table 39. Sennheiser electronic GmbH & Co. KG Major Business
- Table 40. Sennheiser electronic GmbH & Co. KG Gaming Furniture Sets Product and Services
- Table 41. Sennheiser electronic GmbH & Co. KG Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 42. Sennheiser electronic GmbH & Co. KG Recent Developments/Updates
- Table 43. HyperX Basic Information, Manufacturing Base and Competitors
- Table 44. HyperX Major Business
- Table 45. HyperX Gaming Furniture Sets Product and Services
- Table 46. HyperX Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 47. HyperX Recent Developments/Updates
- Table 48. SteelSeries Basic Information, Manufacturing Base and Competitors
- Table 49. SteelSeries Major Business
- Table 50. SteelSeries Gaming Furniture Sets Product and Services
- Table 51. SteelSeries Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 52. SteelSeries Recent Developments/Updates
- Table 53. Anker Innovations Technology Basic Information, Manufacturing Base and Competitors
- Table 54. Anker Innovations Technology Major Business

Table 55. Anker Innovations Technology Gaming Furniture Sets Product and Services

Table 56. Anker Innovations Technology Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 57. Anker Innovations Technology Recent Developments/Updates

Table 58. Roccat GmbH Basic Information, Manufacturing Base and Competitors

Table 59. Roccat GmbH Major Business

Table 60. Roccat GmbH Gaming Furniture Sets Product and Services

Table 61. Roccat GmbH Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 62. Roccat GmbH Recent Developments/Updates

Table 63. Redragon Basic Information, Manufacturing Base and Competitors

Table 64. Redragon Major Business

Table 65. Redragon Gaming Furniture Sets Product and Services

Table 66. Redragon Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 67. Redragon Recent Developments/Updates

Table 68. DAS Companies, Inc. Basic Information, Manufacturing Base and Competitors

Table 69. DAS Companies, Inc. Major Business

Table 70. DAS Companies, Inc. Gaming Furniture Sets Product and Services

Table 71. DAS Companies, Inc. Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 72. DAS Companies, Inc. Recent Developments/Updates

Table 73. GAMDIAS Basic Information, Manufacturing Base and Competitors

Table 74. GAMDIAS Major Business

Table 75. GAMDIAS Gaming Furniture Sets Product and Services

Table 76. GAMDIAS Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 77. GAMDIAS Recent Developments/Updates

Table 78. SADES Basic Information, Manufacturing Base and Competitors

Table 79. SADES Major Business

Table 80. SADES Gaming Furniture Sets Product and Services

Table 81. SADES Gaming Furniture Sets Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 82. SADES Recent Developments/Updates

Table 83. Global Gaming Furniture Sets Sales Quantity by Manufacturer (2018-2023) & (K Units)

Table 84. Global Gaming Furniture Sets Revenue by Manufacturer (2018-2023) & (USD Million)

Table 85. Global Gaming Furniture Sets Average Price by Manufacturer (2018-2023) & (US\$/Unit)

Table 86. Market Position of Manufacturers in Gaming Furniture Sets, (Tier 1, Tier 2, and Tier 3), Based on Consumption Value in 2022

Table 87. Head Office and Gaming Furniture Sets Production Site of Key Manufacturer

Table 88. Gaming Furniture Sets Market: Company Product Type Footprint

Table 89. Gaming Furniture Sets Market: Company Product Application Footprint

Table 90. Gaming Furniture Sets New Market Entrants and Barriers to Market Entry

Table 91. Gaming Furniture Sets Mergers, Acquisition, Agreements, and Collaborations

Table 92. Global Gaming Furniture Sets Sales Quantity by Region (2018-2023) & (K Units)

Table 93. Global Gaming Furniture Sets Sales Quantity by Region (2024-2029) & (K Units)

Table 94. Global Gaming Furniture Sets Consumption Value by Region (2018-2023) & (USD Million)

Table 95. Global Gaming Furniture Sets Consumption Value by Region (2024-2029) & (USD Million)

Table 96. Global Gaming Furniture Sets Average Price by Region (2018-2023) & (US\$/Unit)

Table 97. Global Gaming Furniture Sets Average Price by Region (2024-2029) & (US\$/Unit)

Table 98. Global Gaming Furniture Sets Sales Quantity by Type (2018-2023) & (K Units)

Table 99. Global Gaming Furniture Sets Sales Quantity by Type (2024-2029) & (K Units)

Table 100. Global Gaming Furniture Sets Consumption Value by Type (2018-2023) & (USD Million)

Table 101. Global Gaming Furniture Sets Consumption Value by Type (2024-2029) & (USD Million)

Table 102. Global Gaming Furniture Sets Average Price by Type (2018-2023) & (US\$/Unit)

Table 103. Global Gaming Furniture Sets Average Price by Type (2024-2029) & (US\$/Unit)

Table 104. Global Gaming Furniture Sets Sales Quantity by Application (2018-2023) & (K Units)

Table 105. Global Gaming Furniture Sets Sales Quantity by Application (2024-2029) & (K Units)

Table 106. Global Gaming Furniture Sets Consumption Value by Application (2018-2023) & (USD Million)

Table 107. Global Gaming Furniture Sets Consumption Value by Application (2024-2029) & (USD Million)

Table 108. Global Gaming Furniture Sets Average Price by Application (2018-2023) & (US\$/Unit)

Table 109. Global Gaming Furniture Sets Average Price by Application (2024-2029) & (US\$/Unit)

Table 110. North America Gaming Furniture Sets Sales Quantity by Type (2018-2023) & (K Units)

Table 111. North America Gaming Furniture Sets Sales Quantity by Type (2024-2029) & (K Units)

Table 112. North America Gaming Furniture Sets Sales Quantity by Application (2018-2023) & (K Units)

Table 113. North America Gaming Furniture Sets Sales Quantity by Application (2024-2029) & (K Units)

Table 114. North America Gaming Furniture Sets Sales Quantity by Country (2018-2023) & (K Units)

Table 115. North America Gaming Furniture Sets Sales Quantity by Country (2024-2029) & (K Units)

Table 116. North America Gaming Furniture Sets Consumption Value by Country (2018-2023) & (USD Million)

Table 117. North America Gaming Furniture Sets Consumption Value by Country (2024-2029) & (USD Million)

Table 118. Europe Gaming Furniture Sets Sales Quantity by Type (2018-2023) & (K Units)

Table 119. Europe Gaming Furniture Sets Sales Quantity by Type (2024-2029) & (K Units)

Table 120. Europe Gaming Furniture Sets Sales Quantity by Application (2018-2023) & (K Units)

Table 121. Europe Gaming Furniture Sets Sales Quantity by Application (2024-2029) & (K Units)

Table 122. Europe Gaming Furniture Sets Sales Quantity by Country (2018-2023) & (K Units)

Table 123. Europe Gaming Furniture Sets Sales Quantity by Country (2024-2029) & (K Units)

Table 124. Europe Gaming Furniture Sets Consumption Value by Country (2018-2023) & (USD Million)

Table 125. Europe Gaming Furniture Sets Consumption Value by Country (2024-2029)

& (USD Million)

Table 126. Asia-Pacific Gaming Furniture Sets Sales Quantity by Type (2018-2023) & (K Units)

Table 127. Asia-Pacific Gaming Furniture Sets Sales Quantity by Type (2024-2029) & (K Units)

Table 128. Asia-Pacific Gaming Furniture Sets Sales Quantity by Application (2018-2023) & (K Units)

Table 129. Asia-Pacific Gaming Furniture Sets Sales Quantity by Application (2024-2029) & (K Units)

Table 130. Asia-Pacific Gaming Furniture Sets Sales Quantity by Region (2018-2023) & (K Units)

Table 131. Asia-Pacific Gaming Furniture Sets Sales Quantity by Region (2024-2029) & (K Units)

Table 132. Asia-Pacific Gaming Furniture Sets Consumption Value by Region (2018-2023) & (USD Million)

Table 133. Asia-Pacific Gaming Furniture Sets Consumption Value by Region (2024-2029) & (USD Million)

Table 134. South America Gaming Furniture Sets Sales Quantity by Type (2018-2023) & (K Units)

Table 135. South America Gaming Furniture Sets Sales Quantity by Type (2024-2029) & (K Units)

Table 136. South America Gaming Furniture Sets Sales Quantity by Application (2018-2023) & (K Units)

Table 137. South America Gaming Furniture Sets Sales Quantity by Application (2024-2029) & (K Units)

Table 138. South America Gaming Furniture Sets Sales Quantity by Country (2018-2023) & (K Units)

Table 139. South America Gaming Furniture Sets Sales Quantity by Country (2024-2029) & (K Units)

Table 140. South America Gaming Furniture Sets Consumption Value by Country (2018-2023) & (USD Million)

Table 141. South America Gaming Furniture Sets Consumption Value by Country (2024-2029) & (USD Million)

Table 142. Middle East & Africa Gaming Furniture Sets Sales Quantity by Type (2018-2023) & (K Units)

Table 143. Middle East & Africa Gaming Furniture Sets Sales Quantity by Type (2024-2029) & (K Units)

Table 144. Middle East & Africa Gaming Furniture Sets Sales Quantity by Application (2018-2023) & (K Units)

Table 145. Middle East & Africa Gaming Furniture Sets Sales Quantity by Application (2024-2029) & (K Units)

Table 146. Middle East & Africa Gaming Furniture Sets Sales Quantity by Region (2018-2023) & (K Units)

Table 147. Middle East & Africa Gaming Furniture Sets Sales Quantity by Region (2024-2029) & (K Units)

Table 148. Middle East & Africa Gaming Furniture Sets Consumption Value by Region (2018-2023) & (USD Million)

Table 149. Middle East & Africa Gaming Furniture Sets Consumption Value by Region (2024-2029) & (USD Million)

Table 150. Gaming Furniture Sets Raw Material

Table 151. Key Manufacturers of Gaming Furniture Sets Raw Materials

Table 152. Gaming Furniture Sets Typical Distributors

Table 153. Gaming Furniture Sets Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Gaming Furniture Sets Picture

Figure 2. Global Gaming Furniture Sets Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 3. Global Gaming Furniture Sets Consumption Value Market Share by Type in 2022

Figure 4. Wireless Sets Examples

Figure 5. Wired Sets Examples

Figure 6. Global Gaming Furniture Sets Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Figure 7. Global Gaming Furniture Sets Consumption Value Market Share by Application in 2022

Figure 8. Commercial Game Center Examples

Figure 9. Home Entertainment Examples

Figure 10. Others Examples

Figure 11. Global Gaming Furniture Sets Consumption Value, (USD Million): 2018 & 2022 & 2029

Figure 12. Global Gaming Furniture Sets Consumption Value and Forecast (2018-2029) & (USD Million)

Figure 13. Global Gaming Furniture Sets Sales Quantity (2018-2029) & (K Units)

Figure 14. Global Gaming Furniture Sets Average Price (2018-2029) & (US\$/Unit)

Figure 15. Global Gaming Furniture Sets Sales Quantity Market Share by Manufacturer in 2022

Figure 16. Global Gaming Furniture Sets Consumption Value Market Share by Manufacturer in 2022

Figure 17. Producer Shipments of Gaming Furniture Sets by Manufacturer Sales Quantity (\$MM) and Market Share (%): 2021

Figure 18. Top 3 Gaming Furniture Sets Manufacturer (Consumption Value) Market Share in 2022

Figure 19. Top 6 Gaming Furniture Sets Manufacturer (Consumption Value) Market Share in 2022

Figure 20. Global Gaming Furniture Sets Sales Quantity Market Share by Region (2018-2029)

Figure 21. Global Gaming Furniture Sets Consumption Value Market Share by Region (2018-2029)

Figure 22. North America Gaming Furniture Sets Consumption Value (2018-2029) &

(USD Million)

Figure 23. Europe Gaming Furniture Sets Consumption Value (2018-2029) & (USD Million)

Figure 24. Asia-Pacific Gaming Furniture Sets Consumption Value (2018-2029) & (USD Million)

Figure 25. South America Gaming Furniture Sets Consumption Value (2018-2029) & (USD Million)

Figure 26. Middle East & Africa Gaming Furniture Sets Consumption Value (2018-2029) & (USD Million)

Figure 27. Global Gaming Furniture Sets Sales Quantity Market Share by Type (2018-2029)

Figure 28. Global Gaming Furniture Sets Consumption Value Market Share by Type (2018-2029)

Figure 29. Global Gaming Furniture Sets Average Price by Type (2018-2029) & (US\$/Unit)

Figure 30. Global Gaming Furniture Sets Sales Quantity Market Share by Application (2018-2029)

Figure 31. Global Gaming Furniture Sets Consumption Value Market Share by Application (2018-2029)

Figure 32. Global Gaming Furniture Sets Average Price by Application (2018-2029) & (US\$/Unit)

Figure 33. North America Gaming Furniture Sets Sales Quantity Market Share by Type (2018-2029)

Figure 34. North America Gaming Furniture Sets Sales Quantity Market Share by Application (2018-2029)

Figure 35. North America Gaming Furniture Sets Sales Quantity Market Share by Country (2018-2029)

Figure 36. North America Gaming Furniture Sets Consumption Value Market Share by Country (2018-2029)

Figure 37. United States Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 38. Canada Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 39. Mexico Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 40. Europe Gaming Furniture Sets Sales Quantity Market Share by Type (2018-2029)

Figure 41. Europe Gaming Furniture Sets Sales Quantity Market Share by Application (2018-2029)

Figure 42. Europe Gaming Furniture Sets Sales Quantity Market Share by Country (2018-2029)

Figure 43. Europe Gaming Furniture Sets Consumption Value Market Share by Country (2018-2029)

Figure 44. Germany Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 45. France Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 46. United Kingdom Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 47. Russia Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 48. Italy Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 49. Asia-Pacific Gaming Furniture Sets Sales Quantity Market Share by Type (2018-2029)

Figure 50. Asia-Pacific Gaming Furniture Sets Sales Quantity Market Share by Application (2018-2029)

Figure 51. Asia-Pacific Gaming Furniture Sets Sales Quantity Market Share by Region (2018-2029)

Figure 52. Asia-Pacific Gaming Furniture Sets Consumption Value Market Share by Region (2018-2029)

Figure 53. China Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 54. Japan Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 55. Korea Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 56. India Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 57. Southeast Asia Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 58. Australia Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 59. South America Gaming Furniture Sets Sales Quantity Market Share by Type (2018-2029)

Figure 60. South America Gaming Furniture Sets Sales Quantity Market Share by Application (2018-2029)

Figure 61. South America Gaming Furniture Sets Sales Quantity Market Share by

Country (2018-2029)

Figure 62. South America Gaming Furniture Sets Consumption Value Market Share by Country (2018-2029)

Figure 63. Brazil Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 64. Argentina Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 65. Middle East & Africa Gaming Furniture Sets Sales Quantity Market Share by Type (2018-2029)

Figure 66. Middle East & Africa Gaming Furniture Sets Sales Quantity Market Share by Application (2018-2029)

Figure 67. Middle East & Africa Gaming Furniture Sets Sales Quantity Market Share by Region (2018-2029)

Figure 68. Middle East & Africa Gaming Furniture Sets Consumption Value Market Share by Region (2018-2029)

Figure 69. Turkey Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 70. Egypt Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 71. Saudi Arabia Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 72. South Africa Gaming Furniture Sets Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 73. Gaming Furniture Sets Market Drivers

Figure 74. Gaming Furniture Sets Market Restraints

Figure 75. Gaming Furniture Sets Market Trends

Figure 76. Porters Five Forces Analysis

Figure 77. Manufacturing Cost Structure Analysis of Gaming Furniture Sets in 2022

Figure 78. Manufacturing Process Analysis of Gaming Furniture Sets

Figure 79. Gaming Furniture Sets Industrial Chain

Figure 80. Sales Quantity Channel: Direct to End-User vs Distributors

Figure 81. Direct Channel Pros & Cons

Figure 82. Indirect Channel Pros & Cons

Figure 83. Methodology

Figure 84. Research Process and Data Source

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