

Global Gaming Headset Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Gaming Headset market size is expected to reach \$ 4483 million by 2032, rising at a market growth of 7.3% CAGR during the forecast period (2026-2032).

The gaming headset, generally designed and used purely for gaming, some gaming headphones are capable of pulling double duty, channeling music as well as gaming sound effects. To meet a gamer's needs and demands, gaming headsets come equipped with many different features, such as microphones for communicating with fellow online gamers. Gaming headsets are used with all types of gaming consoles and computers. Many are also designed to block out any ambient noise, completely immersing a player within the world of gaming.

China is the largest Gaming Headset market with about 43% market share. Europe is follower, accounting for about 20% market share.

The key players are Turtle Beach, Sony, Sennheiser, PDP-Pelican, Skullcandy, Microsoft (XBOX), Plantronics, Logitech, Somic, SteelSeries, Audio-Technica, Creative Technology, Cooler Master, Big Ben, Corsair, Mad Catz-TRITTON, Gioteck, Accessories 4 Technology, Trust International, Kotion Electronic, Hama GmbH, Thrustmaster, Razer, Genius etc. Top 3 companies occupied about 26% market share.

This report studies the global Gaming Headset production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Gaming Headset and provides market size (US\$ million) and Year-over-Year (YoY) Growth, considering 2025 as the base year. This report explores demand trends and

competition, as well as details the characteristics of Gaming Headset that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Gaming Headset total production and demand, 2021-2032, (K Units)
Global Gaming Headset total production value, 2021-2032, (USD Million)
Global Gaming Headset production by region & country, production, value, CAGR, 2021-2032, (USD Million) & (K Units), (based on production site)
Global Gaming Headset consumption by region & country, CAGR, 2021-2032 & (K Units)
U.S. VS China: Gaming Headset domestic production, consumption, key domestic manufacturers and share
Global Gaming Headset production by manufacturer, production, price, value and market share 2021-2026, (USD Million) & (K Units)
Global Gaming Headset production by Type, production, value, CAGR, 2021-2032, (USD Million) & (K Units)
Global Gaming Headset production by Application, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

This report profiles key players in the global Gaming Headset 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 Turtle Beach, Sennheiser, Sony, Logitech, Hyperx (HP), Somic, Razer, Corsair, SteelSeries, Plantronics, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Gaming Headset market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K Units) and average price (USD/Unit) by manufacturer, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Gaming Headset Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Gaming Headset Market, Segmentation by Type:

Over-ear

In-ear

Global Gaming Headset Market, Segmentation by Application:

Personal Use

Commercial Use

Companies Profiled:

Turtle Beach

Sennheiser

Sony

Logitech

Hyperx (HP)

Somic

Razer

Corsair

SteelSeries

Plantronics

Audio-Technica

Kotion Electronic

Trust International

Creative Technology

Thrustmaster

Big Ben

PDP-Pelican

Mad Catz

Cooler Master

KYE System Corp (Genius)

Key Questions Answered:

1. How big is the global Gaming Headset market?

2. What is the demand of the global Gaming Headset market?
3. What is the year over year growth of the global Gaming Headset market?
4. What is the production and production value of the global Gaming Headset market?
5. Who are the key producers in the global Gaming Headset market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Gaming Headset Introduction
- 1.2 World Gaming Headset Supply & Forecast
 - 1.2.1 World Gaming Headset Production Value (2021 & 2025 & 2032)
 - 1.2.2 World Gaming Headset Production (2021-2032)
 - 1.2.3 World Gaming Headset Pricing Trends (2021-2032)
- 1.3 World Gaming Headset Production by Region (Based on Production Site)
 - 1.3.1 World Gaming Headset Production Value by Region (2021-2032)
 - 1.3.2 World Gaming Headset Production by Region (2021-2032)
 - 1.3.3 World Gaming Headset Average Price by Region (2021-2032)
 - 1.3.4 North America Gaming Headset Production (2021-2032)
 - 1.3.5 Europe Gaming Headset Production (2021-2032)
 - 1.3.6 China Gaming Headset Production (2021-2032)
 - 1.3.7 Japan Gaming Headset Production (2021-2032)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Gaming Headset Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Gaming Headset Major Market Trends

2 DEMAND SUMMARY

- 2.1 World Gaming Headset Demand (2021-2032)
- 2.2 World Gaming Headset Consumption by Region
 - 2.2.1 World Gaming Headset Consumption by Region (2021-2026)
 - 2.2.2 World Gaming Headset Consumption Forecast by Region (2027-2032)
- 2.3 United States Gaming Headset Consumption (2021-2032)
- 2.4 China Gaming Headset Consumption (2021-2032)
- 2.5 Europe Gaming Headset Consumption (2021-2032)
- 2.6 Japan Gaming Headset Consumption (2021-2032)
- 2.7 South Korea Gaming Headset Consumption (2021-2032)
- 2.8 ASEAN Gaming Headset Consumption (2021-2032)
- 2.9 India Gaming Headset Consumption (2021-2032)

3 WORLD MANUFACTURERS COMPETITIVE ANALYSIS

- 3.1 World Gaming Headset Production Value by Manufacturer (2021-2026)

- 3.2 World Gaming Headset Production by Manufacturer (2021-2026)
- 3.3 World Gaming Headset Average Price by Manufacturer (2021-2026)
- 3.4 Gaming Headset Company Evaluation Quadrant
- 3.5 Industry Rank and Concentration Rate (CR)
 - 3.5.1 Global Gaming Headset Industry Rank of Major Manufacturers
 - 3.5.2 Global Concentration Ratios (CR4) for Gaming Headset in 2025
 - 3.5.3 Global Concentration Ratios (CR8) for Gaming Headset in 2025
- 3.6 Gaming Headset Market: Overall Company Footprint Analysis
 - 3.6.1 Gaming Headset Market: Region Footprint
 - 3.6.2 Gaming Headset Market: Company Product Type Footprint
 - 3.6.3 Gaming Headset Market: Company Product Application Footprint
- 3.7 Competitive Environment
 - 3.7.1 Historical Structure of the Industry
 - 3.7.2 Barriers of Market Entry
 - 3.7.3 Factors of Competition
- 3.8 New Entrant and Capacity Expansion Plans
- 3.9 Mergers, Acquisition, Agreements, and Collaborations

4 UNITED STATES VS CHINA VS REST OF THE WORLD

- 4.1 United States VS China: Gaming Headset Production Value Comparison
 - 4.1.1 United States VS China: Gaming Headset Production Value Comparison (2021 & 2025 & 2032)
 - 4.1.2 United States VS China: Gaming Headset Production Value Market Share Comparison (2021 & 2025 & 2032)
- 4.2 United States VS China: Gaming Headset Production Comparison
 - 4.2.1 United States VS China: Gaming Headset Production Comparison (2021 & 2025 & 2032)
 - 4.2.2 United States VS China: Gaming Headset Production Market Share Comparison (2021 & 2025 & 2032)
- 4.3 United States VS China: Gaming Headset Consumption Comparison
 - 4.3.1 United States VS China: Gaming Headset Consumption Comparison (2021 & 2025 & 2032)
 - 4.3.2 United States VS China: Gaming Headset Consumption Market Share Comparison (2021 & 2025 & 2032)
- 4.4 United States Based Gaming Headset Manufacturers and Market Share, 2021-2026
 - 4.4.1 United States Based Gaming Headset Manufacturers, Headquarters and Production Site (States, Country)
 - 4.4.2 United States Based Manufacturers Gaming Headset Production Value

(2021-2026)

4.4.3 United States Based Manufacturers Gaming Headset Production (2021-2026)

4.5 China Based Gaming Headset Manufacturers and Market Share

4.5.1 China Based Gaming Headset Manufacturers, Headquarters and Production Site (Province, Country)

4.5.2 China Based Manufacturers Gaming Headset Production Value (2021-2026)

4.5.3 China Based Manufacturers Gaming Headset Production (2021-2026)

4.6 Rest of World Based Gaming Headset Manufacturers and Market Share, 2021-2026

4.6.1 Rest of World Based Gaming Headset Manufacturers, Headquarters and Production Site (State, Country)

4.6.2 Rest of World Based Manufacturers Gaming Headset Production Value (2021-2026)

4.6.3 Rest of World Based Manufacturers Gaming Headset Production (2021-2026)

5 MARKET ANALYSIS BY TYPE

5.1 World Gaming Headset Market Size Overview by Type: 2021 VS 2025 VS 2032

5.2 Segment Introduction by Type

5.2.1 Over-ear

5.2.2 In-ear

5.3 Market Segment by Type

5.3.1 World Gaming Headset Production by Type (2021-2032)

5.3.2 World Gaming Headset Production Value by Type (2021-2032)

5.3.3 World Gaming Headset Average Price by Type (2021-2032)

6 MARKET ANALYSIS BY APPLICATION

6.1 World Gaming Headset Market Size Overview by Application: 2021 VS 2025 VS 2032

6.2 Segment Introduction by Application

6.2.1 Personal Use

6.2.2 Commercial Use

6.3 Market Segment by Application

6.3.1 World Gaming Headset Production by Application (2021-2032)

6.3.2 World Gaming Headset Production Value by Application (2021-2032)

6.3.3 World Gaming Headset Average Price by Application (2021-2032)

7 COMPANY PROFILES

7.1 Turtle Beach

7.1.1 Turtle Beach Details

7.1.2 Turtle Beach Major Business

7.1.3 Turtle Beach Gaming Headset Product and Services

7.1.4 Turtle Beach Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.1.5 Turtle Beach Recent Developments/Updates

7.1.6 Turtle Beach Competitive Strengths & Weaknesses

7.2 Sennheiser

7.2.1 Sennheiser Details

7.2.2 Sennheiser Major Business

7.2.3 Sennheiser Gaming Headset Product and Services

7.2.4 Sennheiser Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.2.5 Sennheiser Recent Developments/Updates

7.2.6 Sennheiser Competitive Strengths & Weaknesses

7.3 Sony

7.3.1 Sony Details

7.3.2 Sony Major Business

7.3.3 Sony Gaming Headset Product and Services

7.3.4 Sony Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.3.5 Sony Recent Developments/Updates

7.3.6 Sony Competitive Strengths & Weaknesses

7.4 Logitech

7.4.1 Logitech Details

7.4.2 Logitech Major Business

7.4.3 Logitech Gaming Headset Product and Services

7.4.4 Logitech Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.4.5 Logitech Recent Developments/Updates

7.4.6 Logitech Competitive Strengths & Weaknesses

7.5 Hyperx (HP)

7.5.1 Hyperx (HP) Details

7.5.2 Hyperx (HP) Major Business

7.5.3 Hyperx (HP) Gaming Headset Product and Services

7.5.4 Hyperx (HP) Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.5.5 Hyperx (HP) Recent Developments/Updates

- 7.5.6 Hyperx (HP) Competitive Strengths & Weaknesses
- 7.6 Somic
 - 7.6.1 Somic Details
 - 7.6.2 Somic Major Business
 - 7.6.3 Somic Gaming Headset Product and Services
 - 7.6.4 Somic Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 7.6.5 Somic Recent Developments/Updates
 - 7.6.6 Somic Competitive Strengths & Weaknesses
- 7.7 Razer
 - 7.7.1 Razer Details
 - 7.7.2 Razer Major Business
 - 7.7.3 Razer Gaming Headset Product and Services
 - 7.7.4 Razer Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 7.7.5 Razer Recent Developments/Updates
 - 7.7.6 Razer Competitive Strengths & Weaknesses
- 7.8 Corsair
 - 7.8.1 Corsair Details
 - 7.8.2 Corsair Major Business
 - 7.8.3 Corsair Gaming Headset Product and Services
 - 7.8.4 Corsair Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 7.8.5 Corsair Recent Developments/Updates
 - 7.8.6 Corsair Competitive Strengths & Weaknesses
- 7.9 SteelSeries
 - 7.9.1 SteelSeries Details
 - 7.9.2 SteelSeries Major Business
 - 7.9.3 SteelSeries Gaming Headset Product and Services
 - 7.9.4 SteelSeries Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 7.9.5 SteelSeries Recent Developments/Updates
 - 7.9.6 SteelSeries Competitive Strengths & Weaknesses
- 7.10 Plantronics
 - 7.10.1 Plantronics Details
 - 7.10.2 Plantronics Major Business
 - 7.10.3 Plantronics Gaming Headset Product and Services
 - 7.10.4 Plantronics Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

- 7.10.5 Plantronics Recent Developments/Updates
- 7.10.6 Plantronics Competitive Strengths & Weaknesses
- 7.11 Audio-Technica
 - 7.11.1 Audio-Technica Details
 - 7.11.2 Audio-Technica Major Business
 - 7.11.3 Audio-Technica Gaming Headset Product and Services
 - 7.11.4 Audio-Technica Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 7.11.5 Audio-Technica Recent Developments/Updates
 - 7.11.6 Audio-Technica Competitive Strengths & Weaknesses
- 7.12 Kotion Electronic
 - 7.12.1 Kotion Electronic Details
 - 7.12.2 Kotion Electronic Major Business
 - 7.12.3 Kotion Electronic Gaming Headset Product and Services
 - 7.12.4 Kotion Electronic Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 7.12.5 Kotion Electronic Recent Developments/Updates
 - 7.12.6 Kotion Electronic Competitive Strengths & Weaknesses
- 7.13 Trust International
 - 7.13.1 Trust International Details
 - 7.13.2 Trust International Major Business
 - 7.13.3 Trust International Gaming Headset Product and Services
 - 7.13.4 Trust International Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 7.13.5 Trust International Recent Developments/Updates
 - 7.13.6 Trust International Competitive Strengths & Weaknesses
- 7.14 Creative Technology
 - 7.14.1 Creative Technology Details
 - 7.14.2 Creative Technology Major Business
 - 7.14.3 Creative Technology Gaming Headset Product and Services
 - 7.14.4 Creative Technology Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 7.14.5 Creative Technology Recent Developments/Updates
 - 7.14.6 Creative Technology Competitive Strengths & Weaknesses
- 7.15 Thrustmaster
 - 7.15.1 Thrustmaster Details
 - 7.15.2 Thrustmaster Major Business
 - 7.15.3 Thrustmaster Gaming Headset Product and Services
 - 7.15.4 Thrustmaster Gaming Headset Production, Price, Value, Gross Margin and

Market Share (2021-2026)

7.15.5 Thrustmaster Recent Developments/Updates

7.15.6 Thrustmaster Competitive Strengths & Weaknesses

7.16 Big Ben

7.16.1 Big Ben Details

7.16.2 Big Ben Major Business

7.16.3 Big Ben Gaming Headset Product and Services

7.16.4 Big Ben Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.16.5 Big Ben Recent Developments/Updates

7.16.6 Big Ben Competitive Strengths & Weaknesses

7.17 PDP-Pelican

7.17.1 PDP-Pelican Details

7.17.2 PDP-Pelican Major Business

7.17.3 PDP-Pelican Gaming Headset Product and Services

7.17.4 PDP-Pelican Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.17.5 PDP-Pelican Recent Developments/Updates

7.17.6 PDP-Pelican Competitive Strengths & Weaknesses

7.18 Mad Catz

7.18.1 Mad Catz Details

7.18.2 Mad Catz Major Business

7.18.3 Mad Catz Gaming Headset Product and Services

7.18.4 Mad Catz Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.18.5 Mad Catz Recent Developments/Updates

7.18.6 Mad Catz Competitive Strengths & Weaknesses

7.19 Cooler Master

7.19.1 Cooler Master Details

7.19.2 Cooler Master Major Business

7.19.3 Cooler Master Gaming Headset Product and Services

7.19.4 Cooler Master Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.19.5 Cooler Master Recent Developments/Updates

7.19.6 Cooler Master Competitive Strengths & Weaknesses

7.20 KYE System Corp (Genius)

7.20.1 KYE System Corp (Genius) Details

7.20.2 KYE System Corp (Genius) Major Business

7.20.3 KYE System Corp (Genius) Gaming Headset Product and Services

7.20.4 KYE System Corp (Genius) Gaming Headset Production, Price, Value, Gross Margin and Market Share (2021-2026)

7.20.5 KYE System Corp (Genius) Recent Developments/Updates

7.20.6 KYE System Corp (Genius) Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

8.1 Gaming Headset Industry Chain

8.2 Gaming Headset Upstream Analysis

8.2.1 Gaming Headset Core Raw Materials

8.2.2 Main Manufacturers of Gaming Headset Core Raw Materials

8.3 Midstream Analysis

8.4 Downstream Analysis

8.5 Gaming Headset Production Mode

8.6 Gaming Headset Procurement Model

8.7 Gaming Headset Industry Sales Model and Sales Channels

8.7.1 Gaming Headset Sales Model

8.7.2 Gaming Headset Typical Distributors

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. World Gaming Headset Production Value by Region (2021, 2025 and 2032) & (USD Million)
- Table 2. World Gaming Headset Production Value by Region (2021-2026) & (USD Million)
- Table 3. World Gaming Headset Production Value by Region (2027-2032) & (USD Million)
- Table 4. World Gaming Headset Production Value Market Share by Region (2021-2026)
- Table 5. World Gaming Headset Production Value Market Share by Region (2027-2032)
- Table 6. World Gaming Headset Production by Region (2021-2026) & (K Units)
- Table 7. World Gaming Headset Production by Region (2027-2032) & (K Units)
- Table 8. World Gaming Headset Production Market Share by Region (2021-2026)
- Table 9. World Gaming Headset Production Market Share by Region (2027-2032)
- Table 10. World Gaming Headset Average Price by Region (2021-2026) & (USD/Unit)
- Table 11. World Gaming Headset Average Price by Region (2027-2032) & (USD/Unit)
- Table 12. Gaming Headset Major Market Trends
- Table 13. World Gaming Headset Consumption Growth Rate Forecast by Region (2021 & 2025 & 2032) & (K Units)
- Table 14. World Gaming Headset Consumption by Region (2021-2026) & (K Units)
- Table 15. World Gaming Headset Consumption Forecast by Region (2027-2032) & (K Units)
- Table 16. World Gaming Headset Production Value by Manufacturer (2021-2026) & (USD Million)
- Table 17. Production Value Market Share of Key Gaming Headset Producers in 2025
- Table 18. World Gaming Headset Production by Manufacturer (2021-2026) & (K Units)
- Table 19. Production Market Share of Key Gaming Headset Producers in 2025
- Table 20. World Gaming Headset Average Price by Manufacturer (2021-2026) & (USD/Unit)
- Table 21. Global Gaming Headset Company Evaluation Quadrant
- Table 22. World Gaming Headset Industry Rank of Major Manufacturers, Based on Production Value in 2025
- Table 23. Head Office and Gaming Headset Production Site of Key Manufacturer
- Table 24. Gaming Headset Market: Company Product Type Footprint
- Table 25. Gaming Headset Market: Company Product Application Footprint
- Table 26. Gaming Headset Competitive Factors
- Table 27. Gaming Headset New Entrant and Capacity Expansion Plans

Table 28. Gaming Headset Mergers & Acquisitions Activity

Table 29. United States VS China Gaming Headset Production Value Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 30. United States VS China Gaming Headset Production Comparison, (2021 & 2025 & 2032) & (K Units)

Table 31. United States VS China Gaming Headset Consumption Comparison, (2021 & 2025 & 2032) & (K Units)

Table 32. United States Based Gaming Headset Manufacturers, Headquarters and Production Site (States, Country)

Table 33. United States Based Manufacturers Gaming Headset Production Value, (2021-2026) & (USD Million)

Table 34. United States Based Manufacturers Gaming Headset Production Value Market Share (2021-2026)

Table 35. United States Based Manufacturers Gaming Headset Production (2021-2026) & (K Units)

Table 36. United States Based Manufacturers Gaming Headset Production Market Share (2021-2026)

Table 37. China Based Gaming Headset Manufacturers, Headquarters and Production Site (Province, Country)

Table 38. China Based Manufacturers Gaming Headset Production Value, (2021-2026) & (USD Million)

Table 39. China Based Manufacturers Gaming Headset Production Value Market Share (2021-2026)

Table 40. China Based Manufacturers Gaming Headset Production, (2021-2026) & (K Units)

Table 41. China Based Manufacturers Gaming Headset Production Market Share (2021-2026)

Table 42. Rest of World Based Gaming Headset Manufacturers, Headquarters and Production Site (State, Country)

Table 43. Rest of World Based Manufacturers Gaming Headset Production Value, (2021-2026) & (USD Million)

Table 44. Rest of World Based Manufacturers Gaming Headset Production Value Market Share (2021-2026)

Table 45. Rest of World Based Manufacturers Gaming Headset Production, (2021-2026) & (K Units)

Table 46. Rest of World Based Manufacturers Gaming Headset Production Market Share (2021-2026)

Table 47. World Gaming Headset Production Value by Type, (USD Million), 2021 & 2025 & 2032

- Table 48. World Gaming Headset Production by Type (2021-2026) & (K Units)
- Table 49. World Gaming Headset Production by Type (2027-2032) & (K Units)
- Table 50. World Gaming Headset Production Value by Type (2021-2026) & (USD Million)
- Table 51. World Gaming Headset Production Value by Type (2027-2032) & (USD Million)
- Table 52. World Gaming Headset Average Price by Type (2021-2026) & (USD/Unit)
- Table 53. World Gaming Headset Average Price by Type (2027-2032) & (USD/Unit)
- Table 54. World Gaming Headset Production Value by Application, (USD Million), 2021 & 2025 & 2032
- Table 55. World Gaming Headset Production by Application (2021-2026) & (K Units)
- Table 56. World Gaming Headset Production by Application (2027-2032) & (K Units)
- Table 57. World Gaming Headset Production Value by Application (2021-2026) & (USD Million)
- Table 58. World Gaming Headset Production Value by Application (2027-2032) & (USD Million)
- Table 59. World Gaming Headset Average Price by Application (2021-2026) & (USD/Unit)
- Table 60. World Gaming Headset Average Price by Application (2027-2032) & (USD/Unit)
- Table 61. Turtle Beach Basic Information, Manufacturing Base and Competitors
- Table 62. Turtle Beach Major Business
- Table 63. Turtle Beach Gaming Headset Product and Services
- Table 64. Turtle Beach Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 65. Turtle Beach Recent Developments/Updates
- Table 66. Turtle Beach Competitive Strengths & Weaknesses
- Table 67. Sennheiser Basic Information, Manufacturing Base and Competitors
- Table 68. Sennheiser Major Business
- Table 69. Sennheiser Gaming Headset Product and Services
- Table 70. Sennheiser Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 71. Sennheiser Recent Developments/Updates
- Table 72. Sennheiser Competitive Strengths & Weaknesses
- Table 73. Sony Basic Information, Manufacturing Base and Competitors
- Table 74. Sony Major Business
- Table 75. Sony Gaming Headset Product and Services
- Table 76. Sony Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

- Table 77. Sony Recent Developments/Updates
- Table 78. Sony Competitive Strengths & Weaknesses
- Table 79. Logitech Basic Information, Manufacturing Base and Competitors
- Table 80. Logitech Major Business
- Table 81. Logitech Gaming Headset Product and Services
- Table 82. Logitech Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 83. Logitech Recent Developments/Updates
- Table 84. Logitech Competitive Strengths & Weaknesses
- Table 85. Hyperx (HP) Basic Information, Manufacturing Base and Competitors
- Table 86. Hyperx (HP) Major Business
- Table 87. Hyperx (HP) Gaming Headset Product and Services
- Table 88. Hyperx (HP) Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 89. Hyperx (HP) Recent Developments/Updates
- Table 90. Hyperx (HP) Competitive Strengths & Weaknesses
- Table 91. Somic Basic Information, Manufacturing Base and Competitors
- Table 92. Somic Major Business
- Table 93. Somic Gaming Headset Product and Services
- Table 94. Somic Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 95. Somic Recent Developments/Updates
- Table 96. Somic Competitive Strengths & Weaknesses
- Table 97. Razer Basic Information, Manufacturing Base and Competitors
- Table 98. Razer Major Business
- Table 99. Razer Gaming Headset Product and Services
- Table 100. Razer Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 101. Razer Recent Developments/Updates
- Table 102. Razer Competitive Strengths & Weaknesses
- Table 103. Corsair Basic Information, Manufacturing Base and Competitors
- Table 104. Corsair Major Business
- Table 105. Corsair Gaming Headset Product and Services
- Table 106. Corsair Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 107. Corsair Recent Developments/Updates
- Table 108. Corsair Competitive Strengths & Weaknesses
- Table 109. SteelSeries Basic Information, Manufacturing Base and Competitors
- Table 110. SteelSeries Major Business

- Table 111. SteelSeries Gaming Headset Product and Services
- Table 112. SteelSeries Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 113. SteelSeries Recent Developments/Updates
- Table 114. SteelSeries Competitive Strengths & Weaknesses
- Table 115. Plantronics Basic Information, Manufacturing Base and Competitors
- Table 116. Plantronics Major Business
- Table 117. Plantronics Gaming Headset Product and Services
- Table 118. Plantronics Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 119. Plantronics Recent Developments/Updates
- Table 120. Plantronics Competitive Strengths & Weaknesses
- Table 121. Audio-Technica Basic Information, Manufacturing Base and Competitors
- Table 122. Audio-Technica Major Business
- Table 123. Audio-Technica Gaming Headset Product and Services
- Table 124. Audio-Technica Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 125. Audio-Technica Recent Developments/Updates
- Table 126. Audio-Technica Competitive Strengths & Weaknesses
- Table 127. Kotion Electronic Basic Information, Manufacturing Base and Competitors
- Table 128. Kotion Electronic Major Business
- Table 129. Kotion Electronic Gaming Headset Product and Services
- Table 130. Kotion Electronic Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 131. Kotion Electronic Recent Developments/Updates
- Table 132. Kotion Electronic Competitive Strengths & Weaknesses
- Table 133. Trust International Basic Information, Manufacturing Base and Competitors
- Table 134. Trust International Major Business
- Table 135. Trust International Gaming Headset Product and Services
- Table 136. Trust International Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
- Table 137. Trust International Recent Developments/Updates
- Table 138. Trust International Competitive Strengths & Weaknesses
- Table 139. Creative Technology Basic Information, Manufacturing Base and Competitors
- Table 140. Creative Technology Major Business
- Table 141. Creative Technology Gaming Headset Product and Services
- Table 142. Creative Technology Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share

(2021-2026)

Table 143. Creative Technology Recent Developments/Updates

Table 144. Creative Technology Competitive Strengths & Weaknesses

Table 145. Thrustmaster Basic Information, Manufacturing Base and Competitors

Table 146. Thrustmaster Major Business

Table 147. Thrustmaster Gaming Headset Product and Services

Table 148. Thrustmaster Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 149. Thrustmaster Recent Developments/Updates

Table 150. Thrustmaster Competitive Strengths & Weaknesses

Table 151. Big Ben Basic Information, Manufacturing Base and Competitors

Table 152. Big Ben Major Business

Table 153. Big Ben Gaming Headset Product and Services

Table 154. Big Ben Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 155. Big Ben Recent Developments/Updates

Table 156. Big Ben Competitive Strengths & Weaknesses

Table 157. PDP-Pelican Basic Information, Manufacturing Base and Competitors

Table 158. PDP-Pelican Major Business

Table 159. PDP-Pelican Gaming Headset Product and Services

Table 160. PDP-Pelican Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 161. PDP-Pelican Recent Developments/Updates

Table 162. PDP-Pelican Competitive Strengths & Weaknesses

Table 163. Mad Catz Basic Information, Manufacturing Base and Competitors

Table 164. Mad Catz Major Business

Table 165. Mad Catz Gaming Headset Product and Services

Table 166. Mad Catz Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 167. Mad Catz Recent Developments/Updates

Table 168. Mad Catz Competitive Strengths & Weaknesses

Table 169. Cooler Master Basic Information, Manufacturing Base and Competitors

Table 170. Cooler Master Major Business

Table 171. Cooler Master Gaming Headset Product and Services

Table 172. Cooler Master Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 173. Cooler Master Recent Developments/Updates

Table 174. Cooler Master Competitive Strengths & Weaknesses

Table 175. KYE System Corp (Genius) Basic Information, Manufacturing Base and

Competitors

Table 176. KYE System Corp (Genius) Major Business

Table 177. KYE System Corp (Genius) Gaming Headset Product and Services

Table 178. KYE System Corp (Genius) Gaming Headset Production (K Units), Price (USD/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 179. KYE System Corp (Genius) Recent Developments/Updates

Table 180. KYE System Corp (Genius) Competitive Strengths & Weaknesses

Table 181. Global Key Players of Gaming Headset Upstream (Raw Materials)

Table 182. Global Gaming Headset Typical Customers

Table 183. Gaming Headset Typical Distributors

List Of Figures

LIST OF FIGURES

Figure 1. Gaming Headset Picture

Figure 2. World Gaming Headset Production Value: 2021 & 2025 & 2032, (USD Million)

Figure 3. World Gaming Headset Production Value and Forecast (2021-2032) & (USD Million)

Figure 4. World Gaming Headset Production (2021-2032) & (K Units)

Figure 5. World Gaming Headset Average Price (2021-2032) & (USD/Unit)

Figure 6. World Gaming Headset Production Value Market Share by Region (2021-2032)

Figure 7. World Gaming Headset Production Market Share by Region (2021-2032)

Figure 8. North America Gaming Headset Production (2021-2032) & (K Units)

Figure 9. Europe Gaming Headset Production (2021-2032) & (K Units)

Figure 10. China Gaming Headset Production (2021-2032) & (K Units)

Figure 11. Japan Gaming Headset Production (2021-2032) & (K Units)

Figure 12. Gaming Headset Market Drivers

Figure 13. Factors Affecting Demand

Figure 14. World Gaming Headset Consumption (2021-2032) & (K Units)

Figure 15. World Gaming Headset Consumption Market Share by Region (2021-2032)

Figure 16. United States Gaming Headset Consumption (2021-2032) & (K Units)

Figure 17. China Gaming Headset Consumption (2021-2032) & (K Units)

Figure 18. Europe Gaming Headset Consumption (2021-2032) & (K Units)

Figure 19. Japan Gaming Headset Consumption (2021-2032) & (K Units)

Figure 20. South Korea Gaming Headset Consumption (2021-2032) & (K Units)

Figure 21. ASEAN Gaming Headset Consumption (2021-2032) & (K Units)

Figure 22. India Gaming Headset Consumption (2021-2032) & (K Units)

Figure 23. Producer Shipments of Gaming Headset by Manufacturer Revenue (\$MM) and Market Share (%): 2025

Figure 24. Global Four-firm Concentration Ratios (CR4) for Gaming Headset Markets in 2025

Figure 25. Global Four-firm Concentration Ratios (CR8) for Gaming Headset Markets in 2025

Figure 26. United States VS China: Gaming Headset Production Value Market Share Comparison (2021 & 2025 & 2032)

Figure 27. United States VS China: Gaming Headset Production Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: Gaming Headset Consumption Market Share

Comparison (2021 & 2025 & 2032)

Figure 29. United States Based Manufacturers Gaming Headset Production Market Share 2025

Figure 30. China Based Manufacturers Gaming Headset Production Market Share 2025

Figure 31. Rest of World Based Manufacturers Gaming Headset Production Market Share 2025

Figure 32. World Gaming Headset Production Value by Type, (USD Million), 2021 & 2025 & 2032

Figure 33. World Gaming Headset Production Value Market Share by Type in 2025

Figure 34. Over-ear

Figure 35. In-ear

Figure 36. World Gaming Headset Production Market Share by Type (2021-2032)

Figure 37. World Gaming Headset Production Value Market Share by Type (2021-2032)

Figure 38. World Gaming Headset Average Price by Type (2021-2032) & (USD/Unit)

Figure 39. World Gaming Headset Production Value by Application, (USD Million), 2021 & 2025 & 2032

Figure 40. World Gaming Headset Production Value Market Share by Application in 2025

Figure 41. Personal Use

Figure 42. Commercial Use

Figure 43. World Gaming Headset Production Market Share by Application (2021-2032)

Figure 44. World Gaming Headset Production Value Market Share by Application (2021-2032)

Figure 45. World Gaming Headset Average Price by Application (2021-2032) & (USD/Unit)

Figure 46. Gaming Headset Industry Chain

Figure 47. Gaming Headset Procurement Model

Figure 48. Gaming Headset Sales Model

Figure 49. Gaming Headset Sales Channels, Direct Sales, and Distribution

Figure 50. Methodology

Figure 51. Research Process and Data Source

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