

Global Sim Racing Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Sim Racing market size was valued at US\$ 1607 million in 2025 and is forecast to a readjusted size of US\$ 5965 million by 2032 with a CAGR of 20.8% during review period.

The Sim Racing hardware is a video racing game simulator specially launched for gamers. It can be divided into three parts: display system bracket, game equipment simulator and racing seat. The brackets of each part are welded with carbon steel pipes, the various parts are combined through fixing bolts and nuts, which can meet the needs of racing games and multi-screen display systems at the same time. Among them, the game equipment simulator includes a front seat and a back seat of the bracket. The front seat is used to install the game steering wheel, joysticks and pedals, and the back seat is used to install the racing seat.

The core manufacturers of Chinese Sim Racing include PXN, Logitech and BenQ. The top three companies hold about 44 per cent of the market. In terms of product type, Wheel & Wheel Bases is the largest segments with approximately 45% market share. In terms of application, Professional is the largest downstream segment, accounting for about 61% of the market share.

This report is a detailed and comprehensive analysis for global Sim Racing market. Both quantitative and qualitative analyses are presented by company, 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 Sim Racing market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Sim Racing market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Sim Racing market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Sim Racing market shares of main players, in revenue (\$ Million), 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 Sim Racing

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 Sim Racing market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include PXN, Logitech, BenQ, Thrustmaster, MOZA Racing, SIMAGIC, Asetek, CAMMUS, Fanatec, X-MOTION, etc.

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

Market segmentation

Sim Racing 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. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type**Wheel & Wheel Bases**

Monitor

Pedals

Others

Market segment by Application

Professional

Amateur

Market segment by players, this report covers

PXN

Logitech

BenQ

Thrustmaster

MOZA Racing

SIMAGIC

Asetek

CAMMUS

Fanatec

X-MOTION

AOC

CXC Simulations

Heusinkveld

SimXperience

GTR Simulator GTA

VIOTEK

PNS

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Sim Racing product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Sim Racing, with revenue, gross margin, and global market share of Sim Racing from 2021 to 2026.

Chapter 3, the Sim Racing competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Sim Racing market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Sim Racing.

Chapter 13, to describe Sim Racing research findings and conclusion.

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