

Global Stationary Surfing Simulator Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Stationary Surfing Simulator market size is expected to reach \$ 440 million by 2032, rising at a market growth of 3.9% CAGR during the forecast period (2026-2032).

A Stationary Surfing Simulator is an artificial surfing system that uses pumps, water jets, or other wave-generation technologies to create a continuous and stable surfable wave within a fixed area. Unlike large traveling-wave surf lagoons, these systems generally produce a stationary wave or high-speed flowing water surface within a relatively compact footprint. Some deep-water systems allow riders to use standard surfboards with fins and perform maneuvers such as carving, cutbacks, and turns that more closely resemble ocean surfing. With continuous wave operation, controllable riding conditions, relatively compact installation requirements, and suitability for different skill levels, stationary surfing simulators are widely used in water parks, surf centers, resorts, commercial entertainment complexes, and professional surf training facilities. In 2025, global Stationary Surfing Simulator production reached approximately 575 units, with an average global market price of around 542 k USD/unit. The production capacity for Stationary Surfing Simulator in 2025 was approximately 800 units. The typical gross profit margin for Stationary Surfing Simulator between 20% and 40%.

The global stationary surfing simulator market is primarily driven by growing demand for experiential entertainment, the expansion of indoor and urban surf venues, upgrades in water park attractions, and the increasing popularity of surfing as a recreational and competitive sport. Compared with large artificial surf lagoons that require substantial land and construction investment, stationary surfing simulators offer advantages such as a smaller footprint, continuous operation, and easier integration into existing commercial and leisure facilities. As a result, adoption is increasing across water parks,

resorts, urban sports and entertainment centers, and professional training venues. At the same time, advances in deep-water standing-wave technology are improving surfing realism and professional training capabilities, supporting a shift from purely recreational attractions toward higher-performance systems combining entertainment, coaching, and competition functions. Future development is expected to focus on adjustable wave profiles, deeper water designs, modular systems, and improved operational efficiency.

This report studies the global Stationary Surfing Simulator production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Stationary Surfing Simulator 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 Stationary Surfing Simulator that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Stationary Surfing Simulator total production and demand, 2021-2032, (Units)

Global Stationary Surfing Simulator total production value, 2021-2032, (USD Million)

Global Stationary Surfing Simulator production by region & country, production, value, CAGR, 2021-2032, (USD Million) & (Units), (based on production site)

Global Stationary Surfing Simulator consumption by region & country, CAGR, 2021-2032 & (Units)

U.S. VS China: Stationary Surfing Simulator domestic production, consumption, key domestic manufacturers and share

Global Stationary Surfing Simulator production by manufacturer, production, price, value and market share 2021-2026, (USD Million) & (Units)

Global Stationary Surfing Simulator production by Type, production, value, CAGR, 2021-2032, (USD Million) & (Units)

Global Stationary Surfing Simulator production by Application, production, value, CAGR, 2021-2032, (USD Million) & (Units)

This report profiles key players in the global Stationary Surfing Simulator 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 Wavegarden, Murphys Waves, Surf Lakes, Barr + Wray, API Water Fun, Kelly Slater Wave Company, American Wave Machines,

Endless Surf, SurfLoch, WhiteWater West, 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 Stationary Surfing Simulator market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (Units) and average price (K US\$/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 Stationary Surfing Simulator Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Stationary Surfing Simulator Market, Segmentation by Type:

Water-jet Type

Pneumatic Wave Generation Type

Mechanical Wave Generation Type

Others

Global Stationary Surfing Simulator Market, Segmentation by Water Depth:

Shallow-water Surfing Simulator

Deep-water Surfing Simulator

Global Stationary Surfing Simulator Market, Segmentation by Wave Type:

Traveling Wave Surfing System

Surf Lagoon Wave System

Global Stationary Surfing Simulator Market, Segmentation by Application:

Water Parks

Surf Parks & Training Centers

Hotels & Resorts

Commercial Entertainment Facilities

Others

Companies Profiled:

Wavegarden

Murphys Waves

Surf Lakes

Barr + Wray

API Water Fun

Kelly Slater Wave Company

American Wave Machines

Endless Surf

SurfLoch

WhiteWater West

AllWaves

Polin Waterparks

UNIT Surf Pool GmbH

Guangdong Dalang Water PARK Equipment

Guangdong Dapeng Amusement Technology

Key Questions Answered:

1. How big is the global Stationary Surfing Simulator market?
2. What is the demand of the global Stationary Surfing Simulator market?
3. What is the year over year growth of the global Stationary Surfing Simulator market?
4. What is the production and production value of the global Stationary Surfing Simulator market?
5. Who are the key producers in the global Stationary Surfing Simulator market?
6. What are the growth factors driving the market demand?

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