

Global Virtual Reality (VR) Gaming Accessories 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 Virtual Reality (VR) Gaming Accessories market size was valued at US\$ 947 million in 2025 and is forecast to a readjusted size of US\$ 1571 million by 2032 with a CAGR of 7.1% during review period.

VR Gaming Accessories refer to dedicated hardware products used alongside, but outside, virtual reality headsets to enhance control, comfort, power endurance, protection, tactile feedback, body movement and overall immersion in VR gaming experiences. The scope of this study focuses on physical accessories designed for consumer VR gaming, PCVR, console VR, standalone VR headsets, social VR, VR fitness, VR first-person shooters, sim racing, flight simulation and location-based entertainment. Typical product forms include replacement controllers, tracking pucks, SteamVR base stations, full-body trackers, battery head straps, comfort straps, facial interfaces, foam and silicone face covers, controller grips, VR-specific charging docks, link cables, gunstocks, haptic vests, haptic gloves, wearable bass-feedback devices, VR treadmills, VR locomotion shoes, motorised VR chairs and motion simulators.

The category is highly tiered by price: hygiene and protection accessories may sell from low double-digit dollar levels, mainstream battery straps, charging docks and connectivity products are commonly positioned around the 50?150 dollar range, while haptic wearables, tracking kits, VR chairs and omnidirectional treadmills can range from several hundred dollars to several thousand dollars. The sector sits at the intersection of consumer electronics accessories, gaming peripherals, XR interaction hardware and immersive entertainment equipment.

Based on our research, the VR gaming accessories market should not be treated as a simple appendage to the VR headset market. It is a second-layer hardware ecosystem built around longer play sessions, better ergonomics, more precise interaction, stronger tactile feedback and deeper physical immersion. Under the narrow scope adopted in this report, the market excludes VR headsets, VR games, subscriptions, generic headphones and ordinary USB accessories, and instead focuses on dedicated physical accessories used with VR gaming devices. This scope provides a more accurate view of the monetisable accessory opportunity around Meta Quest, PlayStation VR2, SteamVR, VIVE and PICO ecosystems.

From the supply side, the market is structured around three layers. First-party platform owners define interface standards, controller systems and core official accessories. Specialist third-party brands then address comfort, battery life, hygiene, charging, protection and PCVR connectivity at faster SKU cycles and lower price points. A smaller group of high-end immersion suppliers focuses on haptic vests, haptic gloves, full-body tracking, VR treadmills, VR chairs and gunstocks. China-linked supply chains are particularly strong in battery straps, charging docks, facial interfaces, protective covers and link cables, while Europe and North America remain more visible in haptic gloves, motion platforms and premium simulation peripherals.

On the demand side, growth is driven more by installed-base upgrades than by new headset shipments alone. Even where traditional VR/MR headset shipments remain under pressure, active VR gamers continue to purchase accessories that solve clear pain points: limited battery life, front-heavy headset weight, controller protection, sweat and hygiene, PCVR connectivity, full-body tracking and deeper haptic feedback. The current SteamVR hardware mix, where Quest-series devices, Valve Index, PICO and HTC Vive remain visible among active users, indicates that accessory demand can persist even when new headset cycles are uneven.

From a product-route perspective, the category is moving from basic protective accessories toward battery-integrated, modular, haptic, body-tracking and motion-enabled products. Battery head straps and charging docks improve play-time and storage discipline; full-body trackers and haptic wearables raise the value of VRChat, rhythm games, shooters and simulation titles; VR treadmills and motorised chairs attempt to address locomotion and motion-sickness constraints. Although high-end immersion products remain small in unit terms, they lift the category's average selling price and create differentiation beyond low-cost commodity accessories.

The industry outlook remains positive but should be assessed conservatively. Key risks

include weak VR headset shipment cycles, competition from smart glasses, platform-interface changes, product commoditisation, low-price cross-border competition and inventory volatility. Nevertheless, the continuing Quest installed base, PSVR2 PC compatibility, SteamVR enthusiast users, social VR, VR fitness and simulation gaming provide durable pockets of demand.

This report is a detailed and comprehensive analysis for global Virtual Reality (VR) Gaming Accessories market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Product Function 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 Virtual Reality (VR) Gaming Accessories market size and forecasts, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global Virtual Reality (VR) Gaming Accessories market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global Virtual Reality (VR) Gaming Accessories market size and forecasts, by Product Function and by Application, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global Virtual Reality (VR) Gaming Accessories market shares of main players, shipments in revenue (\$ Million), sales quantity (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 Virtual Reality (VR) Gaming Accessories

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 Virtual Reality (VR) Gaming Accessories 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 Meta Platforms, Inc., KIWI design, BOBOVR INNOVATION LIMITED, Sony Interactive Entertainment LLC, HTC Corporation, Valve Corporation, bHaptics Inc., KAT VR, Virtuix Inc., AMVRSHOP, etc.

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

Market Segmentation

Virtual Reality (VR) Gaming Accessories market is split by Product Function and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by Product Function, 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 Product Function

Control & Tracking Accessories

Comfort, Fit & Hygiene Accessories

Power, Charging & Connectivity Accessories

Immersion & Motion Accessories

Other

Market segment by Price Tier

Entry-level Accessories

Mainstream Upgrade Accessories

Premium Immersion Accessories

Ultra-premium Motion Systems

Market segment by Supplier Type

First-party Platform Accessories

Licensed / Certified Accessories

Specialist Third-party Brands

Long-tail OEM / ODM and Channel Brands

Market segment by Application

Home VR Gaming

Social VR & Full-body Interaction

VR Fitness & Active Gaming

Simulation, Arcade & Location-based VR

Other

Major players covered

Meta Platforms, Inc.

KIWI design

BOBOVR INNOVATION LIMITED

Sony Interactive Entertainment LLC

HTC Corporation

Valve Corporation

bHaptics Inc.

KAT VR

Virtuix Inc.

AMVRSHOP

Logitech International S.A.

Razer Inc.

Woojer Ltd.

OWO Game

Roto VR Ltd.

ProTubeVR

VR Cover

SlimeVR

PICO

ZyberVR

NexiGo

Syntech

Anker Innovations

Zenni Optical, Inc.

Yaw VR

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 Virtual Reality (VR) Gaming Accessories product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Virtual Reality (VR) Gaming Accessories, with price, sales quantity, revenue, and global market share of Virtual Reality (VR) Gaming Accessories from 2021 to 2026.

Chapter 3, the Virtual Reality (VR) Gaming Accessories competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Virtual Reality (VR) Gaming Accessories 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 Product Function and by Application, with sales market share and growth rate by Product Function, 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 Virtual Reality (VR) Gaming Accessories market forecast, by regions, by Product Function, 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 Virtual Reality (VR) Gaming Accessories.

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