

Global Virtual Reality (VR) Gaming Accessories Supply, Demand and Key Producers, 2026-2032

<https://marketpublishers.com/r/GB636B0E513DEN.html>

Date: July 2026

Pages: 171

Price: US\$ 4,480.00 (Single User License)

ID: GB636B0E513DEN

Abstracts

The global Virtual Reality (VR) Gaming Accessories market size is expected to reach \$ 1571 million by 2032, rising at a market growth of 7.1% CAGR during the forecast period (2026-2032).

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 studies the global Virtual Reality (VR) Gaming Accessories production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Virtual Reality (VR) Gaming Accessories 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 Virtual Reality (VR) Gaming Accessories that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Virtual Reality (VR) Gaming Accessories total production and demand, 2021-2032, (Units)

Global Virtual Reality (VR) Gaming Accessories total production value, 2021-2032, (USD Million)

Global Virtual Reality (VR) Gaming Accessories production by region & country, production, value, CAGR, 2021-2032, (USD Million) & (Units), (based on production site)

Global Virtual Reality (VR) Gaming Accessories consumption by region & country, CAGR, 2021-2032 & (Units)

U.S. VS China: Virtual Reality (VR) Gaming Accessories domestic production, consumption, key domestic manufacturers and share

Global Virtual Reality (VR) Gaming Accessories production by manufacturer, production, price, value and market share 2021-2026, (USD Million) & (Units)

Global Virtual Reality (VR) Gaming Accessories production by Product Function, production, value, CAGR, 2021-2032, (USD Million) & (Units)

Global Virtual Reality (VR) Gaming Accessories production by Application, production, value, CAGR, 2021-2032, (USD Million) & (Units)

This report profiles key players in the global Virtual Reality (VR) Gaming Accessories 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 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.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Virtual Reality (VR) Gaming Accessories market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (Units) and average price (US\$/Unit) by manufacturer, by Product Function, 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 Virtual Reality (VR) Gaming Accessories Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Virtual Reality (VR) Gaming Accessories Market, Segmentation by Product Function:

Control & Tracking Accessories

Comfort, Fit & Hygiene Accessories

Power, Charging & Connectivity Accessories

Immersion & Motion Accessories

Other

Global Virtual Reality (VR) Gaming Accessories Market, Segmentation by Price Tier:

Entry-level Accessories

Mainstream Upgrade Accessories

Premium Immersion Accessories

Ultra-premium Motion Systems

Global Virtual Reality (VR) Gaming Accessories Market, Segmentation by Supplier Type:

First-party Platform Accessories

Licensed / Certified Accessories

Specialist Third-party Brands

Long-tail OEM / ODM and Channel Brands

Global Virtual Reality (VR) Gaming Accessories Market, Segmentation by Application:

Home VR Gaming

Social VR & Full-body Interaction

VR Fitness & Active Gaming

Simulation, Arcade & Location-based VR

Other

Companies Profiled:

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

Key Questions Answered:

1. How big is the global Virtual Reality (VR) Gaming Accessories market?
2. What is the demand of the global Virtual Reality (VR) Gaming Accessories market?
3. What is the year over year growth of the global Virtual Reality (VR) Gaming Accessories market?
4. What is the production and production value of the global Virtual Reality (VR) Gaming Accessories market?
5. Who are the key producers in the global Virtual Reality (VR) Gaming Accessories market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

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

2 DEMAND SUMMARY

- 2.1 World Virtual Reality (VR) Gaming Accessories Demand (2021-2032)
- 2.2 World Virtual Reality (VR) Gaming Accessories Consumption by Region
 - 2.2.1 World Virtual Reality (VR) Gaming Accessories Consumption by Region (2021-2026)
 - 2.2.2 World Virtual Reality (VR) Gaming Accessories Consumption Forecast by Region (2027-2032)
- 2.3 United States Virtual Reality (VR) Gaming Accessories Consumption (2021-2032)
- 2.4 China Virtual Reality (VR) Gaming Accessories Consumption (2021-2032)
- 2.5 Europe Virtual Reality (VR) Gaming Accessories Consumption (2021-2032)
- 2.6 Japan Virtual Reality (VR) Gaming Accessories Consumption (2021-2032)

2.7 South Korea Virtual Reality (VR) Gaming Accessories Consumption (2021-2032)

2.8 ASEAN Virtual Reality (VR) Gaming Accessories Consumption (2021-2032)

2.9 India Virtual Reality (VR) Gaming Accessories Consumption (2021-2032)

3 WORLD MANUFACTURERS COMPETITIVE ANALYSIS

3.1 World Virtual Reality (VR) Gaming Accessories Production Value by Manufacturer (2021-2026)

3.2 World Virtual Reality (VR) Gaming Accessories Production by Manufacturer (2021-2026)

3.3 World Virtual Reality (VR) Gaming Accessories Average Price by Manufacturer (2021-2026)

3.4 Virtual Reality (VR) Gaming Accessories Company Evaluation Quadrant

3.5 Industry Rank and Concentration Rate (CR)

3.5.1 Global Virtual Reality (VR) Gaming Accessories Industry Rank of Major Manufacturers

3.5.2 Global Concentration Ratios (CR4) for Virtual Reality (VR) Gaming Accessories in 2025

3.5.3 Global Concentration Ratios (CR8) for Virtual Reality (VR) Gaming Accessories in 2025

3.6 Virtual Reality (VR) Gaming Accessories Market: Overall Company Footprint Analysis

3.6.1 Virtual Reality (VR) Gaming Accessories Market: Region Footprint

3.6.2 Virtual Reality (VR) Gaming Accessories Market: Company Product Type Footprint

3.6.3 Virtual Reality (VR) Gaming Accessories 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: Virtual Reality (VR) Gaming Accessories Production Value Comparison

4.1.1 United States VS China: Virtual Reality (VR) Gaming Accessories Production

Value Comparison (2021 & 2025 & 2032)

4.1.2 United States VS China: Virtual Reality (VR) Gaming Accessories Production

Value Market Share Comparison (2021 & 2025 & 2032)

4.2 United States VS China: Virtual Reality (VR) Gaming Accessories Production Comparison

4.2.1 United States VS China: Virtual Reality (VR) Gaming Accessories Production Comparison (2021 & 2025 & 2032)

4.2.2 United States VS China: Virtual Reality (VR) Gaming Accessories Production Market Share Comparison (2021 & 2025 & 2032)

4.3 United States VS China: Virtual Reality (VR) Gaming Accessories Consumption Comparison

4.3.1 United States VS China: Virtual Reality (VR) Gaming Accessories Consumption Comparison (2021 & 2025 & 2032)

4.3.2 United States VS China: Virtual Reality (VR) Gaming Accessories Consumption Market Share Comparison (2021 & 2025 & 2032)

4.4 United States Based Virtual Reality (VR) Gaming Accessories Manufacturers and Market Share, 2021-2026

4.4.1 United States Based Virtual Reality (VR) Gaming Accessories Manufacturers, Headquarters and Production Site (States, Country)

4.4.2 United States Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Value (2021-2026)

4.4.3 United States Based Manufacturers Virtual Reality (VR) Gaming Accessories Production (2021-2026)

4.5 China Based Virtual Reality (VR) Gaming Accessories Manufacturers and Market Share

4.5.1 China Based Virtual Reality (VR) Gaming Accessories Manufacturers, Headquarters and Production Site (Province, Country)

4.5.2 China Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Value (2021-2026)

4.5.3 China Based Manufacturers Virtual Reality (VR) Gaming Accessories Production (2021-2026)

4.6 Rest of World Based Virtual Reality (VR) Gaming Accessories Manufacturers and Market Share, 2021-2026

4.6.1 Rest of World Based Virtual Reality (VR) Gaming Accessories Manufacturers, Headquarters and Production Site (State, Country)

4.6.2 Rest of World Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Value (2021-2026)

4.6.3 Rest of World Based Manufacturers Virtual Reality (VR) Gaming Accessories Production (2021-2026)

5 MARKET ANALYSIS BY PRODUCT FUNCTION

5.1 World Virtual Reality (VR) Gaming Accessories Market Size Overview by Product Function: 2021 VS 2025 VS 2032

5.2 Segment Introduction by Product Function

5.2.1 Control & Tracking Accessories

5.2.2 Comfort, Fit & Hygiene Accessories

5.2.3 Power, Charging & Connectivity Accessories

5.2.4 Immersion & Motion Accessories

5.2.5 Other

5.3 Market Segment by Product Function

5.3.1 World Virtual Reality (VR) Gaming Accessories Production by Product Function (2021-2032)

5.3.2 World Virtual Reality (VR) Gaming Accessories Production Value by Product Function (2021-2032)

5.3.3 World Virtual Reality (VR) Gaming Accessories Average Price by Product Function (2021-2032)

6 MARKET ANALYSIS BY PRICE TIER

6.1 World Virtual Reality (VR) Gaming Accessories Market Size Overview by Price Tier: 2021 VS 2025 VS 2032

6.2 Segment Introduction by Price Tier

6.2.1 Entry-level Accessories

6.2.2 Mainstream Upgrade Accessories

6.2.3 Premium Immersion Accessories

6.2.4 Ultra-premium Motion Systems

6.3 Market Segment by Price Tier

6.3.1 World Virtual Reality (VR) Gaming Accessories Production by Price Tier (2021-2032)

6.3.2 World Virtual Reality (VR) Gaming Accessories Production Value by Price Tier (2021-2032)

6.3.3 World Virtual Reality (VR) Gaming Accessories Average Price by Price Tier (2021-2032)

7 MARKET ANALYSIS BY SUPPLIER TYPE

7.1 World Virtual Reality (VR) Gaming Accessories Market Size Overview by Supplier

Type: 2021 VS 2025 VS 2032

7.2 Segment Introduction by Supplier Type

7.2.1 First-party Platform Accessories

7.2.2 Licensed / Certified Accessories

7.2.3 Specialist Third-party Brands

7.2.4 Long-tail OEM / ODM and Channel Brands

7.3 Market Segment by Supplier Type

7.3.1 World Virtual Reality (VR) Gaming Accessories Production by Supplier Type (2021-2032)

7.3.2 World Virtual Reality (VR) Gaming Accessories Production Value by Supplier Type (2021-2032)

7.3.3 World Virtual Reality (VR) Gaming Accessories Average Price by Supplier Type (2021-2032)

8 MARKET ANALYSIS BY APPLICATION

8.1 World Virtual Reality (VR) Gaming Accessories Market Size Overview by Application: 2021 VS 2025 VS 2032

8.2 Segment Introduction by Application

8.2.1 Home VR Gaming

8.2.2 Social VR & Full-body Interaction

8.2.3 VR Fitness & Active Gaming

8.2.4 Simulation, Arcade & Location-based VR

8.2.5 Other

8.3 Market Segment by Application

8.3.1 World Virtual Reality (VR) Gaming Accessories Production by Application (2021-2032)

8.3.2 World Virtual Reality (VR) Gaming Accessories Production Value by Application (2021-2032)

8.3.3 World Virtual Reality (VR) Gaming Accessories Average Price by Application (2021-2032)

9 COMPANY PROFILES

9.1 Meta Platforms, Inc.

9.1.1 Meta Platforms, Inc. Details

9.1.2 Meta Platforms, Inc. Major Business

9.1.3 Meta Platforms, Inc. Virtual Reality (VR) Gaming Accessories Product and Services

9.1.4 Meta Platforms, Inc. Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.1.5 Meta Platforms, Inc. Recent Developments/Updates

9.1.6 Meta Platforms, Inc. Competitive Strengths & Weaknesses

9.2 KIWI design

9.2.1 KIWI design Details

9.2.2 KIWI design Major Business

9.2.3 KIWI design Virtual Reality (VR) Gaming Accessories Product and Services

9.2.4 KIWI design Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.2.5 KIWI design Recent Developments/Updates

9.2.6 KIWI design Competitive Strengths & Weaknesses

9.3 BOBOVR INNOVATION LIMITED

9.3.1 BOBOVR INNOVATION LIMITED Details

9.3.2 BOBOVR INNOVATION LIMITED Major Business

9.3.3 BOBOVR INNOVATION LIMITED Virtual Reality (VR) Gaming Accessories Product and Services

9.3.4 BOBOVR INNOVATION LIMITED Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.3.5 BOBOVR INNOVATION LIMITED Recent Developments/Updates

9.3.6 BOBOVR INNOVATION LIMITED Competitive Strengths & Weaknesses

9.4 Sony Interactive Entertainment LLC

9.4.1 Sony Interactive Entertainment LLC Details

9.4.2 Sony Interactive Entertainment LLC Major Business

9.4.3 Sony Interactive Entertainment LLC Virtual Reality (VR) Gaming Accessories Product and Services

9.4.4 Sony Interactive Entertainment LLC Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.4.5 Sony Interactive Entertainment LLC Recent Developments/Updates

9.4.6 Sony Interactive Entertainment LLC Competitive Strengths & Weaknesses

9.5 HTC Corporation

9.5.1 HTC Corporation Details

9.5.2 HTC Corporation Major Business

9.5.3 HTC Corporation Virtual Reality (VR) Gaming Accessories Product and Services

9.5.4 HTC Corporation Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.5.5 HTC Corporation Recent Developments/Updates

9.5.6 HTC Corporation Competitive Strengths & Weaknesses

9.6 Valve Corporation

- 9.6.1 Valve Corporation Details
- 9.6.2 Valve Corporation Major Business
- 9.6.3 Valve Corporation Virtual Reality (VR) Gaming Accessories Product and Services
- 9.6.4 Valve Corporation Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)
- 9.6.5 Valve Corporation Recent Developments/Updates
- 9.6.6 Valve Corporation Competitive Strengths & Weaknesses
- 9.7 bHaptics Inc.
 - 9.7.1 bHaptics Inc. Details
 - 9.7.2 bHaptics Inc. Major Business
 - 9.7.3 bHaptics Inc. Virtual Reality (VR) Gaming Accessories Product and Services
 - 9.7.4 bHaptics Inc. Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 9.7.5 bHaptics Inc. Recent Developments/Updates
 - 9.7.6 bHaptics Inc. Competitive Strengths & Weaknesses
- 9.8 KAT VR
 - 9.8.1 KAT VR Details
 - 9.8.2 KAT VR Major Business
 - 9.8.3 KAT VR Virtual Reality (VR) Gaming Accessories Product and Services
 - 9.8.4 KAT VR Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 9.8.5 KAT VR Recent Developments/Updates
 - 9.8.6 KAT VR Competitive Strengths & Weaknesses
- 9.9 Virtuix Inc.
 - 9.9.1 Virtuix Inc. Details
 - 9.9.2 Virtuix Inc. Major Business
 - 9.9.3 Virtuix Inc. Virtual Reality (VR) Gaming Accessories Product and Services
 - 9.9.4 Virtuix Inc. Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 9.9.5 Virtuix Inc. Recent Developments/Updates
 - 9.9.6 Virtuix Inc. Competitive Strengths & Weaknesses
- 9.10 AMVRSHOP
 - 9.10.1 AMVRSHOP Details
 - 9.10.2 AMVRSHOP Major Business
 - 9.10.3 AMVRSHOP Virtual Reality (VR) Gaming Accessories Product and Services
 - 9.10.4 AMVRSHOP Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)
 - 9.10.5 AMVRSHOP Recent Developments/Updates

9.10.6 AMVRSHOP Competitive Strengths & Weaknesses

9.11 Logitech International S.A.

9.11.1 Logitech International S.A. Details

9.11.2 Logitech International S.A. Major Business

9.11.3 Logitech International S.A. Virtual Reality (VR) Gaming Accessories Product and Services

9.11.4 Logitech International S.A. Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.11.5 Logitech International S.A. Recent Developments/Updates

9.11.6 Logitech International S.A. Competitive Strengths & Weaknesses

9.12 Razer Inc.

9.12.1 Razer Inc. Details

9.12.2 Razer Inc. Major Business

9.12.3 Razer Inc. Virtual Reality (VR) Gaming Accessories Product and Services

9.12.4 Razer Inc. Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.12.5 Razer Inc. Recent Developments/Updates

9.12.6 Razer Inc. Competitive Strengths & Weaknesses

9.13 Woojer Ltd.

9.13.1 Woojer Ltd. Details

9.13.2 Woojer Ltd. Major Business

9.13.3 Woojer Ltd. Virtual Reality (VR) Gaming Accessories Product and Services

9.13.4 Woojer Ltd. Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.13.5 Woojer Ltd. Recent Developments/Updates

9.13.6 Woojer Ltd. Competitive Strengths & Weaknesses

9.14 OWO Game

9.14.1 OWO Game Details

9.14.2 OWO Game Major Business

9.14.3 OWO Game Virtual Reality (VR) Gaming Accessories Product and Services

9.14.4 OWO Game Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.14.5 OWO Game Recent Developments/Updates

9.14.6 OWO Game Competitive Strengths & Weaknesses

9.15 Roto VR Ltd.

9.15.1 Roto VR Ltd. Details

9.15.2 Roto VR Ltd. Major Business

9.15.3 Roto VR Ltd. Virtual Reality (VR) Gaming Accessories Product and Services

9.15.4 Roto VR Ltd. Virtual Reality (VR) Gaming Accessories Production, Price, Value,

Gross Margin and Market Share (2021-2026)

9.15.5 Roto VR Ltd. Recent Developments/Updates

9.15.6 Roto VR Ltd. Competitive Strengths & Weaknesses

9.16 ProTubeVR

9.16.1 ProTubeVR Details

9.16.2 ProTubeVR Major Business

9.16.3 ProTubeVR Virtual Reality (VR) Gaming Accessories Product and Services

9.16.4 ProTubeVR Virtual Reality (VR) Gaming Accessories Production, Price, Value,

Gross Margin and Market Share (2021-2026)

9.16.5 ProTubeVR Recent Developments/Updates

9.16.6 ProTubeVR Competitive Strengths & Weaknesses

9.17 VR Cover

9.17.1 VR Cover Details

9.17.2 VR Cover Major Business

9.17.3 VR Cover Virtual Reality (VR) Gaming Accessories Product and Services

9.17.4 VR Cover Virtual Reality (VR) Gaming Accessories Production, Price, Value,

Gross Margin and Market Share (2021-2026)

9.17.5 VR Cover Recent Developments/Updates

9.17.6 VR Cover Competitive Strengths & Weaknesses

9.18 SlimeVR

9.18.1 SlimeVR Details

9.18.2 SlimeVR Major Business

9.18.3 SlimeVR Virtual Reality (VR) Gaming Accessories Product and Services

9.18.4 SlimeVR Virtual Reality (VR) Gaming Accessories Production, Price, Value,

Gross Margin and Market Share (2021-2026)

9.18.5 SlimeVR Recent Developments/Updates

9.18.6 SlimeVR Competitive Strengths & Weaknesses

9.19 PICO

9.19.1 PICO Details

9.19.2 PICO Major Business

9.19.3 PICO Virtual Reality (VR) Gaming Accessories Product and Services

9.19.4 PICO Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross

Margin and Market Share (2021-2026)

9.19.5 PICO Recent Developments/Updates

9.19.6 PICO Competitive Strengths & Weaknesses

9.20 ZyberVR

9.20.1 ZyberVR Details

9.20.2 ZyberVR Major Business

9.20.3 ZyberVR Virtual Reality (VR) Gaming Accessories Product and Services

9.20.4 ZyberVR Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.20.5 ZyberVR Recent Developments/Updates

9.20.6 ZyberVR Competitive Strengths & Weaknesses

9.21 NexiGo

9.21.1 NexiGo Details

9.21.2 NexiGo Major Business

9.21.3 NexiGo Virtual Reality (VR) Gaming Accessories Product and Services

9.21.4 NexiGo Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.21.5 NexiGo Recent Developments/Updates

9.21.6 NexiGo Competitive Strengths & Weaknesses

9.22 Syntech

9.22.1 Syntech Details

9.22.2 Syntech Major Business

9.22.3 Syntech Virtual Reality (VR) Gaming Accessories Product and Services

9.22.4 Syntech Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.22.5 Syntech Recent Developments/Updates

9.22.6 Syntech Competitive Strengths & Weaknesses

9.23 Anker Innovations

9.23.1 Anker Innovations Details

9.23.2 Anker Innovations Major Business

9.23.3 Anker Innovations Virtual Reality (VR) Gaming Accessories Product and Services

9.23.4 Anker Innovations Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.23.5 Anker Innovations Recent Developments/Updates

9.23.6 Anker Innovations Competitive Strengths & Weaknesses

9.24 Zenni Optical, Inc.

9.24.1 Zenni Optical, Inc. Details

9.24.2 Zenni Optical, Inc. Major Business

9.24.3 Zenni Optical, Inc. Virtual Reality (VR) Gaming Accessories Product and Services

9.24.4 Zenni Optical, Inc. Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)

9.24.5 Zenni Optical, Inc. Recent Developments/Updates

9.24.6 Zenni Optical, Inc. Competitive Strengths & Weaknesses

9.25 Yaw VR

- 9.25.1 Yaw VR Details
- 9.25.2 Yaw VR Major Business
- 9.25.3 Yaw VR Virtual Reality (VR) Gaming Accessories Product and Services
- 9.25.4 Yaw VR Virtual Reality (VR) Gaming Accessories Production, Price, Value, Gross Margin and Market Share (2021-2026)
- 9.25.5 Yaw VR Recent Developments/Updates
- 9.25.6 Yaw VR Competitive Strengths & Weaknesses

10 INDUSTRY CHAIN ANALYSIS

- 10.1 Virtual Reality (VR) Gaming Accessories Industry Chain
- 10.2 Virtual Reality (VR) Gaming Accessories Upstream Analysis
 - 10.2.1 Virtual Reality (VR) Gaming Accessories Core Raw Materials
 - 10.2.2 Main Manufacturers of Virtual Reality (VR) Gaming Accessories Core Raw Materials
- 10.3 Midstream Analysis
- 10.4 Downstream Analysis
- 10.5 Virtual Reality (VR) Gaming Accessories Production Mode
- 10.6 Virtual Reality (VR) Gaming Accessories Procurement Model
- 10.7 Virtual Reality (VR) Gaming Accessories Industry Sales Model and Sales Channels
 - 10.7.1 Virtual Reality (VR) Gaming Accessories Sales Model
 - 10.7.2 Virtual Reality (VR) Gaming Accessories Typical Distributors

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

- 12.1 Methodology
- 12.2 Research Process and Data Source
- 12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World Virtual Reality (VR) Gaming Accessories Production Value by Region (2021, 2025 and 2032) & (USD Million)

Table 2. World Virtual Reality (VR) Gaming Accessories Production Value by Region (2021-2026) & (USD Million)

Table 3. World Virtual Reality (VR) Gaming Accessories Production Value by Region (2027-2032) & (USD Million)

Table 4. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Region (2021-2026)

Table 5. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Region (2027-2032)

Table 6. World Virtual Reality (VR) Gaming Accessories Production by Region (2021-2026) & (Units)

Table 7. World Virtual Reality (VR) Gaming Accessories Production by Region (2027-2032) & (Units)

Table 8. World Virtual Reality (VR) Gaming Accessories Production Market Share by Region (2021-2026)

Table 9. World Virtual Reality (VR) Gaming Accessories Production Market Share by Region (2027-2032)

Table 10. World Virtual Reality (VR) Gaming Accessories Average Price by Region (2021-2026) & (US\$/Unit)

Table 11. World Virtual Reality (VR) Gaming Accessories Average Price by Region (2027-2032) & (US\$/Unit)

Table 12. Virtual Reality (VR) Gaming Accessories Major Market Trends

Table 13. World Virtual Reality (VR) Gaming Accessories Consumption Growth Rate Forecast by Region (2021 & 2025 & 2032) & (Units)

Table 14. World Virtual Reality (VR) Gaming Accessories Consumption by Region (2021-2026) & (Units)

Table 15. World Virtual Reality (VR) Gaming Accessories Consumption Forecast by Region (2027-2032) & (Units)

Table 16. World Virtual Reality (VR) Gaming Accessories Production Value by Manufacturer (2021-2026) & (USD Million)

Table 17. Production Value Market Share of Key Virtual Reality (VR) Gaming Accessories Producers in 2025

Table 18. World Virtual Reality (VR) Gaming Accessories Production by Manufacturer (2021-2026) & (Units)

Table 19. Production Market Share of Key Virtual Reality (VR) Gaming Accessories Producers in 2025

Table 20. World Virtual Reality (VR) Gaming Accessories Average Price by Manufacturer (2021-2026) & (US\$/Unit)

Table 21. Global Virtual Reality (VR) Gaming Accessories Company Evaluation Quadrant

Table 22. World Virtual Reality (VR) Gaming Accessories Industry Rank of Major Manufacturers, Based on Production Value in 2025

Table 23. Head Office and Virtual Reality (VR) Gaming Accessories Production Site of Key Manufacturer

Table 24. Virtual Reality (VR) Gaming Accessories Market: Company Product Type Footprint

Table 25. Virtual Reality (VR) Gaming Accessories Market: Company Product Application Footprint

Table 26. Virtual Reality (VR) Gaming Accessories Competitive Factors

Table 27. Virtual Reality (VR) Gaming Accessories New Entrant and Capacity Expansion Plans

Table 28. Virtual Reality (VR) Gaming Accessories Mergers & Acquisitions Activity

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

Table 30. United States VS China Virtual Reality (VR) Gaming Accessories Production Comparison, (2021 & 2025 & 2032) & (Units)

Table 31. United States VS China Virtual Reality (VR) Gaming Accessories Consumption Comparison, (2021 & 2025 & 2032) & (Units)

Table 32. United States Based Virtual Reality (VR) Gaming Accessories Manufacturers, Headquarters and Production Site (States, Country)

Table 33. United States Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Value, (2021-2026) & (USD Million)

Table 34. United States Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Value Market Share (2021-2026)

Table 35. United States Based Manufacturers Virtual Reality (VR) Gaming Accessories Production (2021-2026) & (Units)

Table 36. United States Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Market Share (2021-2026)

Table 37. China Based Virtual Reality (VR) Gaming Accessories Manufacturers, Headquarters and Production Site (Province, Country)

Table 38. China Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Value, (2021-2026) & (USD Million)

Table 39. China Based Manufacturers Virtual Reality (VR) Gaming Accessories

Production Value Market Share (2021-2026)

Table 40. China Based Manufacturers Virtual Reality (VR) Gaming Accessories Production, (2021-2026) & (Units)

Table 41. China Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Market Share (2021-2026)

Table 42. Rest of World Based Virtual Reality (VR) Gaming Accessories Manufacturers, Headquarters and Production Site (State, Country)

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

Table 44. Rest of World Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Value Market Share (2021-2026)

Table 45. Rest of World Based Manufacturers Virtual Reality (VR) Gaming Accessories Production, (2021-2026) & (Units)

Table 46. Rest of World Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Market Share (2021-2026)

Table 47. World Virtual Reality (VR) Gaming Accessories Production Value by Product Function, (USD Million), 2021 & 2025 & 2032

Table 48. World Virtual Reality (VR) Gaming Accessories Production by Product Function (2021-2026) & (Units)

Table 49. World Virtual Reality (VR) Gaming Accessories Production by Product Function (2027-2032) & (Units)

Table 50. World Virtual Reality (VR) Gaming Accessories Production Value by Product Function (2021-2026) & (USD Million)

Table 51. World Virtual Reality (VR) Gaming Accessories Production Value by Product Function (2027-2032) & (USD Million)

Table 52. World Virtual Reality (VR) Gaming Accessories Average Price by Product Function (2021-2026) & (US\$/Unit)

Table 53. World Virtual Reality (VR) Gaming Accessories Average Price by Product Function (2027-2032) & (US\$/Unit)

Table 54. World Virtual Reality (VR) Gaming Accessories Production Value by Price Tier, (USD Million), 2021 & 2025 & 2032

Table 55. World Virtual Reality (VR) Gaming Accessories Production by Price Tier (2021-2026) & (Units)

Table 56. World Virtual Reality (VR) Gaming Accessories Production by Price Tier (2027-2032) & (Units)

Table 57. World Virtual Reality (VR) Gaming Accessories Production Value by Price Tier (2021-2026) & (USD Million)

Table 58. World Virtual Reality (VR) Gaming Accessories Production Value by Price Tier (2027-2032) & (USD Million)

Table 59. World Virtual Reality (VR) Gaming Accessories Average Price by Price Tier (2021-2026) & (US\$/Unit)

Table 60. World Virtual Reality (VR) Gaming Accessories Average Price by Price Tier (2027-2032) & (US\$/Unit)

Table 61. World Virtual Reality (VR) Gaming Accessories Production Value by Supplier Type, (USD Million), 2021 & 2025 & 2032

Table 62. World Virtual Reality (VR) Gaming Accessories Production by Supplier Type (2021-2026) & (Units)

Table 63. World Virtual Reality (VR) Gaming Accessories Production by Supplier Type (2027-2032) & (Units)

Table 64. World Virtual Reality (VR) Gaming Accessories Production Value by Supplier Type (2021-2026) & (USD Million)

Table 65. World Virtual Reality (VR) Gaming Accessories Production Value by Supplier Type (2027-2032) & (USD Million)

Table 66. World Virtual Reality (VR) Gaming Accessories Average Price by Supplier Type (2021-2026) & (US\$/Unit)

Table 67. World Virtual Reality (VR) Gaming Accessories Average Price by Supplier Type (2027-2032) & (US\$/Unit)

Table 68. World Virtual Reality (VR) Gaming Accessories Production Value by Application, (USD Million), 2021 & 2025 & 2032

Table 69. World Virtual Reality (VR) Gaming Accessories Production by Application (2021-2026) & (Units)

Table 70. World Virtual Reality (VR) Gaming Accessories Production by Application (2027-2032) & (Units)

Table 71. World Virtual Reality (VR) Gaming Accessories Production Value by Application (2021-2026) & (USD Million)

Table 72. World Virtual Reality (VR) Gaming Accessories Production Value by Application (2027-2032) & (USD Million)

Table 73. World Virtual Reality (VR) Gaming Accessories Average Price by Application (2021-2026) & (US\$/Unit)

Table 74. World Virtual Reality (VR) Gaming Accessories Average Price by Application (2027-2032) & (US\$/Unit)

Table 75. Meta Platforms, Inc. Basic Information, Manufacturing Base and Competitors

Table 76. Meta Platforms, Inc. Major Business

Table 77. Meta Platforms, Inc. Virtual Reality (VR) Gaming Accessories Product and Services

Table 78. Meta Platforms, Inc. Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 79. Meta Platforms, Inc. Recent Developments/Updates
Table 80. Meta Platforms, Inc. Competitive Strengths & Weaknesses
Table 81. KIWI design Basic Information, Manufacturing Base and Competitors
Table 82. KIWI design Major Business
Table 83. KIWI design Virtual Reality (VR) Gaming Accessories Product and Services
Table 84. KIWI design Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
Table 85. KIWI design Recent Developments/Updates
Table 86. KIWI design Competitive Strengths & Weaknesses
Table 87. BOBOVR INNOVATION LIMITED Basic Information, Manufacturing Base and Competitors
Table 88. BOBOVR INNOVATION LIMITED Major Business
Table 89. BOBOVR INNOVATION LIMITED Virtual Reality (VR) Gaming Accessories Product and Services
Table 90. BOBOVR INNOVATION LIMITED Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
Table 91. BOBOVR INNOVATION LIMITED Recent Developments/Updates
Table 92. BOBOVR INNOVATION LIMITED Competitive Strengths & Weaknesses
Table 93. Sony Interactive Entertainment LLC Basic Information, Manufacturing Base and Competitors
Table 94. Sony Interactive Entertainment LLC Major Business
Table 95. Sony Interactive Entertainment LLC Virtual Reality (VR) Gaming Accessories Product and Services
Table 96. Sony Interactive Entertainment LLC Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
Table 97. Sony Interactive Entertainment LLC Recent Developments/Updates
Table 98. Sony Interactive Entertainment LLC Competitive Strengths & Weaknesses
Table 99. HTC Corporation Basic Information, Manufacturing Base and Competitors
Table 100. HTC Corporation Major Business
Table 101. HTC Corporation Virtual Reality (VR) Gaming Accessories Product and Services
Table 102. HTC Corporation Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
Table 103. HTC Corporation Recent Developments/Updates
Table 104. HTC Corporation Competitive Strengths & Weaknesses

Table 105. Valve Corporation Basic Information, Manufacturing Base and Competitors

Table 106. Valve Corporation Major Business

Table 107. Valve Corporation Virtual Reality (VR) Gaming Accessories Product and Services

Table 108. Valve Corporation Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 109. Valve Corporation Recent Developments/Updates

Table 110. Valve Corporation Competitive Strengths & Weaknesses

Table 111. bHaptics Inc. Basic Information, Manufacturing Base and Competitors

Table 112. bHaptics Inc. Major Business

Table 113. bHaptics Inc. Virtual Reality (VR) Gaming Accessories Product and Services

Table 114. bHaptics Inc. Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 115. bHaptics Inc. Recent Developments/Updates

Table 116. bHaptics Inc. Competitive Strengths & Weaknesses

Table 117. KAT VR Basic Information, Manufacturing Base and Competitors

Table 118. KAT VR Major Business

Table 119. KAT VR Virtual Reality (VR) Gaming Accessories Product and Services

Table 120. KAT VR Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 121. KAT VR Recent Developments/Updates

Table 122. KAT VR Competitive Strengths & Weaknesses

Table 123. Virtuix Inc. Basic Information, Manufacturing Base and Competitors

Table 124. Virtuix Inc. Major Business

Table 125. Virtuix Inc. Virtual Reality (VR) Gaming Accessories Product and Services

Table 126. Virtuix Inc. Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 127. Virtuix Inc. Recent Developments/Updates

Table 128. Virtuix Inc. Competitive Strengths & Weaknesses

Table 129. AMVRSHOP Basic Information, Manufacturing Base and Competitors

Table 130. AMVRSHOP Major Business

Table 131. AMVRSHOP Virtual Reality (VR) Gaming Accessories Product and Services

Table 132. AMVRSHOP Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 133. AMVRSHOP Recent Developments/Updates
Table 134. AMVRSHOP Competitive Strengths & Weaknesses
Table 135. Logitech International S.A. Basic Information, Manufacturing Base and Competitors
Table 136. Logitech International S.A. Major Business
Table 137. Logitech International S.A. Virtual Reality (VR) Gaming Accessories Product and Services
Table 138. Logitech International S.A. Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
Table 139. Logitech International S.A. Recent Developments/Updates
Table 140. Logitech International S.A. Competitive Strengths & Weaknesses
Table 141. Razer Inc. Basic Information, Manufacturing Base and Competitors
Table 142. Razer Inc. Major Business
Table 143. Razer Inc. Virtual Reality (VR) Gaming Accessories Product and Services
Table 144. Razer Inc. Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
Table 145. Razer Inc. Recent Developments/Updates
Table 146. Razer Inc. Competitive Strengths & Weaknesses
Table 147. Woojer Ltd. Basic Information, Manufacturing Base and Competitors
Table 148. Woojer Ltd. Major Business
Table 149. Woojer Ltd. Virtual Reality (VR) Gaming Accessories Product and Services
Table 150. Woojer Ltd. Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
Table 151. Woojer Ltd. Recent Developments/Updates
Table 152. Woojer Ltd. Competitive Strengths & Weaknesses
Table 153. OWO Game Basic Information, Manufacturing Base and Competitors
Table 154. OWO Game Major Business
Table 155. OWO Game Virtual Reality (VR) Gaming Accessories Product and Services
Table 156. OWO Game Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)
Table 157. OWO Game Recent Developments/Updates
Table 158. OWO Game Competitive Strengths & Weaknesses
Table 159. Roto VR Ltd. Basic Information, Manufacturing Base and Competitors
Table 160. Roto VR Ltd. Major Business
Table 161. Roto VR Ltd. Virtual Reality (VR) Gaming Accessories Product and Services

Table 162. Roto VR Ltd. Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 163. Roto VR Ltd. Recent Developments/Updates

Table 164. Roto VR Ltd. Competitive Strengths & Weaknesses

Table 165. ProTubeVR Basic Information, Manufacturing Base and Competitors

Table 166. ProTubeVR Major Business

Table 167. ProTubeVR Virtual Reality (VR) Gaming Accessories Product and Services

Table 168. ProTubeVR Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 169. ProTubeVR Recent Developments/Updates

Table 170. ProTubeVR Competitive Strengths & Weaknesses

Table 171. VR Cover Basic Information, Manufacturing Base and Competitors

Table 172. VR Cover Major Business

Table 173. VR Cover Virtual Reality (VR) Gaming Accessories Product and Services

Table 174. VR Cover Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 175. VR Cover Recent Developments/Updates

Table 176. VR Cover Competitive Strengths & Weaknesses

Table 177. SlimeVR Basic Information, Manufacturing Base and Competitors

Table 178. SlimeVR Major Business

Table 179. SlimeVR Virtual Reality (VR) Gaming Accessories Product and Services

Table 180. SlimeVR Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 181. SlimeVR Recent Developments/Updates

Table 182. SlimeVR Competitive Strengths & Weaknesses

Table 183. PICO Basic Information, Manufacturing Base and Competitors

Table 184. PICO Major Business

Table 185. PICO Virtual Reality (VR) Gaming Accessories Product and Services

Table 186. PICO Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 187. PICO Recent Developments/Updates

Table 188. PICO Competitive Strengths & Weaknesses

Table 189. ZyberVR Basic Information, Manufacturing Base and Competitors

Table 190. ZyberVR Major Business

Table 191. ZyberVR Virtual Reality (VR) Gaming Accessories Product and Services

Table 192. ZyberVR Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 193. ZyberVR Recent Developments/Updates

Table 194. ZyberVR Competitive Strengths & Weaknesses

Table 195. NexiGo Basic Information, Manufacturing Base and Competitors

Table 196. NexiGo Major Business

Table 197. NexiGo Virtual Reality (VR) Gaming Accessories Product and Services

Table 198. NexiGo Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 199. NexiGo Recent Developments/Updates

Table 200. NexiGo Competitive Strengths & Weaknesses

Table 201. Syntech Basic Information, Manufacturing Base and Competitors

Table 202. Syntech Major Business

Table 203. Syntech Virtual Reality (VR) Gaming Accessories Product and Services

Table 204. Syntech Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 205. Syntech Recent Developments/Updates

Table 206. Syntech Competitive Strengths & Weaknesses

Table 207. Anker Innovations Basic Information, Manufacturing Base and Competitors

Table 208. Anker Innovations Major Business

Table 209. Anker Innovations Virtual Reality (VR) Gaming Accessories Product and Services

Table 210. Anker Innovations Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 211. Anker Innovations Recent Developments/Updates

Table 212. Anker Innovations Competitive Strengths & Weaknesses

Table 213. Zenni Optical, Inc. Basic Information, Manufacturing Base and Competitors

Table 214. Zenni Optical, Inc. Major Business

Table 215. Zenni Optical, Inc. Virtual Reality (VR) Gaming Accessories Product and Services

Table 216. Zenni Optical, Inc. Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 217. Zenni Optical, Inc. Recent Developments/Updates

Table 218. Zenni Optical, Inc. Competitive Strengths & Weaknesses

Table 219. Yaw VR Basic Information, Manufacturing Base and Competitors

Table 220. Yaw VR Major Business

Table 221. Yaw VR Virtual Reality (VR) Gaming Accessories Product and Services

Table 222. Yaw VR Virtual Reality (VR) Gaming Accessories Production (Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2021-2026)

Table 223. Yaw VR Recent Developments/Updates

Table 224. Yaw VR Competitive Strengths & Weaknesses

Table 225. Global Key Players of Virtual Reality (VR) Gaming Accessories Upstream (Raw Materials)

Table 226. Global Virtual Reality (VR) Gaming Accessories Typical Customers

Table 227. Virtual Reality (VR) Gaming Accessories Typical Distributors

List Of Figures

LIST OF FIGURES

Figure 1. Virtual Reality (VR) Gaming Accessories Picture

Figure 2. World Virtual Reality (VR) Gaming Accessories Production Value: 2021 & 2025 & 2032, (USD Million)

Figure 3. World Virtual Reality (VR) Gaming Accessories Production Value and Forecast (2021-2032) & (USD Million)

Figure 4. World Virtual Reality (VR) Gaming Accessories Production (2021-2032) & (Units)

Figure 5. World Virtual Reality (VR) Gaming Accessories Average Price (2021-2032) & (US\$/Unit)

Figure 6. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Region (2021-2032)

Figure 7. World Virtual Reality (VR) Gaming Accessories Production Market Share by Region (2021-2032)

Figure 8. North America Virtual Reality (VR) Gaming Accessories Production (2021-2032) & (Units)

Figure 9. Europe Virtual Reality (VR) Gaming Accessories Production (2021-2032) & (Units)

Figure 10. East Asia Virtual Reality (VR) Gaming Accessories Production (2021-2032) & (Units)

Figure 11. Southeast Asia Virtual Reality (VR) Gaming Accessories Production (2021-2032) & (Units)

Figure 12. Virtual Reality (VR) Gaming Accessories Market Drivers

Figure 13. Factors Affecting Demand

Figure 14. World Virtual Reality (VR) Gaming Accessories Consumption (2021-2032) & (Units)

Figure 15. World Virtual Reality (VR) Gaming Accessories Consumption Market Share by Region (2021-2032)

Figure 16. United States Virtual Reality (VR) Gaming Accessories Consumption (2021-2032) & (Units)

Figure 17. China Virtual Reality (VR) Gaming Accessories Consumption (2021-2032) & (Units)

Figure 18. Europe Virtual Reality (VR) Gaming Accessories Consumption (2021-2032) & (Units)

Figure 19. Japan Virtual Reality (VR) Gaming Accessories Consumption (2021-2032) & (Units)

Figure 20. South Korea Virtual Reality (VR) Gaming Accessories Consumption (2021-2032) & (Units)

Figure 21. ASEAN Virtual Reality (VR) Gaming Accessories Consumption (2021-2032) & (Units)

Figure 22. India Virtual Reality (VR) Gaming Accessories Consumption (2021-2032) & (Units)

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

Figure 24. Global Four-firm Concentration Ratios (CR4) for Virtual Reality (VR) Gaming Accessories Markets in 2025

Figure 25. Global Four-firm Concentration Ratios (CR8) for Virtual Reality (VR) Gaming Accessories Markets in 2025

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

Figure 27. United States VS China: Virtual Reality (VR) Gaming Accessories Production Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: Virtual Reality (VR) Gaming Accessories Consumption Market Share Comparison (2021 & 2025 & 2032)

Figure 29. United States Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Market Share 2025

Figure 30. China Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Market Share 2025

Figure 31. Rest of World Based Manufacturers Virtual Reality (VR) Gaming Accessories Production Market Share 2025

Figure 32. World Virtual Reality (VR) Gaming Accessories Production Value by Product Function, (USD Million), 2021 & 2025 & 2032

Figure 33. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Product Function in 2025

Figure 34. Control & Tracking Accessories

Figure 35. Comfort, Fit & Hygiene Accessories

Figure 36. Power, Charging & Connectivity Accessories

Figure 37. Immersion & Motion Accessories

Figure 38. Other

Figure 39. World Virtual Reality (VR) Gaming Accessories Production Market Share by Product Function (2021-2032)

Figure 40. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Product Function (2021-2032)

Figure 41. World Virtual Reality (VR) Gaming Accessories Average Price by Product Function (2021-2032) & (US\$/Unit)

Figure 42. World Virtual Reality (VR) Gaming Accessories Production Value by Price Tier, (USD Million), 2021 & 2025 & 2032

Figure 43. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Price Tier in 2025

Figure 44. Entry-level Accessories

Figure 45. Mainstream Upgrade Accessories

Figure 46. Premium Immersion Accessories

Figure 47. Ultra-premium Motion Systems

Figure 48. World Virtual Reality (VR) Gaming Accessories Production Market Share by Price Tier (2021-2032)

Figure 49. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Price Tier (2021-2032)

Figure 50. World Virtual Reality (VR) Gaming Accessories Average Price by Price Tier (2021-2032) & (US\$/Unit)

Figure 51. World Virtual Reality (VR) Gaming Accessories Production Value by Supplier Type, (USD Million), 2021 & 2025 & 2032

Figure 52. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Supplier Type in 2025

Figure 53. First-party Platform Accessories

Figure 54. Licensed / Certified Accessories

Figure 55. Specialist Third-party Brands

Figure 56. Long-tail OEM / ODM and Channel Brands

Figure 57. World Virtual Reality (VR) Gaming Accessories Production Market Share by Supplier Type (2021-2032)

Figure 58. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Supplier Type (2021-2032)

Figure 59. World Virtual Reality (VR) Gaming Accessories Average Price by Supplier Type (2021-2032) & (US\$/Unit)

Figure 60. World Virtual Reality (VR) Gaming Accessories Production Value by Application, (USD Million), 2021 & 2025 & 2032

Figure 61. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Application in 2025

Figure 62. Home VR Gaming

Figure 63. Social VR & Full-body Interaction

Figure 64. VR Fitness & Active Gaming

Figure 65. Simulation, Arcade & Location-based VR

Figure 66. Other

Figure 67. World Virtual Reality (VR) Gaming Accessories Production Market Share by Application (2021-2032)

Figure 68. World Virtual Reality (VR) Gaming Accessories Production Value Market Share by Application (2021-2032)

Figure 69. World Virtual Reality (VR) Gaming Accessories Average Price by Application (2021-2032) & (US\$/Unit)

Figure 70. Virtual Reality (VR) Gaming Accessories Industry Chain

Figure 71. Virtual Reality (VR) Gaming Accessories Procurement Model

Figure 72. Virtual Reality (VR) Gaming Accessories Sales Model

Figure 73. Virtual Reality (VR) Gaming Accessories Sales Channels, Direct Sales, and Distribution

Figure 74. Methodology

Figure 75. Research Process and Data Source

I would like to order

Product name: Global Virtual Reality (VR) Gaming Accessories Supply, Demand and Key Producers, 2026-2032

Product link: <https://marketpublishers.com/r/GB636B0E513DEN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GB636B0E513DEN.html>