

Global VR Chair Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

<https://marketpublishers.com/r/G6389A656E22EN.html>

Date: June 2026

Pages: 111

Price: US\$ 3,480.00 (Single User License)

ID: G6389A656E22EN

Abstracts

According to our (Global Info Research) latest study, the global VR Chair market size was valued at US\$ 472 million in 2025 and is forecast to a readjusted size of US\$ 4460 million by 2032 with a CAGR of 38.2% during review period.

VR Chair is a specialized piece of seating equipment designed for immersive virtual reality (VR) experiences. It typically features built-in sensors, motors, and actuators that provide haptic feedback, allowing users to feel movements, vibrations, or other sensations that correspond with the virtual environment. These chairs often incorporate a rotating or tilting mechanism to simulate motion, enhancing realism during activities like gaming, simulations, or virtual tours. VR chairs are used to increase immersion and comfort, reducing physical strain while allowing users to engage with VR content more dynamically.

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

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

Global VR Chair market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global VR Chair market shares of main players, shipments in revenue (\$ Million), sales quantity (K 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 VR Chair

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 VR Chair 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 D-BOX, Roto VR, Positron, Yaw VR, Interactive Entertainment Group, FuninVR, Jiangsu Empower Intelligent Technology, Guangzhou Steki Amusement Equipment, Nanjing AllController Technology, Guangdong VRway Technology, etc.

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

Market Segmentation

VR Chair 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 in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Single VR Chair

Multi-Person VR Chair

Market segment by Application

Entertainment

Training and Simulation

Medical

Others

Major players covered

D-BOX

Roto VR

Positron

Yaw VR

Interactive Entertainment Group

FuninVR

Jiangsu Empower Intelligent Technology

Guangzhou Steki Amusement Equipment

Nanjing AllController Technology

Guangdong VRway Technology

Shenzhen Cas Derui Intelligent Tech

VR Hero Zone

VART VR

LEKE VR Technology

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 VR Chair product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of VR Chair, with price, sales quantity, revenue, and global market share of VR Chair from 2021 to 2026.

Chapter 3, the VR Chair competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the VR Chair 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 Type and by Application, with sales market share and growth rate by Type, 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 VR Chair market forecast, by regions, by Type, 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 VR Chair.

Chapter 14 and 15, to describe VR Chair sales channel, distributors, customers, research findings and conclusion.

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