

Global VR Gaming Accessory Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global VR Gaming Accessory market size is expected to reach \$ 18932 million by 2032, rising at a market growth of 18.5% CAGR during the forecast period (2026-2032). In 2025, global VR Gaming Accessory production reached approximately 62.35 M Units. The average price is approximately \$90. VR Gaming Accessory refer to a category of external hardware products used around VR headsets (HMDs) and gaming platforms to enhance wearing comfort, interactive control, immersive feedback, tracking and positioning, power supply, and ease of use. They typically do not include the VR headset itself.

Gross Profit Margin Levels

The gross profit structure of VR game accessories exhibits a typical pattern of 'stable for passive components, high for branded components, and differentiated for active components': Passive structural components such as headbands, masks, grips, and stocks have mature supply chains and high homogeneity, with gross profit often depending on brand premium and structural innovation (comfort, quick disassembly, weight distribution, and integrated battery); Charging docks, battery headbands, and wireless streaming/connection accessories belong to the category of 'active components with a high proportion of standard parts,' with gross profit depending on power supply/cell safety, BMS and certification, and compatibility with platform ecosystems (Quest/PSVR2/SteamVR); while high-tech active devices such as trackers, full-body tracking, haptic vests/clothing, haptic gloves, and VR treadmills have higher BOM and R&D costs, and more significant after-sales and calibration costs, but once content adaptation and developer ecosystems (SDK/compatibility list/linked games) are established, it is easier to build high average order values ??and differentiation. In summary, the industry as a whole resembles a hybrid of 'consumer electronics peripherals + vertical immersive hardware': low-to-mid-range accessories rely on turnover and channel efficiency, while high-end immersive accessories rely on

technological barriers and content integration.

Industry Drivers

The core drivers of VR gaming accessory growth come from the convergence of three main trends: First, changes in installed base and price range determine the 'pool of users willing to purchase,' with IDC forecasts indicating significant expansion in headset shipments from 2024 to 2028, directly amplifying the options available for 'comfort/power supply/audio/tracking.' Second, content is shifting from 'just looking' to 'playing for extended periods,' with prolonged wear and intense physical sensations creating a more rigid demand for headband weighting, mask heat dissipation, sweat-proof hygiene, and low-latency audio. Third, interaction upgrades are moving from 'controllers' to 'full-body,' with increased content compatibility between trackers and full-body tracking, as well as haptic and motion-sensing devices, making high-priced accessories no longer just 'geek toys' but closer to 'key components for the ultimate experience.' Therefore, future competition in accessories will increasingly focus on four dimensions: platform adaptation (official certification/compatibility), ergonomics (long-term comfort), low-latency links (audio/streaming), and maintainability (venue operation).

This report studies the global VR Gaming Accessory production, demand, key manufacturers, and key regions.

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

Highlights and key features of the study

Global VR Gaming Accessory total production and demand, 2021-2032, (K Units)

Global VR Gaming Accessory total production value, 2021-2032, (USD Million)

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

Global VR Gaming Accessory consumption by region & country, CAGR, 2021-2032 & (K Units)

U.S. VS China: VR Gaming Accessory domestic production, consumption, key domestic manufacturers and share

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

Global VR Gaming Accessory production by Type, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

Global VR Gaming Accessory production by Application, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

This report profiles key players in the global VR Gaming Accessory 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, Sony, Valve, HTC, PICO, Logitech, Razer, BOBOVR, KIWI design, BOBOVR, 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 VR Gaming Accessory market

Detailed Segmentation:

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

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global VR Gaming Accessory Market, Segmentation by Type:

VR Headset

Motion Controllers

Tracking Controllers

Others

Global VR Gaming Accessory Market, Segmentation by Scene Adaptation Category:

Flight Simulator Joystick

VR Racing Cockpit

Others

Global VR Gaming Accessory Market, Segmentation by Sensory Enhancement Category:

Force Feedback Gloves

Vibration Seat

Others

Global VR Gaming Accessory Market, Segmentation by Application:

Gaming and Entertainment Industry

Education and Training Industry

Healthcare Industry

Others

Companies Profiled:

Meta

Sony

Valve

HTC

PICO

Logitech

Razer

BOBOVR

KIWI design

BOBOVR

AMVR

VR Cover

Syntech

PrismXR

NexiGo

Tundra Labs

Shiftall

Key Questions Answered:

1. How big is the global VR Gaming Accessory market?
2. What is the demand of the global VR Gaming Accessory market?
3. What is the year over year growth of the global VR Gaming Accessory market?
4. What is the production and production value of the global VR Gaming Accessory

market?

5. Who are the key producers in the global VR Gaming Accessory market?

6. What are the growth factors driving the market demand?

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