

Global Wireless Over-ear Esports Headset Supply, Demand and Key Producers, 2026-2032

<https://marketpublishers.com/r/G86A4E4F2A7DEN.html>

Date: May 2026

Pages: 139

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

ID: G86A4E4F2A7DEN

Abstracts

The global Wireless Over-ear Esports Headset market size is expected to reach \$ 2737 million by 2032, rising at a market growth of 11.3% CAGR during the forecast period (2026-2032).

Wireless Over-ear Esports Headsets are a type of wearable audio terminal designed for competitive gaming, team voice communication and immersive gaming audio. They usually adopt a circumaural headband structure, low-latency wireless links, Bluetooth or wired backup, microphones, audio DSP and battery systems, and are applicable to platforms such as PC, PlayStation, Xbox, Switch and mobile devices. Their core differences from ordinary wireless headsets lie in a greater emphasis on low latency, footsteps and positional information, microphone clarity, long-wearing comfort, platform compatibility and stable communication. In 2025, the global sales volume of Wireless Over-ear Esports Headsets reached approximately 10.4 million units, with an average selling price of around 129 US dollars per unit and an average industry gross margin of about 32%.

In the future, the global market for Wireless Over-ear Esports Headsets will continue to evolve toward intelligent technology, high-end product positioning, and full-platform application scenarios. Low-latency wireless and spatial audio technologies will be widely adopted, while AI will deeply empower call noise reduction, adaptive audio adjustment, and voice interaction to improve competitive and communication experiences. Product design will trend toward lighter weight and longer battery life, with triple-mode connectivity as a standard configuration, enhancing seamless adaptation across PCs, consoles, and mobile devices. On the consumer side, growth will be seen at both ends of the market: competition on cost-performance will intensify in the entry-level segment, while the high-end market will gain stronger premium capacity from professional

functions. Brand competition will shift from hardware-only competition to comprehensive strength in hardware, software ecosystems, and services. Content e-commerce and live-streaming sales will continue to reshape distribution channels. The industry as a whole will upgrade from a single gaming tool to an intelligent audio terminal. Driven by the expansion of cloud gaming and the esports ecosystem, the market will maintain a steady growth trajectory in the long run.

This report studies the global Wireless Over-ear Esports Headset production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Wireless Over-ear Esports Headset 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 Wireless Over-ear Esports Headset that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Wireless Over-ear Esports Headset total production and demand, 2021-2032, (Units)

Global Wireless Over-ear Esports Headset total production value, 2021-2032, (USD Million)

Global Wireless Over-ear Esports Headset production by region & country, production, value, CAGR, 2021-2032, (USD Million) & (Units), (based on production site)

Global Wireless Over-ear Esports Headset consumption by region & country, CAGR, 2021-2032 & (Units)

U.S. VS China: Wireless Over-ear Esports Headset domestic production, consumption, key domestic manufacturers and share

Global Wireless Over-ear Esports Headset production by manufacturer, production, price, value and market share 2021-2026, (USD Million) & (Units)

Global Wireless Over-ear Esports Headset production by Type, production, value, CAGR, 2021-2032, (USD Million) & (Units)

Global Wireless Over-ear Esports Headset production by Application, production, value, CAGR, 2021-2032, (USD Million) & (Units)

This report profiles key players in the global Wireless Over-ear Esports Headset 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 HyperX, Corsair Gaming, Turtle Beach Corporation, Razer, Logitech International, SteelSeries, Sony, Edifier, Mad Catz,

Cooler Master, 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 Wireless Over-ear Esports Headset 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 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 Wireless Over-ear Esports Headset Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Wireless Over-ear Esports Headset Market, Segmentation by Type:

2.4GHz

Dual-mode

Tri-mode

Global Wireless Over-ear Esports Headset Market, Segmentation by Application:

E-Sports Competition

Casual Entertainment

Other

Companies Profiled:

HyperX

Corsair Gaming

Turtle Beach Corporation

Razer

Logitech International

SteelSeries

Sony

Edifier

Mad Catz

Cooler Master

Guangdong SOMiC Technology Co., Ltd.

Guangdong Kotion Electroacoustic Technology Co., Ltd.

Skullcandy

Audio-Technica Corporation

Keyceo

Trust International B.V.

Creative Technology Ltd.

Key Questions Answered:

1. How big is the global Wireless Over-ear Esports Headset market?
2. What is the demand of the global Wireless Over-ear Esports Headset market?
3. What is the year over year growth of the global Wireless Over-ear Esports Headset market?
4. What is the production and production value of the global Wireless Over-ear Esports Headset market?
5. Who are the key producers in the global Wireless Over-ear Esports Headset market?
6. What are the growth factors driving the market demand?

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