

Global Wireless Over-ear Esports Headset 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 Wireless Over-ear Esports Headset market size was valued at US\$ 1380 million in 2025 and is forecast to a readjusted size of US\$ 2737 million by 2032 with a CAGR of 11.3% during review period.

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 is a detailed and comprehensive analysis for global Wireless Over-ear Esports Headset 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 Wireless Over-ear Esports Headset market size and forecasts, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global Wireless Over-ear Esports Headset market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global Wireless Over-ear Esports Headset market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global Wireless Over-ear Esports Headset 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 Wireless Over-ear Esports Headset

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 Wireless Over-ear Esports Headset 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 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.

Market Segmentation

Wireless Over-ear Esports Headset 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

2.4GHz

Dual-mode

Tri-mode

Market segment by Application

E-Sports Competition

Casual Entertainment

Other

Major players covered

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.

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 Wireless Over-ear Esports Headset product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Wireless Over-ear Esports Headset, with price, sales quantity, revenue, and global market share of Wireless Over-ear Esports Headset from 2021 to 2026.

Chapter 3, the Wireless Over-ear Esports Headset competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Wireless Over-ear Esports Headset 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 Wireless Over-ear Esports Headset 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 Wireless Over-ear Esports Headset.

Chapter 14 and 15, to describe Wireless Over-ear Esports Headset sales channel, distributors, customers, research findings and conclusion.

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