

# Global E-sports Tables and Chairs Market Growth 2023-2029

<https://marketpublishers.com/r/GC1B5FDE2ED2EN.html>

Date: April 2023

Pages: 103

Price: US\$ 3,660.00 (Single User License)

ID: GC1B5FDE2ED2EN

## Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

The global E-sports Tables and Chairs market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for E-sports Tables and Chairs is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for E-sports Tables and Chairs is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for E-sports Tables and Chairs is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key E-sports Tables and Chairs players cover X Rocker, DXRacer, Arozzi, Subsonic, Loctek, UE Furniture, PSEAT, AutoFull and Brateck, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

LPI (LP Information)' newest research report, the "E-sports Tables and Chairs Industry Forecast" looks at past sales and reviews total world E-sports Tables and Chairs sales in 2022, providing a comprehensive analysis by region and market sector of projected E-sports Tables and Chairs sales for 2023 through 2029. With E-sports Tables and Chairs sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world E-sports Tables and Chairs industry.

This Insight Report provides a comprehensive analysis of the global E-sports Tables and Chairs landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on E-sports Tables and Chairs portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global E-sports Tables and Chairs market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for E-sports Tables and Chairs and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global E-sports Tables and Chairs.

This report presents a comprehensive overview, market shares, and growth opportunities of E-sports Tables and Chairs market by product type, application, key manufacturers and key regions and countries.

Market Segmentation:

Segmentation by type

E-sports Tables

E-sports Chairs

Segmentation by application

Household

Commercial

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

## APAC

China

Japan

Korea

Southeast Asia

India

Australia

## Europe

Germany

France

UK

Italy

Russia

## Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

X Rocker

DXRacer

Arozzi

Subsonic

Loctek

UE Furniture

PSEAT

AutoFull

Brateck

COMFORT

### Key Questions Addressed in this Report

What is the 10-year outlook for the global E-sports Tables and Chairs market?

What factors are driving E-sports Tables and Chairs market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do E-sports Tables and Chairs market opportunities vary by end market size?

How does E-sports Tables and Chairs break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?

## Contents

### **1 SCOPE OF THE REPORT**

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

### **2 EXECUTIVE SUMMARY**

- 2.1 World Market Overview
  - 2.1.1 Global E-sports Tables and Chairs Annual Sales 2018-2029
  - 2.1.2 World Current & Future Analysis for E-sports Tables and Chairs by Geographic Region, 2018, 2022 & 2029
  - 2.1.3 World Current & Future Analysis for E-sports Tables and Chairs by Country/Region, 2018, 2022 & 2029
- 2.2 E-sports Tables and Chairs Segment by Type
  - 2.2.1 E-sports Tables
  - 2.2.2 E-sports Chairs
- 2.3 E-sports Tables and Chairs Sales by Type
  - 2.3.1 Global E-sports Tables and Chairs Sales Market Share by Type (2018-2023)
  - 2.3.2 Global E-sports Tables and Chairs Revenue and Market Share by Type (2018-2023)
  - 2.3.3 Global E-sports Tables and Chairs Sale Price by Type (2018-2023)
- 2.4 E-sports Tables and Chairs Segment by Application
  - 2.4.1 Household
  - 2.4.2 Commercial
- 2.5 E-sports Tables and Chairs Sales by Application
  - 2.5.1 Global E-sports Tables and Chairs Sale Market Share by Application (2018-2023)
  - 2.5.2 Global E-sports Tables and Chairs Revenue and Market Share by Application (2018-2023)
  - 2.5.3 Global E-sports Tables and Chairs Sale Price by Application (2018-2023)

### **3 GLOBAL E-SPORTS TABLES AND CHAIRS BY COMPANY**

- 3.1 Global E-sports Tables and Chairs Breakdown Data by Company
  - 3.1.1 Global E-sports Tables and Chairs Annual Sales by Company (2018-2023)
  - 3.1.2 Global E-sports Tables and Chairs Sales Market Share by Company (2018-2023)
- 3.2 Global E-sports Tables and Chairs Annual Revenue by Company (2018-2023)
  - 3.2.1 Global E-sports Tables and Chairs Revenue by Company (2018-2023)
  - 3.2.2 Global E-sports Tables and Chairs Revenue Market Share by Company (2018-2023)
- 3.3 Global E-sports Tables and Chairs Sale Price by Company
- 3.4 Key Manufacturers E-sports Tables and Chairs Producing Area Distribution, Sales Area, Product Type
  - 3.4.1 Key Manufacturers E-sports Tables and Chairs Product Location Distribution
  - 3.4.2 Players E-sports Tables and Chairs Products Offered
- 3.5 Market Concentration Rate Analysis
  - 3.5.1 Competition Landscape Analysis
  - 3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)
- 3.6 New Products and Potential Entrants
- 3.7 Mergers & Acquisitions, Expansion

### **4 WORLD HISTORIC REVIEW FOR E-SPORTS TABLES AND CHAIRS BY GEOGRAPHIC REGION**

- 4.1 World Historic E-sports Tables and Chairs Market Size by Geographic Region (2018-2023)
  - 4.1.1 Global E-sports Tables and Chairs Annual Sales by Geographic Region (2018-2023)
  - 4.1.2 Global E-sports Tables and Chairs Annual Revenue by Geographic Region (2018-2023)
- 4.2 World Historic E-sports Tables and Chairs Market Size by Country/Region (2018-2023)
  - 4.2.1 Global E-sports Tables and Chairs Annual Sales by Country/Region (2018-2023)
  - 4.2.2 Global E-sports Tables and Chairs Annual Revenue by Country/Region (2018-2023)
- 4.3 Americas E-sports Tables and Chairs Sales Growth
- 4.4 APAC E-sports Tables and Chairs Sales Growth
- 4.5 Europe E-sports Tables and Chairs Sales Growth
- 4.6 Middle East & Africa E-sports Tables and Chairs Sales Growth

## **5 AMERICAS**

### 5.1 Americas E-sports Tables and Chairs Sales by Country

5.1.1 Americas E-sports Tables and Chairs Sales by Country (2018-2023)

5.1.2 Americas E-sports Tables and Chairs Revenue by Country (2018-2023)

### 5.2 Americas E-sports Tables and Chairs Sales by Type

### 5.3 Americas E-sports Tables and Chairs Sales by Application

### 5.4 United States

### 5.5 Canada

### 5.6 Mexico

### 5.7 Brazil

## **6 APAC**

### 6.1 APAC E-sports Tables and Chairs Sales by Region

6.1.1 APAC E-sports Tables and Chairs Sales by Region (2018-2023)

6.1.2 APAC E-sports Tables and Chairs Revenue by Region (2018-2023)

### 6.2 APAC E-sports Tables and Chairs Sales by Type

### 6.3 APAC E-sports Tables and Chairs Sales by Application

### 6.4 China

### 6.5 Japan

### 6.6 South Korea

### 6.7 Southeast Asia

### 6.8 India

### 6.9 Australia

### 6.10 China Taiwan

## **7 EUROPE**

### 7.1 Europe E-sports Tables and Chairs by Country

7.1.1 Europe E-sports Tables and Chairs Sales by Country (2018-2023)

7.1.2 Europe E-sports Tables and Chairs Revenue by Country (2018-2023)

### 7.2 Europe E-sports Tables and Chairs Sales by Type

### 7.3 Europe E-sports Tables and Chairs Sales by Application

### 7.4 Germany

### 7.5 France

### 7.6 UK

### 7.7 Italy



7.8 Russia

## **8 MIDDLE EAST & AFRICA**

8.1 Middle East & Africa E-sports Tables and Chairs by Country

8.1.1 Middle East & Africa E-sports Tables and Chairs Sales by Country (2018-2023)

8.1.2 Middle East & Africa E-sports Tables and Chairs Revenue by Country (2018-2023)

8.2 Middle East & Africa E-sports Tables and Chairs Sales by Type

8.3 Middle East & Africa E-sports Tables and Chairs Sales by Application

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

## **9 MARKET DRIVERS, CHALLENGES AND TRENDS**

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

## **10 MANUFACTURING COST STRUCTURE ANALYSIS**

10.1 Raw Material and Suppliers

10.2 Manufacturing Cost Structure Analysis of E-sports Tables and Chairs

10.3 Manufacturing Process Analysis of E-sports Tables and Chairs

10.4 Industry Chain Structure of E-sports Tables and Chairs

## **11 MARKETING, DISTRIBUTORS AND CUSTOMER**

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 E-sports Tables and Chairs Distributors

11.3 E-sports Tables and Chairs Customer

## **12 WORLD FORECAST REVIEW FOR E-SPORTS TABLES AND CHAIRS BY GEOGRAPHIC REGION**

- 12.1 Global E-sports Tables and Chairs Market Size Forecast by Region
  - 12.1.1 Global E-sports Tables and Chairs Forecast by Region (2024-2029)
  - 12.1.2 Global E-sports Tables and Chairs Annual Revenue Forecast by Region (2024-2029)
- 12.2 Americas Forecast by Country
- 12.3 APAC Forecast by Region
- 12.4 Europe Forecast by Country
- 12.5 Middle East & Africa Forecast by Country
- 12.6 Global E-sports Tables and Chairs Forecast by Type
- 12.7 Global E-sports Tables and Chairs Forecast by Application

## **13 KEY PLAYERS ANALYSIS**

- 13.1 X Rocker
  - 13.1.1 X Rocker Company Information
  - 13.1.2 X Rocker E-sports Tables and Chairs Product Portfolios and Specifications
  - 13.1.3 X Rocker E-sports Tables and Chairs Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.1.4 X Rocker Main Business Overview
  - 13.1.5 X Rocker Latest Developments
- 13.2 DXRacer
  - 13.2.1 DXRacer Company Information
  - 13.2.2 DXRacer E-sports Tables and Chairs Product Portfolios and Specifications
  - 13.2.3 DXRacer E-sports Tables and Chairs Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.2.4 DXRacer Main Business Overview
  - 13.2.5 DXRacer Latest Developments
- 13.3 Arozzi
  - 13.3.1 Arozzi Company Information
  - 13.3.2 Arozzi E-sports Tables and Chairs Product Portfolios and Specifications
  - 13.3.3 Arozzi E-sports Tables and Chairs Sales, Revenue, Price and Gross Margin (2018-2023)
  - 13.3.4 Arozzi Main Business Overview
  - 13.3.5 Arozzi Latest Developments
- 13.4 Subsonic
  - 13.4.1 Subsonic Company Information
  - 13.4.2 Subsonic E-sports Tables and Chairs Product Portfolios and Specifications
  - 13.4.3 Subsonic E-sports Tables and Chairs Sales, Revenue, Price and Gross Margin

(2018-2023)

13.4.4 Subsonic Main Business Overview

13.4.5 Subsonic Latest Developments

13.5 Loctek

13.5.1 Loctek Company Information

13.5.2 Loctek E-sports Tables and Chairs Product Portfolios and Specifications

13.5.3 Loctek E-sports Tables and Chairs Sales, Revenue, Price and Gross Margin

(2018-2023)

13.5.4 Loctek Main Business Overview

13.5.5 Loctek Latest Developments

13.6 UE Furniture

13.6.1 UE Furniture Company Information

13.6.2 UE Furniture E-sports Tables and Chairs Product Portfolios and Specifications

13.6.3 UE Furniture E-sports Tables and Chairs Sales, Revenue, Price and Gross

Margin (2018-2023)

13.6.4 UE Furniture Main Business Overview

13.6.5 UE Furniture Latest Developments

13.7 PSEAT

13.7.1 PSEAT Company Information

13.7.2 PSEAT E-sports Tables and Chairs Product Portfolios and Specifications

13.7.3 PSEAT E-sports Tables and Chairs Sales, Revenue, Price and Gross Margin

(2018-2023)

13.7.4 PSEAT Main Business Overview

13.7.5 PSEAT Latest Developments

13.8 AutoFull

13.8.1 AutoFull Company Information

13.8.2 AutoFull E-sports Tables and Chairs Product Portfolios and Specifications

13.8.3 AutoFull E-sports Tables and Chairs Sales, Revenue, Price and Gross Margin

(2018-2023)

13.8.4 AutoFull Main Business Overview

13.8.5 AutoFull Latest Developments

13.9 Brateck

13.9.1 Brateck Company Information

13.9.2 Brateck E-sports Tables and Chairs Product Portfolios and Specifications

13.9.3 Brateck E-sports Tables and Chairs Sales, Revenue, Price and Gross Margin

(2018-2023)

13.9.4 Brateck Main Business Overview

13.9.5 Brateck Latest Developments

13.10 COMFORT

13.10.1 COMFORT Company Information

13.10.2 COMFORT E-sports Tables and Chairs Product Portfolios and Specifications

13.10.3 COMFORT E-sports Tables and Chairs Sales, Revenue, Price and Gross  
Margin (2018-2023)

13.10.4 COMFORT Main Business Overview

13.10.5 COMFORT Latest Developments

## **14 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

Table 1. E-sports Tables and Chairs Annual Sales CAGR by Geographic Region (2018, 2022 & 2029) & (\$ millions)

Table 2. E-sports Tables and Chairs Annual Sales CAGR by Country/Region (2018, 2022 & 2029) & (\$ millions)

Table 3. Major Players of E-sports Tables

Table 4. Major Players of E-sports Chairs

Table 5. Global E-sports Tables and Chairs Sales by Type (2018-2023) & (K Units)

Table 6. Global E-sports Tables and Chairs Sales Market Share by Type (2018-2023)

Table 7. Global E-sports Tables and Chairs Revenue by Type (2018-2023) & (\$ million)

Table 8. Global E-sports Tables and Chairs Revenue Market Share by Type (2018-2023)

Table 9. Global E-sports Tables and Chairs Sale Price by Type (2018-2023) & (US\$/Unit)

Table 10. Global E-sports Tables and Chairs Sales by Application (2018-2023) & (K Units)

Table 11. Global E-sports Tables and Chairs Sales Market Share by Application (2018-2023)

Table 12. Global E-sports Tables and Chairs Revenue by Application (2018-2023)

Table 13. Global E-sports Tables and Chairs Revenue Market Share by Application (2018-2023)

Table 14. Global E-sports Tables and Chairs Sale Price by Application (2018-2023) & (US\$/Unit)

Table 15. Global E-sports Tables and Chairs Sales by Company (2018-2023) & (K Units)

Table 16. Global E-sports Tables and Chairs Sales Market Share by Company (2018-2023)

Table 17. Global E-sports Tables and Chairs Revenue by Company (2018-2023) (\$ Millions)

Table 18. Global E-sports Tables and Chairs Revenue Market Share by Company (2018-2023)

Table 19. Global E-sports Tables and Chairs Sale Price by Company (2018-2023) & (US\$/Unit)

Table 20. Key Manufacturers E-sports Tables and Chairs Producing Area Distribution and Sales Area

Table 21. Players E-sports Tables and Chairs Products Offered

Table 22. E-sports Tables and Chairs Concentration Ratio (CR3, CR5 and CR10) & (2018-2023)

Table 23. New Products and Potential Entrants

Table 24. Mergers & Acquisitions, Expansion

Table 25. Global E-sports Tables and Chairs Sales by Geographic Region (2018-2023) & (K Units)

Table 26. Global E-sports Tables and Chairs Sales Market Share Geographic Region (2018-2023)

Table 27. Global E-sports Tables and Chairs Revenue by Geographic Region (2018-2023) & (\$ millions)

Table 28. Global E-sports Tables and Chairs Revenue Market Share by Geographic Region (2018-2023)

Table 29. Global E-sports Tables and Chairs Sales by Country/Region (2018-2023) & (K Units)

Table 30. Global E-sports Tables and Chairs Sales Market Share by Country/Region (2018-2023)

Table 31. Global E-sports Tables and Chairs Revenue by Country/Region (2018-2023) & (\$ millions)

Table 32. Global E-sports Tables and Chairs Revenue Market Share by Country/Region (2018-2023)

Table 33. Americas E-sports Tables and Chairs Sales by Country (2018-2023) & (K Units)

Table 34. Americas E-sports Tables and Chairs Sales Market Share by Country (2018-2023)

Table 35. Americas E-sports Tables and Chairs Revenue by Country (2018-2023) & (\$ Millions)

Table 36. Americas E-sports Tables and Chairs Revenue Market Share by Country (2018-2023)

Table 37. Americas E-sports Tables and Chairs Sales by Type (2018-2023) & (K Units)

Table 38. Americas E-sports Tables and Chairs Sales by Application (2018-2023) & (K Units)

Table 39. APAC E-sports Tables and Chairs Sales by Region (2018-2023) & (K Units)

Table 40. APAC E-sports Tables and Chairs Sales Market Share by Region (2018-2023)

Table 41. APAC E-sports Tables and Chairs Revenue by Region (2018-2023) & (\$ Millions)

Table 42. APAC E-sports Tables and Chairs Revenue Market Share by Region (2018-2023)

Table 43. APAC E-sports Tables and Chairs Sales by Type (2018-2023) & (K Units)

Table 44. APAC E-sports Tables and Chairs Sales by Application (2018-2023) & (K Units)

Table 45. Europe E-sports Tables and Chairs Sales by Country (2018-2023) & (K Units)

Table 46. Europe E-sports Tables and Chairs Sales Market Share by Country (2018-2023)

Table 47. Europe E-sports Tables and Chairs Revenue by Country (2018-2023) & (\$ Millions)

Table 48. Europe E-sports Tables and Chairs Revenue Market Share by Country (2018-2023)

Table 49. Europe E-sports Tables and Chairs Sales by Type (2018-2023) & (K Units)

Table 50. Europe E-sports Tables and Chairs Sales by Application (2018-2023) & (K Units)

Table 51. Middle East & Africa E-sports Tables and Chairs Sales by Country (2018-2023) & (K Units)

Table 52. Middle East & Africa E-sports Tables and Chairs Sales Market Share by Country (2018-2023)

Table 53. Middle East & Africa E-sports Tables and Chairs Revenue by Country (2018-2023) & (\$ Millions)

Table 54. Middle East & Africa E-sports Tables and Chairs Revenue Market Share by Country (2018-2023)

Table 55. Middle East & Africa E-sports Tables and Chairs Sales by Type (2018-2023) & (K Units)

Table 56. Middle East & Africa E-sports Tables and Chairs Sales by Application (2018-2023) & (K Units)

Table 57. Key Market Drivers & Growth Opportunities of E-sports Tables and Chairs

Table 58. Key Market Challenges & Risks of E-sports Tables and Chairs

Table 59. Key Industry Trends of E-sports Tables and Chairs

Table 60. E-sports Tables and Chairs Raw Material

Table 61. Key Suppliers of Raw Materials

Table 62. E-sports Tables and Chairs Distributors List

Table 63. E-sports Tables and Chairs Customer List

Table 64. Global E-sports Tables and Chairs Sales Forecast by Region (2024-2029) & (K Units)

Table 65. Global E-sports Tables and Chairs Revenue Forecast by Region (2024-2029) & (\$ millions)

Table 66. Americas E-sports Tables and Chairs Sales Forecast by Country (2024-2029) & (K Units)

Table 67. Americas E-sports Tables and Chairs Revenue Forecast by Country (2024-2029) & (\$ millions)



Table 68. APAC E-sports Tables and Chairs Sales Forecast by Region (2024-2029) & (K Units)

Table 69. APAC E-sports Tables and Chairs Revenue Forecast by Region (2024-2029) & (\$ millions)

Table 70. Europe E-sports Tables and Chairs Sales Forecast by Country (2024-2029) & (K Units)

Table 71. Europe E-sports Tables and Chairs Revenue Forecast by Country (2024-2029) & (\$ millions)

Table 72. Middle East & Africa E-sports Tables and Chairs Sales Forecast by Country (2024-2029) & (K Units)

Table 73. Middle East & Africa E-sports Tables and Chairs Revenue Forecast by Country (2024-2029) & (\$ millions)

Table 74. Global E-sports Tables and Chairs Sales Forecast by Type (2024-2029) & (K Units)

Table 75. Global E-sports Tables and Chairs Revenue Forecast by Type (2024-2029) & (\$ Millions)

Table 76. Global E-sports Tables and Chairs Sales Forecast by Application (2024-2029) & (K Units)

Table 77. Global E-sports Tables and Chairs Revenue Forecast by Application (2024-2029) & (\$ Millions)

Table 78. X Rocker Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 79. X Rocker E-sports Tables and Chairs Product Portfolios and Specifications

Table 80. X Rocker E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 81. X Rocker Main Business

Table 82. X Rocker Latest Developments

Table 83. DXRacer Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 84. DXRacer E-sports Tables and Chairs Product Portfolios and Specifications

Table 85. DXRacer E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 86. DXRacer Main Business

Table 87. DXRacer Latest Developments

Table 88. Arozzi Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 89. Arozzi E-sports Tables and Chairs Product Portfolios and Specifications

Table 90. Arozzi E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)



Table 91. Arozzi Main Business

Table 92. Arozzi Latest Developments

Table 93. Subsonic Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 94. Subsonic E-sports Tables and Chairs Product Portfolios and Specifications

Table 95. Subsonic E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 96. Subsonic Main Business

Table 97. Subsonic Latest Developments

Table 98. Loctek Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 99. Loctek E-sports Tables and Chairs Product Portfolios and Specifications

Table 100. Loctek E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 101. Loctek Main Business

Table 102. Loctek Latest Developments

Table 103. UE Furniture Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 104. UE Furniture E-sports Tables and Chairs Product Portfolios and Specifications

Table 105. UE Furniture E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 106. UE Furniture Main Business

Table 107. UE Furniture Latest Developments

Table 108. PSEAT Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 109. PSEAT E-sports Tables and Chairs Product Portfolios and Specifications

Table 110. PSEAT E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 111. PSEAT Main Business

Table 112. PSEAT Latest Developments

Table 113. AutoFull Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 114. AutoFull E-sports Tables and Chairs Product Portfolios and Specifications

Table 115. AutoFull E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 116. AutoFull Main Business

Table 117. AutoFull Latest Developments

Table 118. Brateck Basic Information, E-sports Tables and Chairs Manufacturing Base,

## Sales Area and Its Competitors

Table 119. Brateck E-sports Tables and Chairs Product Portfolios and Specifications

Table 120. Brateck E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 121. Brateck Main Business

Table 122. Brateck Latest Developments

Table 123. COMFORT Basic Information, E-sports Tables and Chairs Manufacturing Base, Sales Area and Its Competitors

Table 124. COMFORT E-sports Tables and Chairs Product Portfolios and Specifications

Table 125. COMFORT E-sports Tables and Chairs Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 126. COMFORT Main Business

Table 127. COMFORT Latest Developments

## List Of Figures

### LIST OF FIGURES

- Figure 1. Picture of E-sports Tables and Chairs
- Figure 2. E-sports Tables and Chairs Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global E-sports Tables and Chairs Sales Growth Rate 2018-2029 (K Units)
- Figure 7. Global E-sports Tables and Chairs Revenue Growth Rate 2018-2029 (\$ Millions)
- Figure 8. E-sports Tables and Chairs Sales by Region (2018, 2022 & 2029) & (\$ Millions)
- Figure 9. Product Picture of E-sports Tables
- Figure 10. Product Picture of E-sports Chairs
- Figure 11. Global E-sports Tables and Chairs Sales Market Share by Type in 2022
- Figure 12. Global E-sports Tables and Chairs Revenue Market Share by Type (2018-2023)
- Figure 13. E-sports Tables and Chairs Consumed in Household
- Figure 14. Global E-sports Tables and Chairs Market: Household (2018-2023) & (K Units)
- Figure 15. E-sports Tables and Chairs Consumed in Commercial
- Figure 16. Global E-sports Tables and Chairs Market: Commercial (2018-2023) & (K Units)
- Figure 17. Global E-sports Tables and Chairs Sales Market Share by Application (2022)
- Figure 18. Global E-sports Tables and Chairs Revenue Market Share by Application in 2022
- Figure 19. E-sports Tables and Chairs Sales Market by Company in 2022 (K Units)
- Figure 20. Global E-sports Tables and Chairs Sales Market Share by Company in 2022
- Figure 21. E-sports Tables and Chairs Revenue Market by Company in 2022 (\$ Million)
- Figure 22. Global E-sports Tables and Chairs Revenue Market Share by Company in 2022
- Figure 23. Global E-sports Tables and Chairs Sales Market Share by Geographic Region (2018-2023)
- Figure 24. Global E-sports Tables and Chairs Revenue Market Share by Geographic Region in 2022
- Figure 25. Americas E-sports Tables and Chairs Sales 2018-2023 (K Units)
- Figure 26. Americas E-sports Tables and Chairs Revenue 2018-2023 (\$ Millions)

- Figure 27. APAC E-sports Tables and Chairs Sales 2018-2023 (K Units)
- Figure 28. APAC E-sports Tables and Chairs Revenue 2018-2023 (\$ Millions)
- Figure 29. Europe E-sports Tables and Chairs Sales 2018-2023 (K Units)
- Figure 30. Europe E-sports Tables and Chairs Revenue 2018-2023 (\$ Millions)
- Figure 31. Middle East & Africa E-sports Tables and Chairs Sales 2018-2023 (K Units)
- Figure 32. Middle East & Africa E-sports Tables and Chairs Revenue 2018-2023 (\$ Millions)
- Figure 33. Americas E-sports Tables and Chairs Sales Market Share by Country in 2022
- Figure 34. Americas E-sports Tables and Chairs Revenue Market Share by Country in 2022
- Figure 35. Americas E-sports Tables and Chairs Sales Market Share by Type (2018-2023)
- Figure 36. Americas E-sports Tables and Chairs Sales Market Share by Application (2018-2023)
- Figure 37. United States E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 38. Canada E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 39. Mexico E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 40. Brazil E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 41. APAC E-sports Tables and Chairs Sales Market Share by Region in 2022
- Figure 42. APAC E-sports Tables and Chairs Revenue Market Share by Regions in 2022
- Figure 43. APAC E-sports Tables and Chairs Sales Market Share by Type (2018-2023)
- Figure 44. APAC E-sports Tables and Chairs Sales Market Share by Application (2018-2023)
- Figure 45. China E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 46. Japan E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 47. South Korea E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 48. Southeast Asia E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 49. India E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 50. Australia E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 51. China Taiwan E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)
- Figure 52. Europe E-sports Tables and Chairs Sales Market Share by Country in 2022
- Figure 53. Europe E-sports Tables and Chairs Revenue Market Share by Country in

2022

Figure 54. Europe E-sports Tables and Chairs Sales Market Share by Type (2018-2023)

Figure 55. Europe E-sports Tables and Chairs Sales Market Share by Application (2018-2023)

Figure 56. Germany E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 57. France E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 58. UK E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 59. Italy E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 60. Russia E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 61. Middle East & Africa E-sports Tables and Chairs Sales Market Share by Country in 2022

Figure 62. Middle East & Africa E-sports Tables and Chairs Revenue Market Share by Country in 2022

Figure 63. Middle East & Africa E-sports Tables and Chairs Sales Market Share by Type (2018-2023)

Figure 64. Middle East & Africa E-sports Tables and Chairs Sales Market Share by Application (2018-2023)

Figure 65. Egypt E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 66. South Africa E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 67. Israel E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 68. Turkey E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 69. GCC Country E-sports Tables and Chairs Revenue Growth 2018-2023 (\$ Millions)

Figure 70. Manufacturing Cost Structure Analysis of E-sports Tables and Chairs in 2022

Figure 71. Manufacturing Process Analysis of E-sports Tables and Chairs

Figure 72. Industry Chain Structure of E-sports Tables and Chairs

Figure 73. Channels of Distribution

Figure 74. Global E-sports Tables and Chairs Sales Market Forecast by Region (2024-2029)

Figure 75. Global E-sports Tables and Chairs Revenue Market Share Forecast by Region (2024-2029)

Figure 76. Global E-sports Tables and Chairs Sales Market Share Forecast by Type (2024-2029)

Figure 77. Global E-sports Tables and Chairs Revenue Market Share Forecast by Type (2024-2029)

Figure 78. Global E-sports Tables and Chairs Sales Market Share Forecast by

Application (2024-2029)

Figure 79. Global E-sports Tables and Chairs Revenue Market Share Forecast by

Application (2024-2029)

## I would like to order

Product name: Global E-sports Tables and Chairs Market Growth 2023-2029

Product link: <https://marketpublishers.com/r/GC1B5FDE2ED2EN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GC1B5FDE2ED2EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970