

Global Esports Gaming Headset Market Growth 2026-2032

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Abstracts

The global Esports Gaming Headset market size is predicted to grow from US\$ 2631 million in 2025 to US\$ 4403 million in 2032; it is expected to grow at a CAGR of 7.8% from 2026 to 2032.

Esports gaming headsets are headphones designed specifically for competitive gaming, particularly in the esports arena. They typically feature high-quality audio drivers, noise-canceling microphones, comfortable earcups, and surround sound technology to enhance the gaming experience and performance. In 2024, global esports gaming headset production reached 29.1948 million units, with an average selling price of \$85.71 per unit and a gross margin of approximately 25%-45%.

Core Users: Young men (18-29 years old) who both play and watch (participate in games and esports events), driving growth in the mid-range market (300-500 RMB).

Emerging Group: The influx of female gamers is driving product design towards lightweight and stylish designs. High Certainty of Industry Growth: Policy support (such as esports' inclusion in the Asian Games) and esports promotion (such as LPL and KPL) are propelling esports into the mainstream. In 2024, the number of esports users in China reached 490 million, driving demand for peripheral devices.

Future Directions: Intelligentization: AI noise cancellation, voice assistants, and health monitoring features will become standard. Ecosystem Interconnectivity: Seamless compatibility with game consoles, PCs, mobile phones, and other devices enhances usability. Scene segmentation: Sound field algorithms are optimized for game types such as MOBA, FPS, and RPG to meet the needs of professional gamers.

LP Information, Inc. (LPI) ' newest research report, the 'Esports Gaming Headset Industry Forecast' looks at past sales and reviews total world Esports Gaming Headset

sales in 2025, providing a comprehensive analysis by region and market sector of projected Esports Gaming Headset sales for 2026 through 2032. With Esports Gaming Headset sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Esports Gaming Headset industry.

This Insight Report provides a comprehensive analysis of the global Esports Gaming Headset 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 Esports Gaming Headset portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Esports Gaming Headset market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Esports Gaming Headset 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 Esports Gaming Headset.

This report presents a comprehensive overview, market shares, and growth opportunities of Esports Gaming Headset market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

In-ear

Semi-in-ear

Over-ear

Segmentation by Price:

Entry-level (Under \$42.85)

Mid-range (\$42.85-\$114.28)

High-end (\$114.28-\$214.28)

Flagship (Over \$214.28)

Segmentation by Sales:

Direct Selling

Distribution

Segmentation by Application:

Online Channels

Brand Stores

Electronic Equipment Stores

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 analysing the company's coverage, product portfolio, its market penetration.

ROG(ASUS)

SONY

Razer

HyperX US

JBL

SteelSeries

EPOS

Jabra (GN Audio)

Turtle Beach

Sennheiser

Truthear

Kotion Electronic

Trust International

Plantronics Headset

Corsair Gaming, Inc.

Logitech

Somic

Audio-Technica

Creative Technology

Thrustmaster

Big Ben

Mad Catz

Cooler Master

KYE System Corp (Genius)

EDIFIER

Newman

Vivo

OPPO

Nubia(ZTE)

Key Questions Addressed in this Report

What is the 10-year outlook for the global Esports Gaming Headset market?

What factors are driving Esports Gaming Headset market growth, globally and by region?

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

How do Esports Gaming Headset market opportunities vary by end market size?

How does Esports Gaming Headset break out by Type, by Application?

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