

Global Over-ear ANC Gaming Headsets Market Growth 2026-2032

<https://marketpublishers.com/r/G565A1C8C837EN.html>

Date: April 2026

Pages: 110

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

ID: G565A1C8C837EN

Abstracts

The global Over-ear ANC Gaming Headsets market size is predicted to grow from US\$ 670 million in 2025 to US\$ 1237 million in 2032; it is expected to grow at a CAGR of 9.3% from 2026 to 2032.

Noise-canceling headsets, particularly those with active noise cancellation (ANC), help intensify in-game audio and music, making everything sound more immersive for casual gamers.

The consumer electronics industry is continuously evolving and innovating as new technologies are developed. Some of these developments include the internet of things 5G connectivity artificial intelligence and parallel worlds. These innovations will all shape the industry and contribute to changing consumer behaviour and demands. With each successive year the segment of the population that purchases consumer electronics is also set to increase. While older populations have been a notoriously challenging demographic for the consumer electronics industry this will look very different when digital natives who are accustomed to high digital connectivity become the older demographic. Therefore, brands should consistently be keeping on top of trends and adapt to the changing consumer behaviour and demands.

LP Information, Inc. (LPI) ' newest research report, the 'Over-ear ANC Gaming Headsets Industry Forecast' looks at past sales and reviews total world Over-ear ANC Gaming Headsets sales in 2025, providing a comprehensive analysis by region and market sector of projected Over-ear ANC Gaming Headsets sales for 2026 through 2032. With Over-ear ANC Gaming Headsets sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Over-ear ANC Gaming Headsets industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Over-ear ANC Gaming Headsets 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 Over-ear ANC Gaming Headsets.

This report presents a comprehensive overview, market shares, and growth opportunities of Over-ear ANC Gaming Headsets market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Wireless

Wired

Segmentation by Application:

Personal Use

Commercial Use

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.

JBL

Bose

Sony

Logitech

Audio-Technica

Somic

Razer

SteelSeries

Corsair

HyperX

Turtle Beach

SoundGuys

Key Questions Addressed in this Report

What is the 10-year outlook for the global Over-ear ANC Gaming Headsets market?

What factors are driving Over-ear ANC Gaming Headsets market growth, globally and by region?

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

How do Over-ear ANC Gaming Headsets market opportunities vary by end market size?

How does Over-ear ANC Gaming Headsets break out by Type, by Application?

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