

Global VR Chair Market Growth 2026-2032

<https://marketpublishers.com/r/G3A2B03677D4EN.html>

Date: June 2026

Pages: 114

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

ID: G3A2B03677D4EN

Abstracts

The global VR Chair market size is predicted to grow from US\$ 449 million in 2025 to US\$ 4698 million in 2032; it is expected to grow at a CAGR of 40.6% from 2026 to 2032.

VR Chair is a specialized piece of seating equipment designed for immersive virtual reality (VR) experiences. It typically features built-in sensors, motors, and actuators that provide haptic feedback, allowing users to feel movements, vibrations, or other sensations that correspond with the virtual environment. These chairs often incorporate a rotating or tilting mechanism to simulate motion, enhancing realism during activities like gaming, simulations, or virtual tours. VR chairs are used to increase immersion and comfort, reducing physical strain while allowing users to engage with VR content more dynamically.

United States market for VR Chair is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for VR Chair is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for VR Chair is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key VR Chair players cover D-BOX, Roto VR, Positron, Yaw VR, Interactive Entertainment Group, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LP Information, Inc. (LPI) ' newest research report, the 'VR Chair Industry Forecast' looks at past sales and reviews total world VR Chair sales in 2025, providing a

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for VR Chair 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 VR Chair.

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

Segmentation by Type:

Single VR Chair

Multi-Person VR Chair

Segmentation by Application:

Entertainment

Training and Simulation

Medical

Others

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.

D-BOX

Roto VR

Positron

Yaw VR

Interactive Entertainment Group

FuninVR

Jiangsu Empower Intelligent Technology

Guangzhou Steki Amusement Equipment

Nanjing AllController Technology

Guangdong VRway Technology

Shenzhen Cas Derui Intelligent Tech

VR Hero Zone

VART VR

LEKE VR Technology

Key Questions Addressed in this Report

What is the 10-year outlook for the global VR Chair market?

What factors are driving VR Chair market growth, globally and by region?

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

How do VR Chair market opportunities vary by end market size?

How does VR Chair break out by Type, by Application?

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