

Global VR Motion Chair Market Growth 2026-2032

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Abstracts

The global VR Motion 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 Motion Chair is a specialized type of seating designed to enhance virtual reality experiences by providing dynamic movement and haptic feedback. Equipped with motors, sensors, and actuators, it can simulate various physical sensations such as tilting, vibrating, or shifting to match the movements and actions in the virtual environment. This chair enhances immersion by allowing users to feel the motion of vehicles, flying, or other dynamic actions in VR simulations, gaming, or training applications. By combining motion and tactile feedback, a VR motion chair helps create a more realistic and engaging VR experience, often used in gaming, entertainment, and professional simulations.

United States market for VR Motion 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 Motion 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 Motion 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 Motion 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 Motion Chair Industry

Forecast? looks at past sales and reviews total world VR Motion Chair sales in 2025, providing a comprehensive analysis by region and market sector of projected VR Motion Chair sales for 2026 through 2032. With VR Motion Chair sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world VR Motion Chair industry.

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

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

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

Segmentation by Type:

Single Type

Multi-Person Type

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 Motion Chair market?

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

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

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

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

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