

Global Wireless Over-ear Esports Headset Market Growth 2026-2032

<https://marketpublishers.com/r/G37870FBEC10EN.html>

Date: May 2026

Pages: 135

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

ID: G37870FBEC10EN

Abstracts

The global Wireless Over-ear Esports Headset market size is predicted to grow from US\$ 1312 million in 2025 to US\$ 2702 million in 2032; it is expected to grow at a CAGR of 12.0% from 2026 to 2032.

Wireless Over-ear Esports Headsets are a type of wearable audio terminal designed for competitive gaming, team voice communication and immersive gaming audio. They usually adopt a circumaural headband structure, low-latency wireless links, Bluetooth or wired backup, microphones, audio DSP and battery systems, and are applicable to platforms such as PC, PlayStation, Xbox, Switch and mobile devices. Their core differences from ordinary wireless headsets lie in a greater emphasis on low latency, footsteps and positional information, microphone clarity, long-wearing comfort, platform compatibility and stable communication. In 2025, the global sales volume of Wireless Over-ear Esports Headsets reached approximately 10.4 million units, with an average selling price of around 129 US dollars per unit and an average industry gross margin of about 32%.

In the future, the global market for Wireless Over-ear Esports Headsets will continue to evolve toward intelligent technology, high-end product positioning, and full-platform application scenarios. Low-latency wireless and spatial audio technologies will be widely adopted, while AI will deeply empower call noise reduction, adaptive audio adjustment, and voice interaction to improve competitive and communication experiences. Product design will trend toward lighter weight and longer battery life, with triple-mode connectivity as a standard configuration, enhancing seamless adaptation across PCs, consoles, and mobile devices. On the consumer side, growth will be seen at both ends of the market: competition on cost-performance will intensify in the entry-level segment, while the high-end market will gain stronger premium capacity from professional

functions. Brand competition will shift from hardware-only competition to comprehensive strength in hardware, software ecosystems, and services. Content e-commerce and live-streaming sales will continue to reshape distribution channels. The industry as a whole will upgrade from a single gaming tool to an intelligent audio terminal. Driven by the expansion of cloud gaming and the esports ecosystem, the market will maintain a steady growth trajectory in the long run.

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

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

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

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

Segmentation by Type:

2.4GHz

Dual-mode

Tri-mode

Segmentation by Application:

E-Sports Competition

Casual Entertainment

Other

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.

HyperX

Corsair Gaming

Turtle Beach Corporation

Razer

Logitech International

SteelSeries

Sony

Edifier

Mad Catz

Cooler Master

Guangdong SOMiC Technology Co., Ltd.

Guangdong Kotion Electroacoustic Technology Co., Ltd.

Skullcandy

Audio-Technica Corporation

Keyceo

Trust International B.V.

Creative Technology Ltd.

Key Questions Addressed in this Report

What is the 10-year outlook for the global Wireless Over-ear Esports Headset market?

What factors are driving Wireless Over-ear Esports Headset market growth, globally and by region?

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

How do Wireless Over-ear Esports Headset market opportunities vary by end market size?

How does Wireless Over-ear Esports Headset break out by Type, by Application?

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 Wireless Over-ear Esports Headset Annual Sales 2021-2032
- 2.1.2 World Current & Future Analysis for Wireless Over-ear Esports Headset by Geographic Region, 2021, 2025 & 2032
- 2.1.3 World Current & Future Analysis for Wireless Over-ear Esports Headset by Country/Region, 2021, 2025 & 2032

2.2 Wireless Over-ear Esports Headset Segment by Type

- 2.2.1 2.4GHz
- 2.2.2 Dual-mode
- 2.2.3 Tri-mode
- 2.2.4 Wireless Over-ear Esports Headset Sales by Type
 - 2.2.4.1 Global Wireless Over-ear Esports Headset Sales Market Share by Type (2021-2026)
 - 2.2.4.2 Global Wireless Over-ear Esports Headset Revenue and Market Share by Type (2021-2026)
 - 2.2.4.3 Global Wireless Over-ear Esports Headset Sale Price by Type (2021-2026)

2.3 Wireless Over-ear Esports Headset Segment by Application

- 2.3.1 E-Sports Competition
- 2.3.2 Casual Entertainment
- 2.3.3 Other
- 2.3.4 Wireless Over-ear Esports Headset Sales by Application
 - 2.3.4.1 Global Wireless Over-ear Esports Headset Sale Market Share by Application (2021-2026)
 - 2.3.4.2 Global Wireless Over-ear Esports Headset Revenue and Market Share by

Application (2021-2026)

2.3.4.3 Global Wireless Over-ear Esports Headset Sale Price by Application (2021-2026)

3 GLOBAL BY COMPANY

3.1 Global Wireless Over-ear Esports Headset Breakdown Data by Company

3.1.1 Global Wireless Over-ear Esports Headset Annual Sales by Company (2021-2026)

3.1.2 Global Wireless Over-ear Esports Headset Sales Market Share by Company (2021-2026)

3.2 Global Wireless Over-ear Esports Headset Annual Revenue by Company (2021-2026)

3.2.1 Global Wireless Over-ear Esports Headset Revenue by Company (2021-2026)

3.2.2 Global Wireless Over-ear Esports Headset Revenue Market Share by Company (2021-2026)

3.3 Global Wireless Over-ear Esports Headset Sale Price by Company

3.4 Key Manufacturers Wireless Over-ear Esports Headset Producing Area Distribution, Sales Area, Product Type

3.4.1 Key Manufacturers Wireless Over-ear Esports Headset Product Location Distribution

3.4.2 Players Wireless Over-ear Esports Headset Products Offered

3.5 Market Concentration Rate Analysis

3.5.1 Competition Landscape Analysis

3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.6 New Products and Potential Entrants

3.7 Market M&A Activity & Strategy

4 WORLD HISTORIC REVIEW FOR WIRELESS OVER-EAR ESPORTS HEADSET BY GEOGRAPHIC REGION

4.1 World Historic Wireless Over-ear Esports Headset Market Size by Geographic Region (2021-2026)

4.1.1 Global Wireless Over-ear Esports Headset Annual Sales by Geographic Region (2021-2026)

4.1.2 Global Wireless Over-ear Esports Headset Annual Revenue by Geographic Region (2021-2026)

4.2 World Historic Wireless Over-ear Esports Headset Market Size by Country/Region (2021-2026)

4.2.1 Global Wireless Over-ear Esports Headset Annual Sales by Country/Region (2021-2026)

4.2.2 Global Wireless Over-ear Esports Headset Annual Revenue by Country/Region (2021-2026)

4.3 Americas Wireless Over-ear Esports Headset Sales Growth

4.4 APAC Wireless Over-ear Esports Headset Sales Growth

4.5 Europe Wireless Over-ear Esports Headset Sales Growth

4.6 Middle East & Africa Wireless Over-ear Esports Headset Sales Growth

5 AMERICAS

5.1 Americas Wireless Over-ear Esports Headset Sales by Country

5.1.1 Americas Wireless Over-ear Esports Headset Sales by Country (2021-2026)

5.1.2 Americas Wireless Over-ear Esports Headset Revenue by Country (2021-2026)

5.2 Americas Wireless Over-ear Esports Headset Sales by Type (2021-2026)

5.3 Americas Wireless Over-ear Esports Headset Sales by Application (2021-2026)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Wireless Over-ear Esports Headset Sales by Region

6.1.1 APAC Wireless Over-ear Esports Headset Sales by Region (2021-2026)

6.1.2 APAC Wireless Over-ear Esports Headset Revenue by Region (2021-2026)

6.2 APAC Wireless Over-ear Esports Headset Sales by Type (2021-2026)

6.3 APAC Wireless Over-ear Esports Headset Sales by Application (2021-2026)

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 Wireless Over-ear Esports Headset by Country

- 7.1.1 Europe Wireless Over-ear Esports Headset Sales by Country (2021-2026)
- 7.1.2 Europe Wireless Over-ear Esports Headset Revenue by Country (2021-2026)
- 7.2 Europe Wireless Over-ear Esports Headset Sales by Type (2021-2026)
- 7.3 Europe Wireless Over-ear Esports Headset Sales by Application (2021-2026)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa Wireless Over-ear Esports Headset by Country
 - 8.1.1 Middle East & Africa Wireless Over-ear Esports Headset Sales by Country (2021-2026)
 - 8.1.2 Middle East & Africa Wireless Over-ear Esports Headset Revenue by Country (2021-2026)
- 8.2 Middle East & Africa Wireless Over-ear Esports Headset Sales by Type (2021-2026)
- 8.3 Middle East & Africa Wireless Over-ear Esports Headset Sales by Application (2021-2026)
- 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 Wireless Over-ear Esports Headset
- 10.3 Manufacturing Process Analysis of Wireless Over-ear Esports Headset
- 10.4 Industry Chain Structure of Wireless Over-ear Esports Headset

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 Wireless Over-ear Esports Headset Distributors

11.3 Wireless Over-ear Esports Headset Customer

12 WORLD FORECAST REVIEW FOR WIRELESS OVER-EAR ESPORTS HEADSET BY GEOGRAPHIC REGION

12.1 Global Wireless Over-ear Esports Headset Market Size Forecast by Region

12.1.1 Global Wireless Over-ear Esports Headset Forecast by Region (2027-2032)

12.1.2 Global Wireless Over-ear Esports Headset Annual Revenue Forecast by Region (2027-2032)

12.2 Americas Forecast by Country (2027-2032)

12.3 APAC Forecast by Region (2027-2032)

12.4 Europe Forecast by Country (2027-2032)

12.5 Middle East & Africa Forecast by Country (2027-2032)

12.6 Global Wireless Over-ear Esports Headset Forecast by Type (2027-2032)

12.7 Global Wireless Over-ear Esports Headset Forecast by Application (2027-2032)

13 KEY PLAYERS ANALYSIS

13.1 HyperX

13.1.1 HyperX Company Information

13.1.2 HyperX Wireless Over-ear Esports Headset Product Portfolios and Specifications

13.1.3 HyperX Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)

13.1.4 HyperX Main Business Overview

13.1.5 HyperX Latest Developments

13.2 Corsair Gaming

13.2.1 Corsair Gaming Company Information

13.2.2 Corsair Gaming Wireless Over-ear Esports Headset Product Portfolios and Specifications

13.2.3 Corsair Gaming Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)

- 13.2.4 Corsair Gaming Main Business Overview
- 13.2.5 Corsair Gaming Latest Developments
- 13.3 Turtle Beach Corporation
 - 13.3.1 Turtle Beach Corporation Company Information
 - 13.3.2 Turtle Beach Corporation Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.3.3 Turtle Beach Corporation Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.3.4 Turtle Beach Corporation Main Business Overview
 - 13.3.5 Turtle Beach Corporation Latest Developments
- 13.4 Razer
 - 13.4.1 Razer Company Information
 - 13.4.2 Razer Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.4.3 Razer Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.4.4 Razer Main Business Overview
 - 13.4.5 Razer Latest Developments
- 13.5 Logitech International
 - 13.5.1 Logitech International Company Information
 - 13.5.2 Logitech International Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.5.3 Logitech International Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.5.4 Logitech International Main Business Overview
 - 13.5.5 Logitech International Latest Developments
- 13.6 SteelSeries
 - 13.6.1 SteelSeries Company Information
 - 13.6.2 SteelSeries Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.6.3 SteelSeries Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.6.4 SteelSeries Main Business Overview
 - 13.6.5 SteelSeries Latest Developments
- 13.7 Sony
 - 13.7.1 Sony Company Information
 - 13.7.2 Sony Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.7.3 Sony Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.7.4 Sony Main Business Overview

- 13.7.5 Sony Latest Developments
- 13.8 Edifier
 - 13.8.1 Edifier Company Information
 - 13.8.2 Edifier Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.8.3 Edifier Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.8.4 Edifier Main Business Overview
 - 13.8.5 Edifier Latest Developments
- 13.9 Mad Catz
 - 13.9.1 Mad Catz Company Information
 - 13.9.2 Mad Catz Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.9.3 Mad Catz Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.9.4 Mad Catz Main Business Overview
 - 13.9.5 Mad Catz Latest Developments
- 13.10 Cooler Master
 - 13.10.1 Cooler Master Company Information
 - 13.10.2 Cooler Master Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.10.3 Cooler Master Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.10.4 Cooler Master Main Business Overview
 - 13.10.5 Cooler Master Latest Developments
- 13.11 Guangdong SOMiC Technology Co., Ltd.
 - 13.11.1 Guangdong SOMiC Technology Co., Ltd. Company Information
 - 13.11.2 Guangdong SOMiC Technology Co., Ltd. Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.11.3 Guangdong SOMiC Technology Co., Ltd. Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.11.4 Guangdong SOMiC Technology Co., Ltd. Main Business Overview
 - 13.11.5 Guangdong SOMiC Technology Co., Ltd. Latest Developments
- 13.12 Guangdong Kotion Electroacoustic Technology Co., Ltd.
 - 13.12.1 Guangdong Kotion Electroacoustic Technology Co., Ltd. Company Information
 - 13.12.2 Guangdong Kotion Electroacoustic Technology Co., Ltd. Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.12.3 Guangdong Kotion Electroacoustic Technology Co., Ltd. Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)

- 13.12.4 Guangdong Kotion Electroacoustic Technology Co., Ltd. Main Business Overview
- 13.12.5 Guangdong Kotion Electroacoustic Technology Co., Ltd. Latest Developments
- 13.13 Skullcandy
 - 13.13.1 Skullcandy Company Information
 - 13.13.2 Skullcandy Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.13.3 Skullcandy Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.13.4 Skullcandy Main Business Overview
 - 13.13.5 Skullcandy Latest Developments
- 13.14 Audio-Technica Corporation
 - 13.14.1 Audio-Technica Corporation Company Information
 - 13.14.2 Audio-Technica Corporation Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.14.3 Audio-Technica Corporation Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.14.4 Audio-Technica Corporation Main Business Overview
 - 13.14.5 Audio-Technica Corporation Latest Developments
- 13.15 Keyceo
 - 13.15.1 Keyceo Company Information
 - 13.15.2 Keyceo Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.15.3 Keyceo Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.15.4 Keyceo Main Business Overview
 - 13.15.5 Keyceo Latest Developments
- 13.16 Trust International B.V.
 - 13.16.1 Trust International B.V. Company Information
 - 13.16.2 Trust International B.V. Wireless Over-ear Esports Headset Product Portfolios and Specifications
 - 13.16.3 Trust International B.V. Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)
 - 13.16.4 Trust International B.V. Main Business Overview
 - 13.16.5 Trust International B.V. Latest Developments
- 13.17 Creative Technology Ltd.
 - 13.17.1 Creative Technology Ltd. Company Information
 - 13.17.2 Creative Technology Ltd. Wireless Over-ear Esports Headset Product Portfolios and Specifications

13.17.3 Creative Technology Ltd. Wireless Over-ear Esports Headset Sales, Revenue, Price and Gross Margin (2021-2026)

13.17.4 Creative Technology Ltd. Main Business Overview

13.17.5 Creative Technology Ltd. Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. Wireless Over-ear Esports Headset Annual Sales CAGR by Geographic Region (2021, 2025 & 2032) & (\$ millions)
- Table 2. Wireless Over-ear Esports Headset Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)
- Table 3. Major Players of 2.4GHz
- Table 4. Major Players of Dual-mode
- Table 5. Major Players of Tri-mode
- Table 6. Global Wireless Over-ear Esports Headset Sales by Type (2021-2026) & (Units)
- Table 7. Global Wireless Over-ear Esports Headset Sales Market Share by Type (2021-2026)
- Table 8. Global Wireless Over-ear Esports Headset Revenue by Type (2021-2026) & (\$ million)
- Table 9. Global Wireless Over-ear Esports Headset Revenue Market Share by Type (2021-2026)
- Table 10. Global Wireless Over-ear Esports Headset Sale Price by Type (2021-2026) & (US\$/Unit)
- Table 11. Global Wireless Over-ear Esports Headset Sale by Application (2021-2026) & (Units)
- Table 12. Global Wireless Over-ear Esports Headset Sale Market Share by Application (2021-2026)
- Table 13. Global Wireless Over-ear Esports Headset Revenue by Application (2021-2026) & (\$ million)
- Table 14. Global Wireless Over-ear Esports Headset Revenue Market Share by Application (2021-2026)
- Table 15. Global Wireless Over-ear Esports Headset Sale Price by Application (2021-2026) & (US\$/Unit)
- Table 16. Global Wireless Over-ear Esports Headset Sales by Company (2021-2026) & (Units)
- Table 17. Global Wireless Over-ear Esports Headset Sales Market Share by Company (2021-2026)
- Table 18. Global Wireless Over-ear Esports Headset Revenue by Company (2021-2026) & (\$ millions)
- Table 19. Global Wireless Over-ear Esports Headset Revenue Market Share by Company (2021-2026)

- Table 20. Global Wireless Over-ear Esports Headset Sale Price by Company (2021-2026) & (US\$/Unit)
- Table 21. Key Manufacturers Wireless Over-ear Esports Headset Producing Area Distribution and Sales Area
- Table 22. Players Wireless Over-ear Esports Headset Products Offered
- Table 23. Wireless Over-ear Esports Headset Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)
- Table 24. New Products and Potential Entrants
- Table 25. Market M&A Activity & Strategy
- Table 26. Global Wireless Over-ear Esports Headset Sales by Geographic Region (2021-2026) & (Units)
- Table 27. Global Wireless Over-ear Esports Headset Sales Market Share Geographic Region (2021-2026)
- Table 28. Global Wireless Over-ear Esports Headset Revenue by Geographic Region (2021-2026) & (\$ millions)
- Table 29. Global Wireless Over-ear Esports Headset Revenue Market Share by Geographic Region (2021-2026)
- Table 30. Global Wireless Over-ear Esports Headset Sales by Country/Region (2021-2026) & (Units)
- Table 31. Global Wireless Over-ear Esports Headset Sales Market Share by Country/Region (2021-2026)
- Table 32. Global Wireless Over-ear Esports Headset Revenue by Country/Region (2021-2026) & (\$ millions)
- Table 33. Global Wireless Over-ear Esports Headset Revenue Market Share by Country/Region (2021-2026)
- Table 34. Americas Wireless Over-ear Esports Headset Sales by Country (2021-2026) & (Units)
- Table 35. Americas Wireless Over-ear Esports Headset Sales Market Share by Country (2021-2026)
- Table 36. Americas Wireless Over-ear Esports Headset Revenue by Country (2021-2026) & (\$ millions)
- Table 37. Americas Wireless Over-ear Esports Headset Sales by Type (2021-2026) & (Units)
- Table 38. Americas Wireless Over-ear Esports Headset Sales by Application (2021-2026) & (Units)
- Table 39. APAC Wireless Over-ear Esports Headset Sales by Region (2021-2026) & (Units)
- Table 40. APAC Wireless Over-ear Esports Headset Sales Market Share by Region (2021-2026)

Table 41. APAC Wireless Over-ear Esports Headset Revenue by Region (2021-2026) & (\$ millions)

Table 42. APAC Wireless Over-ear Esports Headset Sales by Type (2021-2026) & (Units)

Table 43. APAC Wireless Over-ear Esports Headset Sales by Application (2021-2026) & (Units)

Table 44. Europe Wireless Over-ear Esports Headset Sales by Country (2021-2026) & (Units)

Table 45. Europe Wireless Over-ear Esports Headset Revenue by Country (2021-2026) & (\$ millions)

Table 46. Europe Wireless Over-ear Esports Headset Sales by Type (2021-2026) & (Units)

Table 47. Europe Wireless Over-ear Esports Headset Sales by Application (2021-2026) & (Units)

Table 48. Middle East & Africa Wireless Over-ear Esports Headset Sales by Country (2021-2026) & (Units)

Table 49. Middle East & Africa Wireless Over-ear Esports Headset Revenue Market Share by Country (2021-2026)

Table 50. Middle East & Africa Wireless Over-ear Esports Headset Sales by Type (2021-2026) & (Units)

Table 51. Middle East & Africa Wireless Over-ear Esports Headset Sales by Application (2021-2026) & (Units)

Table 52. Key Market Drivers & Growth Opportunities of Wireless Over-ear Esports Headset

Table 53. Key Market Challenges & Risks of Wireless Over-ear Esports Headset

Table 54. Key Industry Trends of Wireless Over-ear Esports Headset

Table 55. Wireless Over-ear Esports Headset Raw Material

Table 56. Key Suppliers of Raw Materials

Table 57. Wireless Over-ear Esports Headset Distributors List

Table 58. Wireless Over-ear Esports Headset Customer List

Table 59. Global Wireless Over-ear Esports Headset Sales Forecast by Region (2027-2032) & (Units)

Table 60. Global Wireless Over-ear Esports Headset Revenue Forecast by Region (2027-2032) & (\$ millions)

Table 61. Americas Wireless Over-ear Esports Headset Sales Forecast by Country (2027-2032) & (Units)

Table 62. Americas Wireless Over-ear Esports Headset Annual Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 63. APAC Wireless Over-ear Esports Headset Sales Forecast by Region

(2027-2032) & (Units)

Table 64. APAC Wireless Over-ear Esports Headset Annual Revenue Forecast by Region (2027-2032) & (\$ millions)

Table 65. Europe Wireless Over-ear Esports Headset Sales Forecast by Country (2027-2032) & (Units)

Table 66. Europe Wireless Over-ear Esports Headset Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 67. Middle East & Africa Wireless Over-ear Esports Headset Sales Forecast by Country (2027-2032) & (Units)

Table 68. Middle East & Africa Wireless Over-ear Esports Headset Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 69. Global Wireless Over-ear Esports Headset Sales Forecast by Type (2027-2032) & (Units)

Table 70. Global Wireless Over-ear Esports Headset Revenue Forecast by Type (2027-2032) & (\$ millions)

Table 71. Global Wireless Over-ear Esports Headset Sales Forecast by Application (2027-2032) & (Units)

Table 72. Global Wireless Over-ear Esports Headset Revenue Forecast by Application (2027-2032) & (\$ millions)

Table 73. HyperX Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 74. HyperX Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 75. HyperX Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 76. HyperX Main Business

Table 77. HyperX Latest Developments

Table 78. Corsair Gaming Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 79. Corsair Gaming Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 80. Corsair Gaming Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 81. Corsair Gaming Main Business

Table 82. Corsair Gaming Latest Developments

Table 83. Turtle Beach Corporation Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 84. Turtle Beach Corporation Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 85. Turtle Beach Corporation Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 86. Turtle Beach Corporation Main Business

Table 87. Turtle Beach Corporation Latest Developments

Table 88. Razer Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 89. Razer Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 90. Razer Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 91. Razer Main Business

Table 92. Razer Latest Developments

Table 93. Logitech International Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 94. Logitech International Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 95. Logitech International Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 96. Logitech International Main Business

Table 97. Logitech International Latest Developments

Table 98. SteelSeries Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 99. SteelSeries Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 100. SteelSeries Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 101. SteelSeries Main Business

Table 102. SteelSeries Latest Developments

Table 103. Sony Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 104. Sony Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 105. Sony Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 106. Sony Main Business

Table 107. Sony Latest Developments

Table 108. Edifier Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 109. Edifier Wireless Over-ear Esports Headset Product Portfolios and

Specifications

Table 110. Edifier Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 111. Edifier Main Business

Table 112. Edifier Latest Developments

Table 113. Mad Catz Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 114. Mad Catz Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 115. Mad Catz Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 116. Mad Catz Main Business

Table 117. Mad Catz Latest Developments

Table 118. Cooler Master Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 119. Cooler Master Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 120. Cooler Master Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 121. Cooler Master Main Business

Table 122. Cooler Master Latest Developments

Table 123. Guangdong SOMiC Technology Co., Ltd. Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 124. Guangdong SOMiC Technology Co., Ltd. Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 125. Guangdong SOMiC Technology Co., Ltd. Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 126. Guangdong SOMiC Technology Co., Ltd. Main Business

Table 127. Guangdong SOMiC Technology Co., Ltd. Latest Developments

Table 128. Guangdong Kotion Electroacoustic Technology Co., Ltd. Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors

Table 129. Guangdong Kotion Electroacoustic Technology Co., Ltd. Wireless Over-ear Esports Headset Product Portfolios and Specifications

Table 130. Guangdong Kotion Electroacoustic Technology Co., Ltd. Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 131. Guangdong Kotion Electroacoustic Technology Co., Ltd. Main Business

- Table 132. Guangdong Kotion Electroacoustic Technology Co., Ltd. Latest Developments
- Table 133. Skullcandy Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors
- Table 134. Skullcandy Wireless Over-ear Esports Headset Product Portfolios and Specifications
- Table 135. Skullcandy Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
- Table 136. Skullcandy Main Business
- Table 137. Skullcandy Latest Developments
- Table 138. Audio-Technica Corporation Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors
- Table 139. Audio-Technica Corporation Wireless Over-ear Esports Headset Product Portfolios and Specifications
- Table 140. Audio-Technica Corporation Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
- Table 141. Audio-Technica Corporation Main Business
- Table 142. Audio-Technica Corporation Latest Developments
- Table 143. Keyceo Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors
- Table 144. Keyceo Wireless Over-ear Esports Headset Product Portfolios and Specifications
- Table 145. Keyceo Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
- Table 146. Keyceo Main Business
- Table 147. Keyceo Latest Developments
- Table 148. Trust International B.V. Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors
- Table 149. Trust International B.V. Wireless Over-ear Esports Headset Product Portfolios and Specifications
- Table 150. Trust International B.V. Wireless Over-ear Esports Headset Sales (Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)
- Table 151. Trust International B.V. Main Business
- Table 152. Trust International B.V. Latest Developments
- Table 153. Creative Technology Ltd. Basic Information, Wireless Over-ear Esports Headset Manufacturing Base, Sales Area and Its Competitors
- Table 154. Creative Technology Ltd. Wireless Over-ear Esports Headset Product Portfolios and Specifications
- Table 155. Creative Technology Ltd. Wireless Over-ear Esports Headset Sales (Units),

Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 156. Creative Technology Ltd. Main Business

Table 157. Creative Technology Ltd. Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Picture of Wireless Over-ear Esports Headset
- Figure 2. Wireless Over-ear Esports Headset Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global Wireless Over-ear Esports Headset Sales Growth Rate 2021-2032 (Units)
- Figure 7. Global Wireless Over-ear Esports Headset Revenue Growth Rate 2021-2032 (\$ millions)
- Figure 8. Wireless Over-ear Esports Headset Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)
- Figure 9. Wireless Over-ear Esports Headset Sales Market Share by Country/Region (2025)
- Figure 10. Wireless Over-ear Esports Headset Sales Market Share by Country/Region (2021, 2025 & 2032)
- Figure 11. Product Picture of 2.4GHz
- Figure 12. Product Picture of Dual-mode
- Figure 13. Product Picture of Tri-mode
- Figure 14. Global Wireless Over-ear Esports Headset Sales Market Share by Type in 2026
- Figure 15. Global Wireless Over-ear Esports Headset Revenue Market Share by Type (2021-2026)
- Figure 16. Wireless Over-ear Esports Headset Consumed in E-Sports Competition
- Figure 17. Global Wireless Over-ear Esports Headset Market: E-Sports Competition (2021-2026) & (Units)
- Figure 18. Wireless Over-ear Esports Headset Consumed in Casual Entertainment
- Figure 19. Global Wireless Over-ear Esports Headset Market: Casual Entertainment (2021-2026) & (Units)
- Figure 20. Wireless Over-ear Esports Headset Consumed in Other
- Figure 21. Global Wireless Over-ear Esports Headset Market: Other (2021-2026) & (Units)
- Figure 22. Global Wireless Over-ear Esports Headset Sale Market Share by Application (2025)
- Figure 23. Global Wireless Over-ear Esports Headset Revenue Market Share by Application in 2025

Figure 24. Wireless Over-ear Esports Headset Sales by Company in 2025 (Units)

Figure 25. Global Wireless Over-ear Esports Headset Sales Market Share by Company in 2025

Figure 26. Wireless Over-ear Esports Headset Revenue by Company in 2025 (\$ millions)

Figure 27. Global Wireless Over-ear Esports Headset Revenue Market Share by Company in 2025

Figure 28. Global Wireless Over-ear Esports Headset Sales Market Share by Geographic Region (2021-2026)

Figure 29. Global Wireless Over-ear Esports Headset Revenue Market Share by Geographic Region in 2025

Figure 30. Americas Wireless Over-ear Esports Headset Sales 2021-2026 (Units)

Figure 31. Americas Wireless Over-ear Esports Headset Revenue 2021-2026 (\$ millions)

Figure 32. APAC Wireless Over-ear Esports Headset Sales 2021-2026 (Units)

Figure 33. APAC Wireless Over-ear Esports Headset Revenue 2021-2026 (\$ millions)

Figure 34. Europe Wireless Over-ear Esports Headset Sales 2021-2026 (Units)

Figure 35. Europe Wireless Over-ear Esports Headset Revenue 2021-2026 (\$ millions)

Figure 36. Middle East & Africa Wireless Over-ear Esports Headset Sales 2021-2026 (Units)

Figure 37. Middle East & Africa Wireless Over-ear Esports Headset Revenue 2021-2026 (\$ millions)

Figure 38. Americas Wireless Over-ear Esports Headset Sales Market Share by Country in 2025

Figure 39. Americas Wireless Over-ear Esports Headset Revenue Market Share by Country (2021-2026)

Figure 40. Americas Wireless Over-ear Esports Headset Sales Market Share by Type (2021-2026)

Figure 41. Americas Wireless Over-ear Esports Headset Sales Market Share by Application (2021-2026)

Figure 42. United States Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 43. Canada Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 44. Mexico Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 45. Brazil Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 46. APAC Wireless Over-ear Esports Headset Sales Market Share by Region in

2025

Figure 47. APAC Wireless Over-ear Esports Headset Revenue Market Share by Region (2021-2026)

Figure 48. APAC Wireless Over-ear Esports Headset Sales Market Share by Type (2021-2026)

Figure 49. APAC Wireless Over-ear Esports Headset Sales Market Share by Application (2021-2026)

Figure 50. China Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 51. Japan Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 52. South Korea Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 53. Southeast Asia Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 54. India Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 55. Australia Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 56. China Taiwan Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 57. Europe Wireless Over-ear Esports Headset Sales Market Share by Country in 2025

Figure 58. Europe Wireless Over-ear Esports Headset Revenue Market Share by Country (2021-2026)

Figure 59. Europe Wireless Over-ear Esports Headset Sales Market Share by Type (2021-2026)

Figure 60. Europe Wireless Over-ear Esports Headset Sales Market Share by Application (2021-2026)

Figure 61. Germany Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 62. France Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 63. UK Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 64. Italy Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 65. Russia Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 66. Middle East & Africa Wireless Over-ear Esports Headset Sales Market Share by Country (2021-2026)

Figure 67. Middle East & Africa Wireless Over-ear Esports Headset Sales Market Share by Type (2021-2026)

Figure 68. Middle East & Africa Wireless Over-ear Esports Headset Sales Market Share by Application (2021-2026)

Figure 69. Egypt Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 70. South Africa Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 71. Israel Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 72. Turkey Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 73. GCC Countries Wireless Over-ear Esports Headset Revenue Growth 2021-2026 (\$ millions)

Figure 74. Manufacturing Cost Structure Analysis of Wireless Over-ear Esports Headset in 2026

Figure 75. Manufacturing Process Analysis of Wireless Over-ear Esports Headset

Figure 76. Industry Chain Structure of Wireless Over-ear Esports Headset

Figure 77. Channels of Distribution

Figure 78. Global Wireless Over-ear Esports Headset Sales Market Forecast by Region (2027-2032)

Figure 79. Global Wireless Over-ear Esports Headset Revenue Market Share Forecast by Region (2027-2032)

Figure 80. Global Wireless Over-ear Esports Headset Sales Market Share Forecast by Type (2027-2032)

Figure 81. Global Wireless Over-ear Esports Headset Revenue Market Share Forecast by Type (2027-2032)

Figure 82. Global Wireless Over-ear Esports Headset Sales Market Share Forecast by Application (2027-2032)

Figure 83. Global Wireless Over-ear Esports Headset Revenue Market Share Forecast by Application (2027-2032)

I would like to order

Product name: Global Wireless Over-ear Esports Headset Market Growth 2026-2032

Product link: <https://marketpublishers.com/r/G37870FBEC10EN.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

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G37870FBEC10EN.html>