

Gaming Recliners Market, Global Outlook and Forecast 2022-2028

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Abstracts

The main purpose of the gaming recliner is to ensure that gamers are as comfortable as possible and that they can move, move, shake and tilt to find the perfect spot to play their favorite games

This report contains market size and forecasts of Gaming Recliners in global, including the following market information:

Global Gaming Recliners Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Gaming Recliners Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Gaming Recliners companies in 2021 (%)

The global Gaming Recliners market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Massage Gaming Recliners Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Gaming Recliners include Furmax, Jummico, Devoko, Vitesse, Homall, Giantex, Ravenna, RESPAWN and Lane Stallion, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Gaming Recliners manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Gaming Recliners Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming Recliners Market Segment Percentages, by Type, 2021 (%)

Massage Gaming Recliners

Ordinary Gaming Recliners

Global Gaming Recliners Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming Recliners Market Segment Percentages, by Application, 2021 (%)

Residential

Commercial

Global Gaming Recliners Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Gaming Recliners Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Gaming Recliners revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Gaming Recliners revenues share in global market, 2021 (%)

Key companies Gaming Recliners sales in global market, 2017-2022 (Estimated), (K Units)

Key companies Gaming Recliners sales share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Furmax

Jummico

Devoko

Vitesse

Homall

Giantex

Ravenna

RESPAWN

Lane Stallion

Ferghana

VON RACER

GYMAX

Ergolux Hotshot

GTRACING

OFM

BestOffice

X Rocker

AKRacing

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