

Gaming Chair Market– Global Industry Size, Share, Trends, Opportunity, and Forecast, 2018-2028F Segmented By Type (PC Gaming Chair, Hybrid Gaming Chair, Platform Gaming Chair, Others), By Material (PU Leather, PVC Leather, Others), By Application (Residential, Commercial), By Distribution Channel (Supermarkets/Hypermarkets, Specialty Stores, Online and Non-Retail), By Region, By Competition

<https://marketpublishers.com/r/G9434C170B9BEN.html>

Date: September 2023

Pages: 178

Price: US\$ 4,900.00 (Single User License)

ID: G9434C170B9BEN

Abstracts

The global gaming chair market is anticipated to grow during the forecast period due to the advancement in technology, and the availability of high-speed internet connectivity.

Gaming chairs are designed for video game enthusiasts. These chairs provide lumbar support and a head cushion to make gaming enjoyable. Experienced and committed players need a gaming chair. These chairs come in a wide range of sizes, colors, and designs. For players who log in for an average of six hours every day, gaming chairs are a need.

A gaming chair improves flexibility and comfort by offering professional gamers the ergonomic support they need for extended periods of time. Its caster wheels, armrests, swiveling bases, and adjustability options lessen the physical strain placed on the body while playing video games. Presently, a number of producers are releasing cutting-edge variations with extra features like speakers, retractable footrests, built-in massage devices, and red, green, and blue (RGB) lighting systems, in a variety of hues and patterns.

Some of the common impacts that gamers encounter includes prolonged sitting, postural stress, and inactivity. There is a growing demand for gaming chairs to promote healthy blood flow throughout the body because these impacts can cause major health problems like obesity, muscle problems, and carpal tunnel syndrome. According to the World Health Organization, musculoskeletal diseases affect over 1.71 billion persons globally. The most common cause of disability worldwide is musculoskeletal illness, with low back pain ranking first in 160 different nations.

Increasing Number of Product Launches Boosts Market

New products are being introduced by companies to attract and satisfy the needs of customers, which will boost demand and support the global expansion of the gaming chair market. For instance, in 2022, Razer introduced the Razer Enki Pro, a Lamborghini-inspired gaming chair. With a predominantly black style and orange accents, this new special edition of the Razer Enki Pro is intended to resemble the seat upholstery and stitching of Lamborghini sports cars. The concept is somewhat reminiscent of past special editions of the Enki Pro, such as those made in collaboration with Williams Racing and Koenigsegg. The chair has a magnetic head cushion, dual-density backrest, Alcantara upholstery, and a dial for simple recline adjustment. Also, in 2022, Cambium Retail launched Nexlev gaming chairs. The memory foam neck rest, cushion, and multi-directional armrests are included with the Nexlev Falcon & Maverick Series Gaming Chair. It also has superior fabric. It has a tough base, a powerful mechanism, and an elegant gas lift.

Rising Collaborations Among Companies Aids Market Growth

Companies are adopting new marketing strategies such as acquisitions, mergers, partnerships, and collaborations for attracting and satisfying the needs of consumers. For instance, in 2022, Revenant Esports, an esports organization, signed Cybeart as its official gaming chair partner for the upcoming season. In the period of this collaboration, Cybeart will create unique seats specifically for tournaments, Revenant's boot camp, and a variety of gaming rosters and creators. Additionally, in 2022, Anda Seat launched the New Phantom 3 Six Invitational 2022 Edition gaming chair. The Anda Seat Rainbow Six Invitation 2022 Edition gaming chair is made in collaboration with Ubisoft to offer the utmost support and comfort to improve the gaming or working experience. Therefore, the rising mergers, acquisitions, and partnerships between companies fuel the gaming chair market globally during the forecast period.

Surging Popularity of the Video Gaming Industry Fuels Product Demand

The market for gaming chairs is expected to increase quickly in the near future due to the increasing popularity of video games. The gaming chairs are drawing more customers and seeing an increase in sales year over year due to the comfortable seating position they offer as well as additional benefits like extended back and neck support with the high padded backrest, height-adjustable armrests, tilt, and steady support offered by the base. Premium chair features like 4D armrests, gel cold foam, detachable footrests, carbon-look coverings, and 135-degree adjustable backrests are predicted to become standard features in the future product lines offered by gaming chair brands due to an increase in customers looking for all or some of these value-added features in chairs. Therefore, the rising popularity of the video gaming industry globally fuels the demand for the gaming chair market globally during the forecast period.

Innovative Offerings Drive Market Growth

The development of gaming chairs with added features like heated pads, LED strip lights, vibrating massagers, and other things would be beneficial to gamers in every way. These new capabilities are projected to be the game changer in the gaming chair sector, and their acceptance could increase sales. Gamers enjoy attractive items, and they often set up their gaming tables to lift their spirits. For instance, Goplus offers an LED-light massage gaming chair. The lumbar massage function of the massage gaming chair is powered by two motors located in the waist cushion, offering the utmost comfort and relaxation. This gaming chair has a removable headrest and waist pillow that adjusts to the shape of the human body and relieves back discomfort from extended periods of work or gaming. Therefore, the innovative offerings in the products by the companies fuel the market for gaming chairs globally during the forecast period.

Market Segmentation

The global gaming chair market is segmented into type, material, application, distribution channel, region and competitive landscape. Based on the type, the market is segmented into PC gaming chair, hybrid gaming chair, platform gaming chairs, and others. Based on the material, the market is segmented into PU leather, PVC leather, and others. Based on the application, the market is segmented into residential and commercial. Based on the distribution channel, the market is segmented into supermarkets/hypermarkets, specialty stores, online and non-retail.

Company Profiles

Ace Casual Furniture, AKRacing America Inc., Corsair Components, Inc., Arozzi North America, DXRacer USA LLC, GT Omega LTD, Impakt S.A., Secretlab US, Inc., Vertagear Inc, Brazen Gaming Limited, etc. are the major market players in the global gaming chair market.

Report Scope:

In this report, the global gaming chair market has been segmented into the following categories, in addition to the industry trends which have also been detailed below:

Gaming Chair Market, By Type:

PC Gaming Chair

Hybrid Gaming Chair

Platform Gaming Chair

Others

Gaming Chair Market, By Material:

PU Leather

PVC Leather

Others

Gaming Chair Market, By Application:

Residential

Commercial

Gaming Chair Market, By Distribution Channel:

Supermarkets/Hypermarkets

Specialty Stores

Online

Non-Retail

Gaming Chair Market, By Region:

North America

United States

Canada

Mexico

Asia-Pacific

China

India

Japan

South Korea

Australia

Europe

Germany

France

United Kingdom

Italy

Spain

South America

Brazil

Argentina

Colombia

Middle East & Africa

Saudi Arabia

UAE

South Africa

Turkey

Competitive Landscape

Company Profiles: Detailed analysis of the major companies present in the global gaming chair market.

Available Customizations:

With the given market data, TechSci Research offers customizations according to a company's specific needs. The following customization options are available for the report:

Company Information

Detailed analysis and profiling of additional market players (up to five).

Contents

Introduction

- 1.1. Market Overview
- 1.2. Key Highlights of the Report
- 1.3. Market Coverage
- 1.4. Market Segments Covered
- 1.5. Research Tenure Considered

2. RESEARCH METHODOLOGY

- 2.1. Objective of the Study
- 2.2. Baseline Methodology
- 2.3. Key Industry Partners
- 2.4. Major Association and Secondary Sources
- 2.5. Forecasting Methodology
- 2.6. Data Triangulation & Validation
- 2.7. Assumptions and Limitations

3. EXECUTIVE SUMMARY

- 3.1. Market Overview
- 3.2. Market Forecast
- 3.3. Key Regions
- 3.4. Key Segments

4. VOICE OF CUSTOMER ANALYSIS (B2C MODEL ANALYSIS)

- 4.1. Brand Awareness
- 4.2. Factors Influencing Purchase Decision
- 4.3. Challenges Faced After Purchase

5. GLOBAL GAMING CHAIR MARKET OUTLOOK

- 5.1. Market Size & Forecast
 - 5.1.1. By Value
- 5.2. Market Share & Forecast
 - 5.2.1. By Type Market Share Analysis (PC Gaming Chair, Hybrid Gaming Chair, Platform Gaming Chair, Others)

- 5.2.2. By Material Market Share Analysis (PU Leather, PVC Leather, Others)
- 5.2.3. By Application Market Share Analysis (Residential, Commercial)
- 5.2.4. By Distribution Channel Market Share Analysis (Supermarkets/Hypermarkets, Specialty Stores, Online and Non-Retail)
- 5.2.5. By Regional Market Share Analysis
 - 5.2.5.1. North America Market Share Analysis
 - 5.2.5.2. Europe Market Share Analysis
 - 5.2.5.3. Asia-Pacific Market Share Analysis
 - 5.2.5.4. Middle East & Africa Market Share Analysis
 - 5.2.5.5. South America Market Share Analysis
- 5.2.6. By Top 5 Companies Market Share Analysis, Others (2022)
- 5.3. Global Gaming Chair Mapping & Opportunity Assessment
 - 5.3.1. By Type Market Mapping & Opportunity Assessment
 - 5.3.2. By Material Market Mapping & Opportunity Assessment
 - 5.3.3. By Application Market Mapping & Opportunity Assessment
 - 5.3.4. By Distribution Channel Market Mapping & Opportunity Assessment
 - 5.3.5. By Regional Market Mapping & Opportunity Assessment

6. NORTH AMERICA GAMING CHAIR MARKET OUTLOOK

- 6.1. Market Size & Forecast
 - 6.1.1. By Value
- 6.2. Market Share & Forecast
 - 6.2.1. By Type Market Share Analysis
 - 6.2.2. By Material Market Share Analysis
 - 6.2.3. By Application Market Share Analysis
 - 6.2.4. By Distribution Channel Market Share Analysis
 - 6.2.5. By Country Market Share Analysis
 - 6.2.5.1. United States Gaming Chair Market Outlook
 - 6.2.5.1.1. Market Size & Forecast
 - 6.2.5.1.1.1. By Value
 - 6.2.5.1.2. Market Share & Forecast
 - 6.2.5.1.2.1. By Type Market Share Analysis
 - 6.2.5.1.2.2. By Material Market Share Analysis
 - 6.2.5.1.2.3. By Application Market Share Analysis
 - 6.2.5.1.2.4. By Distribution Channel Market Share Analysis
 - 6.2.5.2. Canada Gaming Chair Market Outlook
 - 6.2.5.2.1. Market Size & Forecast
 - 6.2.5.2.1.1. By Value

- 6.2.5.2.2. Market Share & Forecast
 - 6.2.5.2.2.1. By Type Market Share Analysis
 - 6.2.5.2.2.2. By Material Market Share Analysis
 - 6.2.5.2.2.3. By Application Market Share Analysis
 - 6.2.5.2.2.4. By Distribution Channel Market Share Analysis
- 6.2.5.3. Mexico Gaming Chair Market Outlook
 - 6.2.5.3.1. Market Size & Forecast
 - 6.2.5.3.1.1. By Value
 - 6.2.5.3.2. Market Share & Forecast
 - 6.2.5.3.2.1. By Type Market Share Analysis
 - 6.2.5.3.2.2. By Material Market Share Analysis
 - 6.2.5.3.2.3. By Application Market Share Analysis
 - 6.2.5.3.2.4. By Distribution Channel Market Share Analysis

7. EUROPE GAMING CHAIR MARKET OUTLOOK

- 7.1. Market Size & Forecast
 - 7.1.1. By Value
- 7.2. Market Share & Forecast
 - 7.2.1. By Type Market Share Analysis
 - 7.2.2. By Material Market Share Analysis
 - 7.2.3. By Application Market Share Analysis
 - 7.2.4. By Distribution Channel Market Share Analysis
 - 7.2.5. By Country Market Share Analysis
 - 7.2.5.1. Germany Gaming Chair Market Outlook
 - 7.2.5.1.1. Market Size & Forecast
 - 7.2.5.1.1.1. By Value
 - 7.2.5.1.2. Market Share & Forecast
 - 7.2.5.1.2.1. By Type Market Share Analysis
 - 7.2.5.1.2.2. By Material Market Share Analysis
 - 7.2.5.1.2.3. By Application Market Share Analysis
 - 7.2.5.1.2.4. By Distribution Channel Market Share Analysis
 - 7.2.5.2. France Gaming Chair Market Outlook
 - 7.2.5.2.1. Market Size & Forecast
 - 7.2.5.2.1.1. By Value
 - 7.2.5.2.2. Market Share & Forecast
 - 7.2.5.2.2.1. By Type Market Share Analysis
 - 7.2.5.2.2.2. By Material Market Share Analysis
 - 7.2.5.2.2.3. By Application Market Share Analysis

- 7.2.5.2.2.4. By Distribution Channel Market Share Analysis
- 7.2.5.3. United Kingdom Gaming Chair Market Outlook
 - 7.2.5.3.1. Market Size & Forecast
 - 7.2.5.3.1.1. By Value
 - 7.2.5.3.2. Market Share & Forecast
 - 7.2.5.3.2.1. By Type Market Share Analysis
 - 7.2.5.3.2.2. By Material Market Share Analysis
 - 7.2.5.3.2.3. By Application Market Share Analysis
 - 7.2.5.3.2.4. By Distribution Channel Market Share Analysis
- 7.2.5.4. Italy Gaming Chair Market Outlook
 - 7.2.5.4.1. Market Size & Forecast
 - 7.2.5.4.1.1. By Value
 - 7.2.5.4.2. Market Share & Forecast
 - 7.2.5.4.2.1. By Type Market Share Analysis
 - 7.2.5.4.2.2. By Material Market Share Analysis
 - 7.2.5.4.2.3. By Application Market Share Analysis
 - 7.2.5.4.2.4. By Distribution Channel Market Share Analysis
- 7.2.5.5. Spain Gaming Chair Market Outlook
 - 7.2.5.5.1. Market Size & Forecast
 - 7.2.5.5.1.1. By Value
 - 7.2.5.5.2. Market Share & Forecast
 - 7.2.5.5.2.1. By Type Market Share Analysis
 - 7.2.5.5.2.2. By Material Market Share Analysis
 - 7.2.5.5.2.3. By Application Market Share Analysis
 - 7.2.5.5.2.4. By Distribution Channel Market Share Analysis

8. ASIA-PACIFIC GAMING CHAIR MARKET OUTLOOK

- 8.1. Market Size & Forecast
 - 8.1.1. By Value
- 8.2. Market Share & Forecast
 - 8.2.1. By Type Market Share Analysis
 - 8.2.2. By Material Market Share Analysis
 - 8.2.3. By Application Market Share Analysis
 - 8.2.4. By Distribution Channel Market Share Analysis
 - 8.2.5. By Country Market Share Analysis
 - 8.2.5.1. China Gaming Chair Market Outlook
 - 8.2.5.1.1. Market Size & Forecast
 - 8.2.5.1.1.1. By Value

- 8.2.5.1.2. Market Share & Forecast
 - 8.2.5.1.2.1. By Type Market Share Analysis
 - 8.2.5.1.2.2. By Material Market Share Analysis
 - 8.2.5.1.2.3. By Application Market Share Analysis
 - 8.2.5.1.2.4. By Distribution Channel Market Share Analysis
- 8.2.5.2. India Gaming Chair Market Outlook
 - 8.2.5.2.1. Market Size & Forecast
 - 8.2.5.2.1.1. By Value
 - 8.2.5.2.2. Market Share & Forecast
 - 8.2.5.2.2.1. By Type Market Share Analysis
 - 8.2.5.2.2.2. By Material Market Share Analysis
 - 8.2.5.2.2.3. By Application Market Share Analysis
 - 8.2.5.2.2.4. By Distribution Channel Market Share Analysis
- 8.2.5.3. Japan Gaming Chair Market Outlook
 - 8.2.5.3.1. Market Size & Forecast
 - 8.2.5.3.1.1. By Value
 - 8.2.5.3.2. Market Share & Forecast
 - 8.2.5.3.2.1. By Type Market Share Analysis
 - 8.2.5.3.2.2. By Material Market Share Analysis
 - 8.2.5.3.2.3. By Application Market Share Analysis
 - 8.2.5.3.2.4. By Distribution Channel Market Share Analysis
- 8.2.5.4. South Korea Gaming Chair Market Outlook
 - 8.2.5.4.1. Market Size & Forecast
 - 8.2.5.4.1.1. By Value
 - 8.2.5.4.2. Market Share & Forecast
 - 8.2.5.4.2.1. By Type Market Share Analysis
 - 8.2.5.4.2.2. By Material Market Share Analysis
 - 8.2.5.4.2.3. By Application Market Share Analysis
 - 8.2.5.4.2.4. By Distribution Channel Market Share Analysis
- 8.2.5.5. Australia Gaming Chair Market Outlook
 - 8.2.5.5.1. Market Size & Forecast
 - 8.2.5.5.1.1. By Value
 - 8.2.5.5.2. Market Share & Forecast
 - 8.2.5.5.2.1. By Type Market Share Analysis
 - 8.2.5.5.2.2. By Material Market Share Analysis
 - 8.2.5.5.2.3. By Application Market Share Analysis
 - 8.2.5.5.2.4. By Distribution Channel Market Share Analysis

9. MIDDLE EAST & AFRICA GAMING CHAIR MARKET OUTLOOK

9.1. Market Size & Forecast

9.1.1. By Value

9.2. Market Share & Forecast

9.2.1. By Type Market Share Analysis

9.2.2. By Material Market Share Analysis

9.2.3. By Application Market Share Analysis

9.2.4. By Distribution Channel Market Share Analysis

9.2.5. By Country Market Share Analysis

9.2.5.1. Saudi Arabia Gaming Chair Market Outlook

9.2.5.1.1. Market Size & Forecast

9.2.5.1.1.1. By Value

9.2.5.1.2. Market Share & Forecast

9.2.5.1.2.1. By Type Market Share Analysis

9.2.5.1.2.2. By Material Market Share Analysis

9.2.5.1.2.3. By Application Market Share Analysis

9.2.5.1.2.4. By Distribution Channel Market Share Analysis

9.2.5.2. UAE Gaming Chair Market Outlook

9.2.5.2.1. Market Size & Forecast

9.2.5.2.1.1. By Value

9.2.5.2.2. Market Share & Forecast

9.2.5.2.2.1. By Type Market Share Analysis

9.2.5.2.2.2. By Material Market Share Analysis

9.2.5.2.2.3. By Application Market Share Analysis

9.2.5.2.2.4. By Distribution Channel Market Share Analysis

9.2.5.3. South Africa Gaming Chair Market Outlook

9.2.5.3.1. Market Size & Forecast

9.2.5.3.1.1. By Value

9.2.5.3.2. Market Share & Forecast

9.2.5.3.2.1. By Type Market Share Analysis

9.2.5.3.2.2. By Material Market Share Analysis

9.2.5.3.2.3. By Application Market Share Analysis

9.2.5.3.2.4. By Distribution Channel Market Share Analysis

9.2.5.4. Turkey Gaming Chair Market Outlook

9.2.5.4.1. Market Size & Forecast

9.2.5.4.1.1. By Value

9.2.5.4.2. Market Share & Forecast

9.2.5.4.2.1. By Type Market Share Analysis

9.2.5.4.2.2. By Material Market Share Analysis

- 9.2.5.4.2.3. By Application Market Share Analysis
- 9.2.5.4.2.4. By Distribution Channel Market Share Analysis

10. SOUTH AMERICA GAMING CHAIR MARKET OUTLOOK

10.1. Market Size & Forecast

10.1.1. By Value

10.2. Market Share & Forecast

10.2.1. By Type Market Share Analysis

10.2.2. By Material Market Share Analysis

10.2.3. By Application Market Share Analysis

10.2.4. By Distribution Channel Market Share Analysis

10.2.5. By Country Market Share Analysis

10.2.5.1. Brazil Gaming Chair Market Outlook

10.2.5.1.1. Market Size & Forecast

10.2.5.1.1.1. By Value

10.2.5.1.2. Market Share & Forecast

10.2.5.1.2.1. By Type Market Share Analysis

10.2.5.1.2.2. By Material Market Share Analysis

10.2.5.1.2.3. By Application Market Share Analysis

10.2.5.1.2.4. By Distribution Channel Market Share Analysis

10.2.5.2. Colombia Gaming Chair Market Outlook

10.2.5.2.1. Market Size & Forecast

10.2.5.2.1.1. By Value

10.2.5.2.2. Market Share & Forecast

10.2.5.2.2.1. By Type Market Share Analysis

10.2.5.2.2.2. By Material Market Share Analysis

10.2.5.2.2.3. By Application Market Share Analysis

10.2.5.2.2.4. By Distribution Channel Market Share Analysis

10.2.5.3. Argentina Gaming Chair Market Outlook

10.2.5.3.1. Market Size & Forecast

10.2.5.3.1.1. By Value

10.2.5.3.2. Market Share & Forecast

10.2.5.3.2.1. By Type Market Share Analysis

10.2.5.3.2.2. By Material Market Share Analysis

10.2.5.3.2.3. By Application Market Share Analysis

10.2.5.3.2.4. By Distribution Channel Market Share Analysis

11. MARKET DYNAMICS

11.1. Drivers

- 11.1.1. Rising internet penetration
- 11.1.2. Increasing mergers & acquisitions among companies
- 11.1.3. Growing number of product launches

11.2. Challenges

- 11.2.1. Higher cost
- 11.2.2. Increasing frequency of serious health issues

12. IMPACT OF COVID-19 ON THE GLOBAL GAMING CHAIR MARKET

12.1. Impact Assessment Model

- 12.1.1. Key Segments Impacted
- 12.1.2. Key Regions Impacted
- 12.1.3. Key Countries Impacted
- 12.1.4. Key Distribution Channel Impacted

13. MARKET TRENDS & DEVELOPMENTS

- 13.1. Increasing the popularity of video gaming industry
- 13.2. Growing number of game cafes
- 13.3. Rising popularity of social media platforms
- 13.4. Technological upgradation
- 13.5. Availability of high-speed connectivity

14. PORTER'S FIVE FORCES MODEL

- 14.1. Competitive Rivalry
- 14.2. Bargaining Power of Buyers
- 14.3. Bargaining Power of Suppliers
- 14.4. Threat of New Entrants
- 14.5. Threat of Substitutes

15. SWOT ANALYSIS

- 15.1. Strengths
- 15.2. Weaknesses
- 15.3. Opportunities
- 15.4. Threats

16. COMPETITIVE LANDSCAPE

16.1. Company Profiles

16.1.1. Ace Casual Furniture

16.1.1.1. Company Details

16.1.1.2. Product & Services

16.1.1.3. Financials (As Per Availability)

16.1.1.4. Key Market Focus & Geographical Presence

16.1.1.5. Recent Developments

16.1.1.6. Key Management Personnel

16.1.2. AKRacing America Inc.

16.1.2.1. Company Details

16.1.2.2. Product & Services

16.1.2.3. Financials (As Per Availability)

16.1.2.4. Key Market Focus & Geographical Presence

16.1.2.5. Recent Developments

16.1.2.6. Key Management Personnel

16.1.3. Corsair Components, Inc.

16.1.3.1. Company Details

16.1.3.2. Product & Services

16.1.3.3. Financials (As Per Availability)

16.1.3.4. Key Market Focus & Geographical Presence

16.1.3.5. Recent Developments

16.1.3.6. Key Management Personnel

16.1.4. Arozzi North America

16.1.4.1. Company Details

16.1.4.2. Product & Services

16.1.4.3. Financials (As Per Availability)

16.1.4.4. Key Market Focus & Geographical Presence

16.1.4.5. Recent Developments

16.1.4.6. Key Management Personnel

16.1.5. DXRacer USA LLC

16.1.5.1. Company Details

16.1.5.2. Product & Services

16.1.5.3. Financials (As Per Availability)

16.1.5.4. Key Market Focus & Geographical Presence

16.1.5.5. Recent Developments

16.1.5.6. Key Management Personnel

16.1.6. GT Omega LTD

16.1.6.1. Company Details

16.1.6.2. Product & Services

16.1.6.3. Financials (As Per Availability)

16.1.6.4. Key Market Focus & Geographical Presence

16.1.6.5. Recent Developments

16.1.6.6. Key Management Personnel

16.1.7. Impakt S.A.

16.1.7.1. Company Details

16.1.7.2. Product & Services

16.1.7.3. Financials (As Per Availability)

16.1.7.4. Key Market Focus & Geographical Presence

16.1.7.5. Recent Developments

16.1.7.6. Key Management Personnel

16.1.8. Secretlab US, Inc.

16.1.8.1. Company Details

16.1.8.2. Product & Services

16.1.8.3. Financials (As Per Availability)

16.1.8.4. Key Market Focus & Geographical Presence

16.1.8.5. Recent Developments

16.1.8.6. Key Management Personnel

16.1.9. Vertagear Inc

16.1.9.1. Company Details

16.1.9.2. Product & Services

16.1.9.3. Financials (As Per Availability)

16.1.9.4. Key Market Focus & Geographical Presence

16.1.9.5. Recent Developments

16.1.9.6. Key Management Personnel

16.1.10. Brazen Gaming Limited

16.1.10.1. Company Details

16.1.10.2. Product & Services

16.1.10.3. Financials (As Per Availability)

16.1.10.4. Key Market Focus & Geographical Presence

16.1.10.5. Recent Developments

16.1.10.6. Key Management Personnel

17. STRATEGIC RECOMMENDATIONS/ACTION PLAN

17.1. Key Focus Areas

17.2. Target Type

17.3. Target Distribution Channel

18. ABOUT US & DISCLAIMER

(Note: The companies list can be customized based on the client requirements.)

I would like to order

Product name: Gaming Chair Market– Global Industry Size, Share, Trends, Opportunity, and Forecast, 2018-2028F Segmented By Type (PC Gaming Chair, Hybrid Gaming Chair, Platform Gaming Chair, Others), By Material (PU Leather, PVC Leather, Others), By Application (Residential, Commercial), By Distribution Channel (Supermarkets/Hypermarkets, Specialty Stores, Online and Non-Retail), By Region, By Competition

Product link: <https://marketpublishers.com/r/G9434C170B9BEN.html>

Price: US\$ 4,900.00 (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/G9434C170B9BEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:

Last name:

Email:

Company:

Address:

City:

Zip code:

Country:

Tel:

Fax:

Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below
and fax the completed form to +44 20 7900 3970