

Gaming Chair - Market Share Analysis, Industry Trends & Statistics, Growth Forecasts 2020 - 2029

Market Report | 2024-02-17 | 150 pages | Mordor Intelligence

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Report description:

The Gaming Chair Market size is estimated at USD 1.45 billion in 2024, and is expected to reach USD 2.14 billion by 2029, growing at a CAGR of 8.15% during the forecast period (2024-2029).

As COVID-19 continues to spread globally, consumers are preparing for a level of disruption. The majority of the world has shifted to working from home or remote learning, as offices and schools close to curb the spread of COVID-19. With the increasing WFH trend, as customers look for ways to transform the home into a dream workspace, the chair they sit on every day becomes extremely important. The pandemic has put video game equipment in unusually high demand. The COVID-19 pandemic has been a great time for some start-ups in the market.

Gaming chairs are important for gamers who spend an average of six hours gaming every day. Numerous factors such as technological advancements, availability of high-speed internet connectivity, efficient hardware compatibility, and the introduction of new games have led to the growth of online gaming. The growing popularity of PC games is expected to increase the demand for gaming chairs during the forecast period. The increasing popularity of social media and free business models resulting in the development of e-games are likely to increase the demand for gaming chairs. The gaming market has progressed from board games to high-end video games, resulting in the commercialization of games. The increasing popularity of electronic devices is making people more attracted to PC, and video games as gaming is a premium form of entertainment. The increasing number of game cafes is resulting in a growing demand for gaming chairs. The major trend in the gaming chair market is the development and manufacturing of ergonomic chairs as the use of conventional gaming chairs can cause pain in back muscles and hands. Ergonomic gaming chairs offer full-size lumbar support, which encourages professional gamers to purchase them. This is expected to enhance the demand for gaming chairs during the forecast period. These chairs enable gamers to improve their posture, which allows them to play games for a longer period.

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The high cost of these gaming chairs is hampering the growth of the market. Increasing concerns of people regarding health and fitness are encouraging them to move to outdoor games, which is likely to hamper the growth of the gaming chair market during the forecast period.

Gaming Chair Market Trends

Expanding Video Gaming Industry is Driving the Market

With the growing popularity of video games, the market for gaming chairs is expected for rapid expansion in the near future. Due to the cozy seating position provided by the gaming chairs as well as additional advantages like extended back and neck support with the high padded backrest, height-adjustable armrests, tilt, and steady support offered by the base, the gaming chairs are attracting more customers and seeing an increase in sales year over year. With increasing number of customers looking for all or some of these value-added features in chairs, 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 future product lines offered by gaming chair brands.

Asia-Pacific is Expected to Witness the Highest Growth

The Asia Pacific gaming chair market has grown rapidly and is likely to increase further in the future years. Rising disposable incomes, technical developments, and a significant gaming population have all helped the market's expansion. The Asia-Pacific region is expected to account for 48% of the worldwide games market in 2022, ahead of North America, which is expected to account for 26%. The global gaming market is expected to be more than 184 billion US dollars. The region has a sizable and rising gaming population, including casual and professional esports players. In 2022, the global video game market revenue was 346.90 billion US dollars, with mobile games accounting for the majority of this figure. Download video game sales are expected to reach a segment value of 25.40 billion USD in 2027. This has increased demand for gaming chairs that offer comfort, support, and a better gaming experience.

Gaming Chair Industry Overview

The report covers the major international players operating in the gaming chair market. In terms of market share, few of the major players currently dominate the market. However, with technological advancements and product innovations, mid-size to smaller companies are increasing their market presence by securing new contracts and tapping into new markets. Some major players are Corsair, DXRacer, GT Omega Racing Ltd, Secretlab, Vertagear, etc.

Additional Benefits:

- The market estimate (ME) sheet in Excel format
- 3 months of analyst support

Table of Contents:

1 INTRODUCTION

1.1 Study Assumptions and Market Definition

1.2 Scope of the Study

2 RESEARCH METHODOLOGY

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3 EXECUTIVE SUMMARY

4 MARKET INSIGHTS AND DYNAMICS

4.1 Market Overview

4.2 Market Drivers

4.2.1 Technological Advancement booming the industry

4.2.2 Focus on Ergonomics and Comfort

4.3 Market Restraints

4.3.1 High cost

4.3.2 Limited Target Audience

4.4 Market Opportunities

4.4.1 Influencer and Social Media Marketing driving the market

4.5 Industry Value Chain Analysis

4.6 Industry Attractiveness - Porter's Five Forces Analysis

4.6.1 Bargaining Power of Suppliers

4.6.2 Bargaining Power of Buyers

4.6.3 Threat of New Entrants

4.6.4 Threat of Substitutes

4.6.5 Intensity of Competitive Rivalry

4.7 Impact of COVID-19 on the Market

5 MARKET SEGMENTATION

5.1 By Type

5.1.1 PC Gaming Chair

5.1.2 Hybrid Gaming Chair

5.1.3 Platform Gaming Chair

5.1.4 Other Chair Types

5.2 By End-User

5.2.1 Residential

5.2.2 Commercial

5.3 By Distribution Channel

5.3.1 Home Centers

5.3.2 Specialty Stores

5.3.3 Online

5.3.4 Other Distribution Channels

5.4 By Geography

5.4.1 North America

5.4.2 Europe

5.4.3 Asia-Pacific

5.4.4 South America

5.4.5 Middle-East and Africa

6 COMPETITIVE LANDSCAPE

6.1 Market Concentration Overview

6.2 Company Profiles

6.2.1 Ace Casual Furniture

6.2.2 Arozzi

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- 6.2.3 Corsair
- 6.2.4 DxRacer USA
- 6.2.5 GT Omega Racing
- 6.2.6 AkRacing
- 6.2.7 Secretlab
- 6.2.8 Vertagear
- 6.2.9 Noblechairs
- 6.2.10 X Rocker*

7 FUTURE OF THE MARKET

8 DISCLAIMER AND ABOUT US

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