



## Wireless Headset for Gaming Industry Research Report 2026

Industry	Published	Pages	Format
Consumer Goods	2026-01-06	150	PDF
Single User	Multi User	Enterprise	
<b>USD 2,950</b>	<b>USD 4,430</b>	<b>USD 5,900</b>	

### Description

The global Wireless Headset for Gaming market was valued at US\$ million in 2025 and is projected to reach US\$ million by 2032, implying a CAGR of % over 2026–2032.

The North America market for Wireless Headset for Gaming is projected to increase from US\$ million in 2026 to US\$ million by 2032, corresponding to a CAGR of % over 2026–2032.

The Europe market for Wireless Headset for Gaming is projected to rise from US\$ million in 2026 to US\$ million by 2032, registering a CAGR of % over 2026–2032.

The Asia Pacific market for Wireless Headset for Gaming is expected to grow from US\$ million in 2026 to US\$ million by 2032, at a CAGR of % over 2026–2032.

Leading global manufacturers of Wireless Headset for Gaming include ROG(ASUS), SONY, Razer, HyperX US, JBL, SteelSeries, EPOS, Jabra (GN Audio) and Turtle Beach, among others. In 2025, the top three vendors together accounted for approximately % of global revenue.

### Report Scope

This report quantifies the global Wireless Headset for Gaming market in terms of revenue (US\$ million) and, where applicable, sales volume (k units), using 2025 as the base year and providing annual historical and forecast data for 2021–2032.

It standardizes definitions of Types and Applications, harmonizes vendor attribution, and presents comparable time series by company, Type, Application, and region/country, including indicative price bands (US\$/k units) and concentration ratios (CR5/CR10).

The outputs are intended to support strategy development, budgeting, and performance benchmarking for brand owners, manufacturers, retailers, channel partners, and investors; data are structured with consistent units and fields to facilitate integration into internal FP&A and BI systems.

### Key Companies & Market Share Insights

This section profiles leading manufacturers, combining 2021–2025 results with a 2026–2032 outlook. It reports revenue, market share, price bands, product and application mix, regional and channel mix, and key developments (M&A, capacity additions, certifications). It also provides global revenue, average price, and—where applicable—sales volume by manufacturer, and calculates CR5/CR10 and rank changes to support comparative benchmarking.

Wireless Headset for Gaming Market by Company

ROG(ASUS)

SONY

Razer

HyperX US  
JBL  
SteelSeries  
EPOS  
Jabra (GN Audio)  
Turtle Beach  
Sennheiser  
Truthear  
Kotion Electronic  
Trust International  
Plantronics Headset  
Corsair Gaming, Inc.  
Logitech  
Somic  
Audio-Technica  
Creative Technology  
Thrustmaster  
Big Ben  
Mad Catz  
Cooler Master  
KYE System Corp (Genius)  
EDIFIER  
Newman  
Vivo  
OPPO  
Nubia(ZTE)

### **Wireless Headset for Gaming Segment by Type**

In-ear  
Semi-in-ear  
Over-ear

### **Wireless Headset for Gaming Segment by Application**

Online Channels  
Brand Stores  
Electronic Equipment Stores

### **Wireless Headset for Gaming Segment by Region**

North America  
United States  
Canada  
Mexico  
Europe  
Germany  
France  
U.K.  
Italy  
Russia  
Spain

Netherlands  
Switzerland  
Sweden  
Poland  
Asia-Pacific  
China  
Japan  
South Korea  
India  
Australia  
Taiwan  
Southeast Asia  
South America  
Brazil  
Argentina  
Chile  
Colombia  
Middle East & Africa  
Egypt  
South Africa  
Israel  
Türkiye  
GCC Countries

### **Key Drivers & Barriers**

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

### **Reasons to Buy This Report**

1. This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Wireless Headset for Gaming market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.
2. This report will help stakeholders to understand the global industry status and trends of Wireless Headset for Gaming and provides them with information on key market drivers, restraints, challenges, and opportunities.
3. This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.
4. This report stays updated with novel technology integration, features, and the latest developments in the market
5. This report helps stakeholders to gain insights into which regions to target globally
6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Wireless Headset for Gaming.
7. This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

## **Chapter Outline**

### **Chapter 1:**

Research objectives, research methods, data sources, data cross-validation;

### **Chapter 2:**

Introduces the report scope of the report, executive summary of different market segments (by region, product type, application, etc.), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

### **Chapter 3:**

Detailed analysis of Wireless Headset for Gaming manufacturers competitive landscape, price, production and value market share, latest development plan, merger, and acquisition information, etc.

### **Chapter 4:**

Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product production/output, value, price, gross margin, product introduction, recent development, etc.

### **Chapter 5:**

Production/output, value of Wireless Headset for Gaming by region/country. It provides a quantitative analysis of the market size and development potential of each region in the next six years.

### **Chapter 6:**

Consumption of Wireless Headset for Gaming in regional level and country level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and production of each country in the world.

### **Chapter 7:**

Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

### **Chapter 8:**

Provides the analysis of various market segments by application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

### **Chapter 9:**

Analysis of industrial chain, including the upstream and downstream of the industry.

### **Chapter 10:**

Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

### **Chapter 11:**

The main points and conclusions of the report.

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