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Gaming headset market expected to generate more than \$20 billion over the next 5 years with longer-term growth under threat

While gaming headset brands are relatively slow to adopt new technologies they may need to move more quickly to avoid being pushed aside.

Overall, the gaming headset market remains buoyant, but the longer-term outlook is very much dependent on some major disruptors. The growth of mobile gaming and a move towards multi-use wireless headphones could have serious consequences.

“There are many major technology trends impacting the market,” Peter Cooney, Director Audio Technologies Practice, SAR Insight & Consulting, said “including: the transition from wired to wireless and the introduction of low latency Bluetooth codecs; changing form factors; growth in use of USB-C; increasing ANC usage; microphone placement; and more”.

All of these are tracked in the SAR report.

According to the latest report from [SAR Insight & Consulting](#) (Gaming Headset Technologies 2021) the gaming headset market is expected to generate revenues of more than \$20 billion from 2021 to 2026. SAR estimates that the top 5 vendors—Turtle Beach, Logitech, HyperX, SteelSeries and Razer—account for >70% of total headset shipments. More than 40 brands now operate in the market, many entering over the last few years.

Consolidation is likely to continue with gaming brands being prime targets for other major brands. Most recently we have seen the acquisition of SteelSeries by GN for example. Major consumer audio companies are using their well-known brands to penetrate the market, and some are likely to choose an easier route through acquisition.

“The gaming headset has traditionally been strongly impacted by the cycles of games console introductions,” Peter said. “However, more recently the growth cycle has become more detached, instead being more impacted by trends such as the explosion in battle royale games and the pandemic.”

This has helped grow the market considerably over the last few years but longer term growth could be in doubt.

These are findings from SAR Insight & Consulting’s recently published study on Gaming Headset Technologies which is published as part of its [Audio Devices, Technologies & Components Service](#).

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Note to editors: SAR Insight & Consulting provides detailed quantitative and qualitative research on established and emerging technology markets across multiple end applications. www.sarinsight.com