

Press Information

New product specifically for the gaming community

eGaming seats from Recaro make their premiere

Stuttgart/Cologne, Germany. A new player for gaming peripherals: Recaro eGaming is launching a seat onto the market that has been specifically developed for gamers. The product combines the Recaro brand's decades of expertise in seating with the special requirements of the gaming community. From August 21 to 25, the newly founded company will present the prototype as the "First Of Its Kind" seat at booth E70 in hall 10.1 at the Gamescom in Cologne, the leading European trade show for computer and video games.

Recaro is entering the gaming market as an established international brand for seating solutions. Recaro eGaming GmbH & Co. KG, founded at the beginning of the year, is presenting a worldwide premiere at the Gamescom: the "First Of Its Kind" seat, a newly developed product specifically designed to meet the needs of both professional and casual gamers.

"Our seat has been developed by gamers, for gamers. We have involved the community in the developing process of the seat's design from the very beginning," said Dr. Oliver Krockenberger, Chief Executive Officer of Recaro eGaming. "Our team is also made, to a large degree, of colleagues with a gaming background. To ensure perfect ergonomics and implementation, we have

incorporated the well-founded knowledge of experts from the Recaro Group into the seat. Thus, in our new product, we combine decades of competence as seating experts with the special requirements of the gaming industry.”

The focus of the new seat is on the special requirements of the gamers and on supporting their performance, so that they can immerse themselves entirely in their games. This is provided in particular by the shell-design of the backrest, the seat cushions which are specifically designed for the intended use, and the newly constructed adjustment mechanism.

The continuously adjustable backrest with targeted support for the upper iliac crest, integrated lumbar support and distinctive side bolsters provide ergonomic hold. Combined with the highly adaptable armrests, the upper body is ideally supported. The innovative seat kinematics, in combination with specially developed seat cushions, not only ensure the optimal distribution of pressure across the seat, but also offer each type of gamer the sitting position that is just right for them – regardless of whether they play on a PC or a console. Last but not least, the extra wide base provides a stable grip on the floor and protects against tipping. High quality materials and workmanship round out the seat, bringing performance and gaming enjoyment to a new level.

Innovations like the Recaro eGaming Seat have a long tradition at Recaro: with ergonomics tailored to the specific use, optimal function and clean design, the brand has repeatedly set new standards in order to increase the performance of active people.

The brand’s latest innovation will be presented at the Gamescom from August 21 to 25, 2018, in hall 10.1, booth E70. Selected visitors will be able to test the beta version at the show. The first serially produced seats will then be available for purchase early next year through online direct sales.

More information is available at recaro-egaming.com

The Recaro Group comprises the independently operating divisions Recaro Aircraft Seating in Schwäbisch Hall, Recaro Child Safety (child car seats) in Marktleugast and Stuttgart, Recaro eGaming in Stuttgart as well as the Recaro Holding located in Stuttgart. The Group's consolidated sales amounted to 540 million euros in 2017. Currently the Group employs more than 2,400 employees at its locations around the world. The automotive seating business is operated by the licensee Recaro Automotive Seating

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