

Ergonomics in Motion: AndaSeat Showcases Phantom 3 at Logitech G Race Days in Greece

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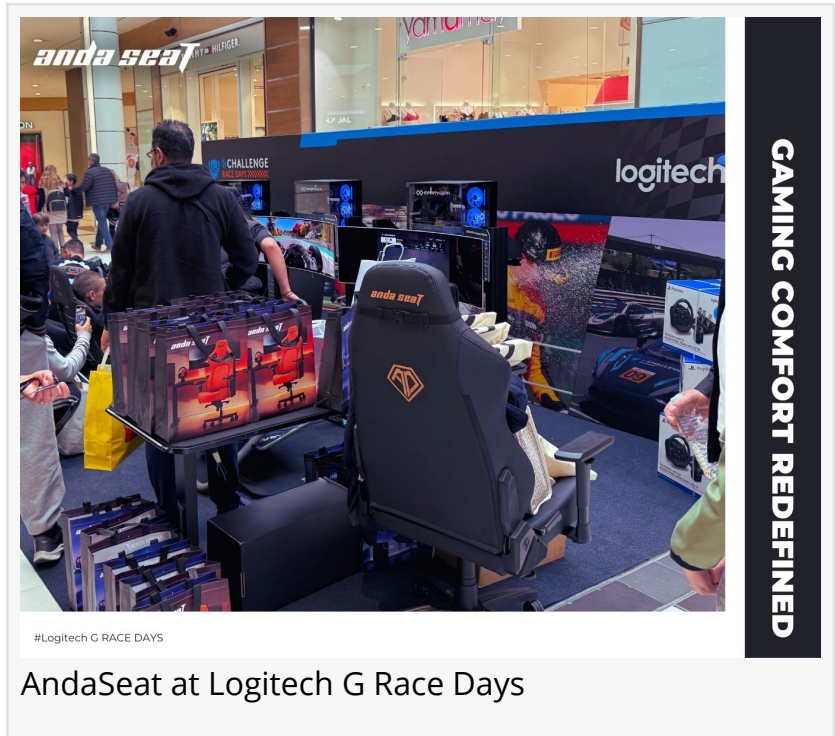
SPOKANE, WA, UNITED STATES, April 14, 2025 /EINPresswire.com/ -- Supporting Comfort at the Heart of Competitive Gaming

At the recent Logitech McLaren G Challenge "Race Days" event held in Greece, AndaSeat contributed to the immersive experience by providing its [Phantom 3](#) gaming chairs. As a supporting product partner, AndaSeat enabled attendees to engage with virtual racing in greater comfort, demonstrating how physical support can enhance gameplay focus and user satisfaction.

The event invited local gamers and spectators to participate in hands-on racing experiences. With continuous interaction and back-to-back participation throughout the day, having reliable and comfortable seating became a core component of the activity setup. The Phantom 3's inclusion allowed players to focus on in-game performance without the distractions that can come from posture discomfort or poor seating design.

Participants were able to explore how ergonomic adjustments affected their ability to remain focused during gameplay. This added a deeper level of engagement, where the chair itself became a supporting structure for concentration and control—elements often underappreciated in public gaming activations. The ability to recline, rock, or adjust arm and seat height without effort provided subtle yet effective physical cues that supported players through intense moments.

Phantom 3: Seating That Adapts to Real-Time Play



Among the most appreciated features was the 155° backrest recline, which gave users the flexibility to adjust their posture before and after competitive races. The chair's 15° rocking mode added a level of dynamic movement, allowing participants to remain physically engaged without feeling restricted. This adjustability proved beneficial as users naturally shifted posture between intense focus and casual observation during matches.

The high-density foam cushioning helped maintain seat comfort over extended periods. Even with high turnover among users, the Phantom 3's cushion retained its shape and firmness, supporting users through both short bursts of action and longer observation sessions.

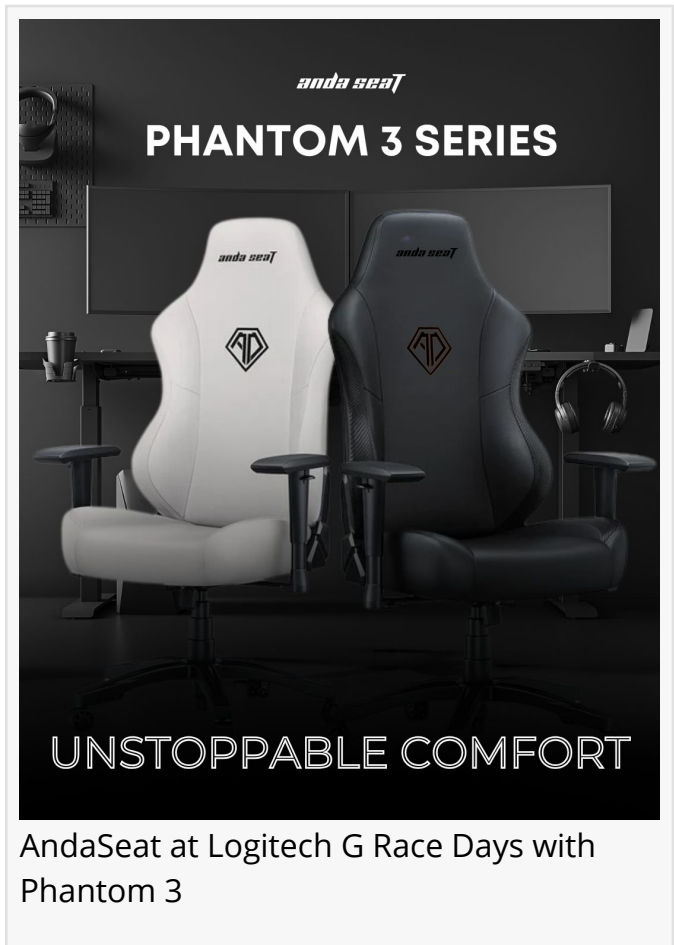
The adjustable lumbar pillow included with the Phantom 3 was another key detail. Participants moved and repositioned it to better suit their individual posture preferences, underlining how modular support features help accommodate diverse user needs without additional setup complexity. For a temporary setup, such adjustability is critical. It ensures that a range of users can feel supported and balanced with minimal adjustment time.

Additionally, the wide and deep seat base, paired with efficient hip and thigh support, contributed to a balanced posture even for participants unfamiliar with gaming chairs. The Phantom 3's pressure-absorbing cushion reduced the potential for fidgeting or repositioning, enabling users to concentrate on their racing performance.

Ergonomics for a Shared Gaming Environment

For a public-facing event like Race Days, the Phantom 3's design needed to accommodate a broad range of users. With a seat width of 52cm and a weight capacity of 220 lbs (100 kg), the chair supported a variety of body types. The 10cm vertical height adjustment, made possible by an SGS-certified Class 4 gas lift, allowed participants to align their seating level with racing rigs and screens easily and efficiently.

The chair's multi-position locking system also supported different comfort preferences throughout the day. Whether participants wanted to sit upright and lean into the screen or recline during breaks, they were able to make those changes quickly without external



assistance.

Additionally, the up-down adjustable armrests with padded leather coverings supported forearm and wrist alignment during gameplay. For attendees using steering wheels or controllers, this support helped reduce unnecessary upper body tension. In a racing simulator, arm and wrist positioning can have a direct impact on control responsiveness and timing. Thus, having fine-tuned adjustability—even in a short session—can contribute meaningfully to user performance.

The Phantom 3's steel frame construction, reinforced nylon wheelbase, and heavy-duty tilt mechanism provided a stable base for all user interactions. As players entered and exited the chairs frequently throughout the event, the structural integrity remained consistent and reliable.

This level of stability was particularly important given the fast-paced, high-traffic nature of the event. Seating that is too light or insufficiently grounded can compromise user safety and undermine confidence in the equipment. Phantom 3 offered a reliable anchor in a busy, high-energy environment.

Enabling Immersive Engagement Through Ergonomic Design

AndaSeat's contribution to the Logitech G Race Days in Greece highlights how ergonomic furniture plays a meaningful role in user experience. By ensuring that participants could sit comfortably and adjust their positions intuitively, the Phantom 3 helped support immersive play without becoming a distraction.

Ergonomics is not only about long-term health; it's also about moment-to-moment presence. When users feel physically secure and comfortable, they are better able to engage mentally and emotionally with the content in front of them. That becomes especially relevant in a fast-paced environment like competitive racing simulations, where mental focus and reaction time are key.

While the event was focused on gameplay, participants' interactions with the Phantom 3 reflected the broader trend of integrating ergonomic tools into recreational and competitive gaming environments. AndaSeat's presence at the event did not serve as a sponsorship but as a demonstration of how responsive, thoughtfully engineered products can elevate a gaming experience.

In settings where multiple players rely on shared equipment, consistent performance and universal comfort become essential. The Phantom 3 delivered on both, functioning quietly in the background to allow the spotlight to remain on the race itself.

The chair's modular assembly design and quick-snap components also meant that setup and adjustments were seamless for the organizers. In event settings, where time and space are often

limited, fast setup is more than a convenience—it's a requirement.

Ergonomics in Public Activation Spaces: Why It Matters

The value of ergonomic seating in gaming is typically discussed in the context of home setups or professional esports teams. However, events like Race Days show that shared public gaming spaces also benefit from quality seating. Phantom 3's integration at the venue served as a reminder that even short-duration use cases benefit from thoughtful physical support.

Gamers do not always consciously recognize discomfort until it becomes disruptive. Having seating that proactively prevents discomfort—through back contouring, thigh support, and adjustable angles—helps maintain immersion. This results in not only better gameplay experience but also more fluid event management.

AndaSeat's approach acknowledges this by combining structured build quality with flexible user-facing adjustments. The result is a chair that adapts to different people and purposes without sacrificing foundational support.

Broader Implications for Gaming Furniture at Events

From an industry perspective, AndaSeat's engagement with Logitech G Race Days in Greece represents a subtle but meaningful shift. Rather than focusing on promotional placement or branding, AndaSeat positioned the Phantom 3 as a contributor to user experience. This reflects a growing recognition within the furniture and peripheral sectors: that seating is not an afterthought but a critical input.

In public, high-frequency gaming environments, fatigue accumulates faster. Supporting posture, offering adjustability, and minimizing distractions help keep players engaged. Phantom 3's presence in this environment reinforced that.

In a space filled with visual stimuli and fast-paced action, a reliable seat becomes a form of quiet infrastructure. It's not there to be noticed—it's there to ensure everything else works more smoothly. That principle is at the heart of good design.

Everyday Design with High-Performance Implications

The AndaSeat Phantom 3's role at the Logitech G Race Days event in Greece showcased how considered ergonomic design can amplify even the most casual gaming interaction. Whether through the subtle effectiveness of its lumbar support, the consistent comfort of its high-density foam, or the intuitive adjustability features, Phantom 3 contributed to an experience where players could immerse themselves without interruption.

As gaming continues to blend across entertainment, community, and competition, seating will

remain a critical piece of the experience. AndaSeat's practical, design-led approach represents not just a solution for home users, but a valuable asset for live event planners and public interactive spaces alike.

For more information on AndaSeat's ergonomic seating products, including the Phantom 3, visit www.andaseat.com.

Caroline Chen

AndaSeat

219-912-8492

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