

# **Global Gaming Monitors Market Size study & Forecast, by Type (Less Than 23 Inches, 23-25 Inches, 25 Inches and More), by Application (Commercial, Consumer) and Regional Analysis, 2023-2030**

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## **Abstracts**

Global Gaming Monitors Market is valued at approximately USD xx billion in 2022 and is anticipated to grow with a healthy growth rate of more than xx% over the forecast period 2023-2030. Gaming monitors are specialized displays designed to deliver optimal performance and visuals for gaming enthusiasts. These monitors are tailored to meet the high demands of modern video games, offering features that enhance gameplay and provide a competitive edge. The Gaming Monitors market is expanding because of factors such as the rising number of online gaming platforms and growing demand for VR gaming. As a result, the demand for Gaming Monitors has progressively increased in the international market during the forecast period 2023-2030.

Online gaming platforms host a wide range of visually immersive games with intricate details and stunning graphics. Gaming Monitors with features such as high refresh rates, low response times, and HDR support enhance the visual quality of these games, allowing players to fully appreciate the intricate graphics and animations. According to Statista, the global number of users in the 'Mobile Games' segment of the digital media industry is expected to expand by 20.67% in between 2023 and 2027 and expected to reach up to 2.3 billion users by 2027. Another important factor that drives the Gaming Monitors market is the increasing demand for VR gaming. VR gaming offers a highly immersive experience by placing players within virtual environments. However, the visual quality of VR content is reliant on the monitor's ability to display high resolutions, vibrant colors, and quick response times. Gaming Monitors with these attributes enhance the realism and immersion of VR gameplay. In addition, as per Statista, the global VR gaming content industry is forecast to grow from USD 1.8 billion in 2020 to

USD 6.9 billion by 2025. Moreover, rising investment in 3D video games and a surge in demand for cloud gaming are anticipated to create lucrative growth opportunities for the market over the forecast period. However, the high cost associated with gaming monitors and technical complexity is going to impede overall market growth throughout the forecast period of 2023-2030.

The key regions considered for the Global Gaming Monitors Market study includes Asia Pacific, North America, Europe, Latin America, and Middle East & Africa. North America dominated the market in 2022 owing to the growing number of online gaming tournaments, and rising popularity of e-sports among young individuals in the region. The region's dominant performance is anticipated to propel the overall demand for Gaming Monitors. Furthermore, Asia Pacific is expected to grow fastest during the forecast period, owing to factors such as the proliferation of cloud gaming platforms and increasing trend of online game streaming in the region.

Major market player included in this report are:

AOC Systems Incorporated

Dell Inc.

Lenovo Group Limited

Acer Inc.

ViewSonic Corporation

ASUSTeK Computer Inc

LG Electronics Inc.

Sharp Corporation

The Hewlett Packard Enterprise Company

Samsung Electronics Co., Ltd.

Recent Developments in the Market:

In July 2023, Lenovo introduces the captivating Legion Y34w gaming monitor, featuring an advanced WQHD Mini-LED screen to provide an unparalleled gaming journey. With a generous 34-inch display and an ultra-wide 21:9 aspect ratio, this monitor presents a breathtaking visual spectacle, characterized by exceptional contrast and vivid colors. Available at CNY 4,699, this monitor presents an array of cutting-edge attributes that take gaming to unprecedented levels of excellence.

### Global Gaming Monitors Market Report Scope:

Historical Data – 2020 - 2021

Base Year for Estimation – 2022

Forecast period - 2023-2030

Report Coverage - Revenue forecast, Company Ranking, Competitive Landscape, Growth factors, and Trends

Segments Covered – Type, Application, Region

Regional Scope - North America; Europe; Asia Pacific; Latin America; Middle East & Africa

Customization Scope - Free report customization (equivalent up to 8 analyst's working hours) with purchase. Addition or alteration to country, regional & segment scope\*

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within countries involved in the study.

The report also caters detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, it also incorporates potential opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key

players. The detailed segments and sub-segment of the market are explained below:

By Type

Less Than 23 Inches

23-25 Inches

25 Inches and More

By Application

Commercial

Consumer

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Middle East & Africa

Saudi Arabia

South Africa

Rest of Middle East & Africa

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