

Global Gaming Monitor Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Gaming Monitor market size will reach 15,125 Million USD in 2025 and is projected to reach 29,851 Million USD by 2032, with a CAGR of 10.20% (2025-2032). Notably, the China Gaming Monitor market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

Research Summary

A gaming monitor is a specialized display designed to enhance the gaming experience by providing features and specifications tailored for gaming purposes. These monitors typically feature high refresh rates, often exceeding 60Hz, to deliver smoother motion and reduce motion blur in fast-paced games. Low input lag is another crucial aspect, ensuring minimal delay between a user's input and the corresponding on-screen action. Gaming monitors often have adaptive sync technologies like NVIDIA G-Sync or AMD FreeSync to prevent screen tearing and stuttering. High resolution, such as 1080p, 1440p, or 4K, enhances visual clarity, while quick response times minimize ghosting effects. Some gaming monitors also come with features like HDR (High Dynamic Range) for improved contrast and color vibrancy. Overall, gaming monitors are crafted to provide a responsive, immersive, and visually stunning display for gamers seeking optimal performance and visual fidelity.

The major global manufacturers of Gaming Monitor include AOC/Philips, ASUS, Acer, MSI, Samsung, Dell, LG, Lenovo, HP, HKC, Viewsonic, BenQ ZOWIE, Razer, Gigabyte,

SANC, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Gaming Monitor. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major manufacturers, as well as the market status and trends of different product types and applications in the global Gaming Monitor market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Gaming Monitor market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Gaming Monitor industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Manufacturers of Gaming Monitor Include:

AOC/Philips

ASUS

Acer

MSI

Samsung

Dell

LG

Lenovo

HP

HKC

Viewsonic

BenQ ZOWIE

Razer

Gigabyte

SANC

Gaming Monitor Product Segment Include:

144Hz

165Hz

240Hz

360Hz

Others

Gaming Monitor Product Application Include:

Online Sales

Offline Sales

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