

Global 1080p Gaming Monitors Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global 1080p Gaming Monitors market size was valued at US\$ 292 million in 2024 and is forecast to a readjusted size of USD 442 million by 2031 with a CAGR of 6.2% during review period.

1920x1080 is by far the most common gaming resolution today. As the name suggest, its resolution is the sum of 1920 pixels multiplied by 1080. This amounts to a combined 2,073,600 pixels. While it's popular, it's been around for a long time and is beginning to show its age. As a result, it's best suited for smaller panels, where its relatively low pixel count won't be as detrimental.

In the gaming monitor market, 1080p resolution displays have maintained a strong position, favored by a wide range of gamers due to their excellent price-performance ratio, versatility, and exceptional gaming performance. The market size is relatively substantial, with sales steadily increasing, especially among mainstream consumers seeking top-notch gaming experiences. Specific uses of 1080p gaming monitors encompass various gaming experiences, from esports to immersive single-player games. The future development prospects are promising, as these monitors will continue to adapt to market demands with the ongoing evolution of gaming technology, potentially featuring more innovations to deliver even more captivating gaming experiences.

This report is a detailed and comprehensive analysis for global 1080p Gaming Monitors market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that

contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global 1080p Gaming Monitors market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global 1080p Gaming Monitors market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global 1080p Gaming Monitors market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global 1080p Gaming Monitors market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2020-2025

The Primary Objectives in This Report Are:

- To determine the size of the total market opportunity of global and key countries
- To assess the growth potential for 1080p Gaming Monitors
- To forecast future growth in each product and end-use market
- To forecast future factors affecting the marketplace

This report profiles key players in the global 1080p Gaming Monitors market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include ASUS, HP, ViewSonic, MSI, Dell, Acer, Samsung, LG, Sceptre, Viotek, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

1080p Gaming Monitors market is split by Type and by Application. For the period

2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Refresh Rate 144Hz

Refresh Rate 165Hz

Refresh Rate 240Hz

Refresh Rate 360Hz

Market segment by Application

Online Sale

Offline Sale

Major players covered

ASUS

HP

ViewSonic

MSI

Dell

Acer

Samsung

LG

Sceptre

Viotek

BenQ

Philips

Lenovo

Gigabyte Technology

Razer

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe 1080p Gaming Monitors product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of 1080p Gaming Monitors, with price, sales quantity, revenue, and global market share of 1080p Gaming Monitors from 2020 to 2025.

Chapter 3, the 1080p Gaming Monitors competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the 1080p Gaming Monitors breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to

2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2020 to 2025. and 1080p Gaming Monitors market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of 1080p Gaming Monitors.

Chapter 14 and 15, to describe 1080p Gaming Monitors sales channel, distributors, customers, research findings and conclusion.

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