

Global 21:9 Ultrawide 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 21:9 Ultrawide Gaming Monitors market size was valued at US\$ 605 million in 2024 and is forecast to a readjusted size of USD 864 million by 2031 with a CAGR of 5.3% during review period.

Ultrawide 21:9 monitors have been gaining a lot of traction in recent years. They can give you an advantage in shooters like Battlefield 1 by allowing you to more easily spot enemies in your peripheral vision with a wider field of view.

The market for 21:9 ultrawide gaming monitors is currently experiencing sustained growth, with an expanding market size. Consumer demand for a wider field of view and a more immersive gaming experience has been driving sales, especially in the esports and high-end gaming segments. These monitors have specific uses beyond gaming, including multitasking and professional applications like video editing. In the future, as technology continues to advance, 21:9 ultrawide gaming monitors are poised for further development, potentially incorporating more innovative features such as higher refresh rates and resolutions to meet evolving user demands.

This report is a detailed and comprehensive analysis for global 21:9 Ultrawide 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 21:9 Ultrawide Gaming Monitors market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global 21:9 Ultrawide 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 21:9 Ultrawide 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 21:9 Ultrawide 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 21:9 Ultrawide 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 21:9 Ultrawide 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 Dell, Samsung, AOC, ASUS, LG, Sceptre, ViewSonic, Deco Gear, HP, Acer, etc.

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

Market Segmentation

21:9 Ultrawide 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

Resolution 2560x1080

Resolution 3440x1440

Resolution 3840x1600

Other

Market segment by Application

Online Sale

Offline Sale

Major players covered

Dell

Samsung

AOC

ASUS

LG

Sceptre

ViewSonic

Deco Gear

HP

Acer

BenQ

Philips

Lenovo

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 21:9 Ultrawide Gaming Monitors product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of 21:9 Ultrawide Gaming Monitors, with price, sales quantity, revenue, and global market share of 21:9 Ultrawide Gaming Monitors from 2020 to 2025.

Chapter 3, the 21:9 Ultrawide Gaming Monitors competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the 21:9 Ultrawide 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 21:9 Ultrawide 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 21:9 Ultrawide Gaming Monitors.

Chapter 14 and 15, to describe 21:9 Ultrawide Gaming Monitors sales channel, distributors, customers, research findings and conclusion.

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