

Global Gaming Monitor Supply, Demand and Key Producers, 2026-2032

<https://marketpublishers.com/r/G678EFDAAD00EN.html>

Date: April 2026

Pages: 133

Price: US\$ 4,480.00 (Single User License)

ID: G678EFDAAD00EN

Abstracts

The global Gaming Monitor market size is expected to reach \$ 13052 million by 2032, rising at a market growth of 5.7% CAGR during the forecast period (2026-2032).

Gaming monitor is defined as displays with a frame rate of 100Hz or above, Gaming monitors are designed to make the output of your graphics card and CPU look as good as possible while gaming. They're responsible for displaying the final result of all of your computer's image rendering and processing, yet they can vary widely in their representation of color, motion, and image sharpness. When considering what to look for in a gaming monitor, it's worth taking the time to understand everything a gaming monitor can do, so you can translate gaming monitor specs and marketing into real-world performance. Gaming monitor shipments was 26 million units in 2025, with an average ex-factory price of approximately \$328 per unit.

The gaming monitor market is driven by the expansion of the global gaming industry and continuous upgrades in hardware performance. The professionalization and mainstream adoption of esports have increased demand for high refresh rates, low latency, and fast response times, accelerating the penetration of performance-oriented displays. Rapid advancements in GPUs and CPUs have made high frame rate output more accessible, encouraging users to upgrade from conventional monitors to dedicated gaming displays. In addition, the growing emphasis on immersive experiences, along with the maturation of curved screens, higher resolutions, and HDR technologies, has enhanced product value. Increased support for high-refresh-rate and high-resolution output from gaming consoles, as well as the convergence of gaming and content creation, are further expanding the addressable market.

The global key manufacturers of gaming monitor include Samsung, AOC/Philips, ASUS,

Acer , MSI and Dell etc. The top 5 companies hold a share of nearly 64%. Asia-Pacific takes up the largest sales market, with a share of nearly 46%, followed by Europe and North America, with the share of about 28% and 18% respectively. In terms of product, 165Hz is the largest segment, with a share over 58%.

This report studies the global Gaming Monitor production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Gaming Monitor and provides market size (US\$ million) and Year-over-Year (YoY) Growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Gaming Monitor that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Gaming Monitor total production and demand, 2021-2032, (K Units)

Global Gaming Monitor total production value, 2021-2032, (USD Million)

Global Gaming Monitor production by region & country, production, value, CAGR, 2021-2032, (USD Million) & (K Units), (based on production site)

Global Gaming Monitor consumption by region & country, CAGR, 2021-2032 & (K Units)

U.S. VS China: Gaming Monitor domestic production, consumption, key domestic manufacturers and share

Global Gaming Monitor production by manufacturer, production, price, value and market share 2021-2026, (USD Million) & (K Units)

Global Gaming Monitor production by Refresh Rate, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

Global Gaming Monitor production by Sales Channel, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

This report profiles key players in the global Gaming Monitor market based on the

following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Samsung, AOC/Philips, ASUS, Acer, MSI, Dell, LG, HP, Lenovo, HKC, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Gaming Monitor market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K Units) and average price (US\$/Unit) by manufacturer, by Refresh Rate, and by Sales Channel. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Gaming Monitor Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Gaming Monitor Market, Segmentation by Refresh Rate:

144Hz

165Hz

240Hz

360Hz

Others

Global Gaming Monitor Market, Segmentation by Screen Type:

Flat

Curved

Global Gaming Monitor Market, Segmentation by Panel:

TN

IPS

VA

OLED

Global Gaming Monitor Market, Segmentation by Sales Channel:

Online Sales

Offline Sales

Companies Profiled:

Samsung

AOC/Philips

ASUS

Acer

MSI

Dell

LG

HP

Lenovo

HKC

BenQ ZOWIE

Viewsonic

SANC

Gigabyte

Razer

Key Questions Answered:

1. How big is the global Gaming Monitor market?
2. What is the demand of the global Gaming Monitor market?
3. What is the year over year growth of the global Gaming Monitor market?
4. What is the production and production value of the global Gaming Monitor market?
5. Who are the key producers in the global Gaming Monitor market?
6. What are the growth factors driving the market demand?

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