

Global Screen Sound Technology Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Screen Sound Technology market size was valued at US\$ 398 million in 2025 and is forecast to a readjusted size of US\$ 584 million by 2032 with a CAGR of 4.5% during review period.

Screen sound technology is an acoustic integration technology that uses the display panel, display glass, projection screen, or rear screen structure as a controllable vibration medium. It converts audio electrical signals into structural vibration through piezoelectric ceramics, electromagnetic exciters, thin-film piezoelectric actuators, micro-vibration units, and dedicated power amplifier algorithms, and then radiates sound waves directly from the display surface. Its core value lies in reducing or eliminating conventional earpiece openings, speaker ports, and independent acoustic chambers without sacrificing display area or device thickness, allowing voice call reception, media playback, audio-image positioning, haptic feedback, and cockpit interaction to originate from the screen position. This technology mainly serves full-screen smartphones, high-end OLED TVs, laser TVs, automotive displays, industrial IoT terminals, and consumer electronic display devices. Its customers include terminal brands, display module manufacturers, acoustic module suppliers, and automotive electronics system providers.

The industrial value of screen sound technology is first reflected in terminal structural innovation. Traditional consumer electronics and automotive display devices have long relied on independent speakers, earpiece openings, acoustic chambers, and sound guide channels. These structures occupy internal device space and limit screen-to-body ratio, sealing performance, and integrated exterior design. Screen sound solutions transform the display surface into an acoustic output interface, allowing sound to

originate near the user's visual focus while reducing reliance on bezels, openings, and conventional acoustic chambers. For smartphones, the technology supports full-screen design, voice-call reception, and structural protection. For TVs and laser TVs, it enhances consistency between sound and image position. For automotive cockpits, it aligns with the trends of large displays, lightweight design, and hidden interior layouts. As display terminals continue to evolve toward thinness, integration, and immersive interaction, screen sound is no longer merely a local acoustic replacement solution, but an important direction for the convergence of display systems, acoustic systems, and structural design.

From a technical-path perspective, the key to screen sound lies not in a single component, but in the system-level matching of transducers, display structures, amplifier control, and acoustic algorithms. Piezoelectric ceramics, micro electromagnetic exciters, thin-film piezoelectric actuators, and audio-haptic transducers can all convert electrical signals into structural vibration, but different solutions vary in frequency response, sound pressure output, sound leakage control, power consumption, thickness, cost, and reliability. Smartphone applications place greater emphasis on near-field call clarity, low sound leakage, and structural sealing. TV applications focus more on mid-to-high-frequency performance, sound-image positioning, and uniform radiation over a large surface. Automotive applications emphasize durability, assembly stability, cockpit space savings, and system-level weight reduction. Future competition will shift from whether a screen can produce sound to whether stable acoustic performance can be achieved within complex terminal structures. Companies with capabilities in display structure understanding, acoustic modeling, device manufacturing, and system tuning are more likely to build competitive barriers.

From a market outlook perspective, screen sound technology has the potential to penetrate from premium products into a wider range of terminals. Near-term demand mainly comes from premium smartphones, premium OLED TVs, laser TVs, and concept-oriented smart cockpits. These applications have higher requirements for exterior integrity, space utilization, and immersive experience, and can absorb higher integration costs. Over the medium to long term, as piezoelectric materials, exciters, amplifier chips, display module assembly, and algorithmic control mature, screen sound may expand into monitors, laptops, smart home appliances, industrial control screens, and IoT terminals. Its commercialization pace will depend on three factors: whether sound pressure, audio quality, and power consumption can meet mainstream terminal requirements; whether the impact of display vibration on reliability and visual performance can be controlled; and whether modular solutions can lower adoption barriers. Overall, the technology aligns with the trends of thinner devices, portless

design, audio-visual integration, and multimodal interaction, giving it a positive long-term growth outlook.

This report is a detailed and comprehensive analysis for global Screen Sound Technology market. Both quantitative and qualitative analyses are presented by company, by region & country, by Display Carrier 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 Screen Sound Technology market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Screen Sound Technology market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Screen Sound Technology market size and forecasts, by Display Carrier and by Application, in consumption value (\$ Million), 2021-2032

Global Screen Sound Technology market shares of main players, in revenue (\$ Million), 2021-2026

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 Screen Sound Technology

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Screen Sound Technology market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a

part of this study include Huawei Technologies Co., Ltd., Sony Group Corporation, Xiaomi Corporation, vivo Mobile Communication Co., Ltd., Sharp Corporation, Samsung Display Co., Ltd., LG Electronics Inc., LG Display Co., Ltd., Hisense Group Holdings Co., Ltd., Alphabet Inc., etc.

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

Market segmentation

Screen Sound Technology market is split by Display Carrier and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Display Carrier and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Display Carrier

OLED Screen Sound

LCD Screen Sound

Projection Screen Sound

Other

Market segment by Acoustic Function

Call Receiver Function

Media Playback Function

Audio-Visual Positioning Function

Other

Market segment by Sound Generation Mechanism

Direct Screen Vibration Sound

Body Conduction Vibration Sound

Display Glass Excitation Sound

Other

Market segment by Application

Full-Screen Smartphone Calling

Premium TV Audio-Visual Integration

Laser TV Home Theater

Automotive Cockpit Display Interaction

Industrial and IoT Terminal Interaction

Market segment by players, this report covers

Huawei Technologies Co., Ltd.

Sony Group Corporation

Xiaomi Corporation

vivo Mobile Communication Co., Ltd.

Sharp Corporation

Samsung Display Co., Ltd.

LG Electronics Inc.

LG Display Co., Ltd.

Hisense Group Holdings Co., Ltd.

Alphabet Inc.

Continental AG

Synaptics Incorporated

KYOCERA Corporation

Goertek Inc.

Sound Solutions Austria GmbH

AAC Technologies Holdings Inc.

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Screen Sound Technology product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Screen Sound Technology, with revenue, gross margin, and global market share of Screen Sound Technology from 2021 to 2026.

Chapter 3, the Screen Sound Technology competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Display Carrier and by Application, with consumption value and growth rate by Display Carrier, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Screen Sound Technology market forecast, by regions, by Display Carrier and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Screen Sound Technology.

Chapter 13, to describe Screen Sound Technology research findings and conclusion.

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