

# Gaming Projector Market Expected to Reach \$2.4 Billion by 2031 | Samsung Electronics, Seika Epson

*Market player positioning facilitates benchmarking and provides a clear understanding of the present position of the market players.*



gaming projector market share is expected to witness considerable growth in the coming years, owing to an increase in demand for in-home entertainment and digital gaming solution in prime economies”

*Allied Market Research*

WILMINGTON, NEW CASTLE, DE, UNITED STATES, December 23, 2024 /EINPresswire.com/ -- According to a new report published by Allied Market Research, titled, "[Gaming Projector Market Size, Share, and Outlook to 2031](#)," The gaming projector market size was valued at \$1.1 billion in 2021, and is estimated to reach \$2.4 billion by 2031, growing at a CAGR of 8.4% from 2022 to 2031.

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A projector is an output device intended to connect to a computer application to replace a monitor or television in terms of displaying images. Further, the gaming projector projects images generated by a Blu-ray player or computer applications onto a large surface such as a wall or white screen. In addition, the benq gaming projectors are equipped with various projecting technologies such as digital light processing and liquid crystal [display](#) to offer a brilliant, colorful, clear image with good contrast, which is expected to provide growth opportunities for the gaming projector market.

The growth of the market is majorly driven by the increasing adoption of advanced gaming technologies coupled with the surge in growth of the esports gaming industry. Further, the rise in disposable income in emerging economies is anticipated to drive the growth of the gaming projector market. However, lac high cost associated with gaming accessories acts as a prime restraint for the global market. On the contrary, the surge in the improvement of telecom infrastructure is anticipated to provide lucrative opportunities for the high-frequency industry during the forecast period.

According to the gaming projector market Analysis, the commercial segment was the highest contributor to the market in 2021. The digital light processing (DLP) and liquid crystal display (LCD) segments collectively accounted for around 85.1% market share in 2021. The surge in adoption of in-home entertainment solutions has led to the growth of digital light processing (DLP) and liquid crystal display (LCD) segments; thereby, enhancing the gaming projector market growth.

The outbreak of COVID-19 has significantly impacted the growth of the gaming projector market, owing to a significant impact on prime market players. Conversely, a rise in demand for home entertainment solutions in emerging economies such as India, China, South Korea, and Mexico is anticipated to drive the market post-pandemic. However, the lack of availability of a professional workforce, owing to partial and complete lockdown implemented by governments restrained the growth of the gaming projector market. On the contrary, the rise in demand for short throw gaming projector solutions in household sectors has witnessed significant growth in Asia-Pacific, Europe, and North America regions, which is expected to boost the gaming projector market.

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Region-wise, Asia-Pacific holds a significant global gaming projector market share, owing to the presence of prime players in this region. Adoption of projector solutions across household and consumer electronics sectors is expected to propel the growth of the gaming projector industry in this region. Moreover, the surge in demand for smart home entertainment applications in Asia-Pacific countries such as India, South Korea, and Japan is anticipated to drive the gaming projector market trends in this region.

The key players profiled in the report include Acer, Benq, JMGO, JVC, LG Electronics, Nebula, OPTOMA, Samsung Electronics, Seika Epson, Sony Corporation, VAVA, Veiwsonic, XGIMI Technology, Yaber, AAXA Technologies Inc., and Wemaq. Market players have adopted various strategies, such as product launch, collaboration & partnership, joint venture, and acquisition, to expand their foothold in the gaming projector market.

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