

# **Micro SD Cards Market By Capacity (4GB to 16GB, 32GB to 128GB, 256GB to 1TB, Above 1TB) , By Application (Smartphones, Tablets, PC, Digital Cameras, Gaming Consoles, Others) : Global Opportunity Analysis and Industry Forecast, 2024-2032**

<https://marketpublishers.com/r/MC91F8AA3E9CEN.html>

Date: June 2024

Pages: 250

Price: US\$ 2,493.00 (Single User License)

ID: MC91F8AA3E9CEN

## **Abstracts**

### **Micro SD Cards Market**

The micro SD cards market was valued at \$8.8 billion in 2023 and is projected to reach \$16.2 billion by 2032, growing at a CAGR of 6.9% from 2024 to 2032.

Micro SD card is the smallest size of customer-focused flash memory card used for the storage of data. Owing to their miniature size and large storage capacity, SD cards are compatible with diverse electronics, including smartphones, tablets, drones, digital cameras, and gaming consoles. The cards use NAND flash memory chips and small-scale processors, which enable efficient management of data flow, hence ensuring the card is able to read and write data speedily. While all the SD cards perform the same function, they are differentiated by security features, device compatibility, speed class, and storage capacity.

Rapid surge in the adoption of consumer electronics, including cameras, drones, laptops, smartphones is a major driver of the micro SD cards market. In addition, micro SD cards are witnessing a rapid demand among the Internet of Things (IoT) devices such as wearable technology, smart home devices, and connected vehicles, hence contributing to the growth of the market. In current times, the optimization of SD cards specifically according to the applications is an emerging trend. Applications

such as gaming consoles, 4K & 8K video recording, and drones require tailored SD cards for their accurate functioning, sustained write speeds, and reliability.

However, advancements and extension of the built-in storage capacity of devices is presenting a stringent competition to the micro SD cards market. In addition, the card is subject to various security concerns as it is easily removable and accessible, enhancing the vulnerability of sensitive information. On the contrary, rise in the trend of content creation is presenting new avenues for the micro SD cards market. This is encouraging the card manufacturers to develop SD cards which specifically cater to the requirements of content creators. For instance, Samsung recently launched a series of SD cards with the ability to withstand extreme conditions. These cards exhibit exceptional resistance toward temperature, water, X-ray, and magnetism, elevating their popularity among travelers, outdoor enthusiasts, and action sports videographers.

## Segment Review

The micro SD cards market is segmented into capacity, application, and region. On the basis of capacity, the market is segmented into 4GB to 16GB, 32GB to 128GB, 256GB to 1TB, and above 1TB. Depending on application, it is classified into smartphones, tablets, PC, digital cameras, gaming consoles, and others. Region wise, it is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

## Key Findings

On the basis of capacity, the 32GB to 128GB segment dominated the micro SD card market in 2023.

Depending on application, the smartphones segment was the highest shareholder in 2023.

Region wise, Asia-Pacific was the highest revenue generator in 2023.

## Competition Analysis

The leading players of the global micro SD cards market include SanDisk Corporation., Samsung Electronics, Kingston Technology, Micron Technology, Transcend Information, Lexar, PNY Technologies Inc., Toshiba Corp, Patriot Memory

LLC, Integral Memory Plc, silicon power, and ADATA. These major players have adopted various key development strategies such as business expansion, new product launches, and partnerships, to strengthen their foothold in the competitive market.

Additional benefits you will get with this purchase are:

Quarterly Update and\* (only available with a corporate license, on listed price)

5 additional Company Profile of client Choice pre- or Post-purchase, as a free update.

Free Upcoming Version on the Purchase of Five and Enterprise User License.

16 analyst hours of support\* (post-purchase, if you find additional data requirements upon review of the report, you may receive support amounting to 16 analyst hours to solve questions, and post-sale queries)

15% Free Customization\* (in case the scope or segment of the report does not match your requirements, 15% is equivalent to 3 working days of free work, applicable once)

Free data Pack on the Five and Enterprise User License. (Excel version of the report)

Free Updated report if the report is 6-12 months old or older.

24-hour priority response\*

Free Industry updates and white papers.

Possible Customization with this report (with additional cost and timeline, please talk to the sales executive to know more)

Product Life Cycles

New Product Development/ Product Matrix of Key Players

Patient/epidemiology data at country, region, global level

Strategic Recommendations

Key player details (including location, contact details, supplier/vendor network etc. in excel format)

SWOT Analysis

## Key Market Segments

### By Capacity

4GB t%li%16GB

32GB t%li%128GB

256GB t%li%1TB

Above 1TB

### By Application

Smartphones

Tablets

PC

Digital Cameras

Gaming Consoles

Others

### By Region

North America

U.S.

Canada

Mexico

Europe

France

Germany

Italy

UK

Rest of Europe

Asia-Pacific

China

Japan

India

South Korea

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

## Key Market Players

SanDisk Corporation.

Samsung Electronics

Kingston Technology

Micron Technology

Transcend Information

Lexar

PNY Technologies Inc.

Toshiba Corp

Patriot Memory LLC

Integral Memory Plc

silicon power

ADATA

## Contents

### **CHAPTER 1: INTRODUCTION**

- 1.1. Report Description
- 1.2. Key Market Segments
- 1.3. Key Benefits
- 1.4. Research Methodology
  - 1.4.1. Primary Research
  - 1.4.2. Secondary Research
  - 1.4.3. Analyst Tools and Models

### **CHAPTER 2: EXECUTIVE SUMMARY**

- 2.1. CXO Perspective

### **CHAPTER 3: MARKET LANDSCAPE**

- 3.1. Market Definition and Scope
- 3.2. Key Findings
  - 3.2.1. Top Investment Pockets
  - 3.2.2. Top Winning Strategies
- 3.3. Porter's Five Forces Analysis
  - 3.3.1. Bargaining Power of Suppliers
  - 3.3.2. Threat of New Entrants
  - 3.3.3. Threat of Substitutes
  - 3.3.4. Competitive Rivalry
  - 3.3.5. Bargaining Power among Buyers
- 3.5. Market Dynamics
  - 3.5.1. Drivers
  - 3.5.2. Restraints
  - 3.5.3. Opportunities

### **CHAPTER 4: GAME ENGINES MARKET, BY COMPONENT**

- 4.1. Market Overview
  - 4.1.1 Market Size and Forecast, By Component
- 4.2. Solution
  - 4.2.1. Key Market Trends, Growth Factors and Opportunities

- 4.2.2. Market Size and Forecast, By Region
- 4.2.3. Market Share Analysis, By Country
- 4.3. Services
  - 4.3.1. Key Market Trends, Growth Factors and Opportunities
  - 4.3.2. Market Size and Forecast, By Region
  - 4.3.3. Market Share Analysis, By Country

## **CHAPTER 5: GAME ENGINES MARKET, BY TYPE**

- 5.1. Market Overview
  - 5.1.1 Market Size and Forecast, By Type
- 5.2. 2D Game Engines
  - 5.2.1. Key Market Trends, Growth Factors and Opportunities
  - 5.2.2. Market Size and Forecast, By Region
  - 5.2.3. Market Share Analysis, By Country
- 5.3. 3D Game Engines
  - 5.3.1. Key Market Trends, Growth Factors and Opportunities
  - 5.3.2. Market Size and Forecast, By Region
  - 5.3.3. Market Share Analysis, By Country
- 5.4. Others
  - 5.4.1. Key Market Trends, Growth Factors and Opportunities
  - 5.4.2. Market Size and Forecast, By Region
  - 5.4.3. Market Share Analysis, By Country

## **CHAPTER 6: GAME ENGINES MARKET, BY PLATFORM**

- 6.1. Market Overview
  - 6.1.1 Market Size and Forecast, By Platform
- 6.2. Mobile
  - 6.2.1. Key Market Trends, Growth Factors and Opportunities
  - 6.2.2. Market Size and Forecast, By Region
  - 6.2.3. Market Share Analysis, By Country
- 6.3. Console
  - 6.3.1. Key Market Trends, Growth Factors and Opportunities
  - 6.3.2. Market Size and Forecast, By Region
  - 6.3.3. Market Share Analysis, By Country
- 6.4. Computer
  - 6.4.1. Key Market Trends, Growth Factors and Opportunities
  - 6.4.2. Market Size and Forecast, By Region



- 6.4.3. Market Share Analysis, By Country
- 6.5. Others
  - 6.5.1. Key Market Trends, Growth Factors and Opportunities
  - 6.5.2. Market Size and Forecast, By Region
  - 6.5.3. Market Share Analysis, By Country

## **CHAPTER 7: GAME ENGINES MARKET, BY GENRE**

- 7.1. Market Overview
  - 7.1.1 Market Size and Forecast, By Genre
- 7.2. Action Adventure
  - 7.2.1. Key Market Trends, Growth Factors and Opportunities
  - 7.2.2. Market Size and Forecast, By Region
  - 7.2.3. Market Share Analysis, By Country
- 7.3. Multiplayer Online Battle Arena (MOBA)
  - 7.3.1. Key Market Trends, Growth Factors and Opportunities
  - 7.3.2. Market Size and Forecast, By Region
  - 7.3.3. Market Share Analysis, By Country
- 7.4. Real-Time Strategy (RTS)
  - 7.4.1. Key Market Trends, Growth Factors and Opportunities
  - 7.4.2. Market Size and Forecast, By Region
  - 7.4.3. Market Share Analysis, By Country
- 7.5. Role-Playing Games (RPG, ARPG, CRPG, MMORPG, TRPG, Etc.)
  - 7.5.1. Key Market Trends, Growth Factors and Opportunities
  - 7.5.2. Market Size and Forecast, By Region
  - 7.5.3. Market Share Analysis, By Country
- 7.6. Sandbox, Shooter (FPS TPS)
  - 7.6.1. Key Market Trends, Growth Factors and Opportunities
  - 7.6.2. Market Size and Forecast, By Region
  - 7.6.3. Market Share Analysis, By Country
- 7.7. Simulation And Sports
  - 7.7.1. Key Market Trends, Growth Factors and Opportunities
  - 7.7.2. Market Size and Forecast, By Region
  - 7.7.3. Market Share Analysis, By Country
- 7.8. Others
  - 7.8.1. Key Market Trends, Growth Factors and Opportunities
  - 7.8.2. Market Size and Forecast, By Region
  - 7.8.3. Market Share Analysis, By Country

## **CHAPTER 8: GAME ENGINES MARKET, BY REGION**

### 8.1. Market Overview

#### 8.1.1 Market Size and Forecast, By Region

### 8.2. North America

#### 8.2.1. Key Market Trends and Opportunities

#### 8.2.2. Market Size and Forecast, By Component

#### 8.2.3. Market Size and Forecast, By Type

#### 8.2.4. Market Size and Forecast, By Platform

#### 8.2.5. Market Size and Forecast, By Genre

#### 8.2.6. Market Size and Forecast, By Country

#### 8.2.7. U.S. Game Engines Market

##### 8.2.7.1. Market Size and Forecast, By Component

##### 8.2.7.2. Market Size and Forecast, By Type

##### 8.2.7.3. Market Size and Forecast, By Platform

##### 8.2.7.4. Market Size and Forecast, By Genre

#### 8.2.8. Canada Game Engines Market

##### 8.2.8.1. Market Size and Forecast, By Component

##### 8.2.8.2. Market Size and Forecast, By Type

##### 8.2.8.3. Market Size and Forecast, By Platform

##### 8.2.8.4. Market Size and Forecast, By Genre

### 8.3. Europe

#### 8.3.1. Key Market Trends and Opportunities

#### 8.3.2. Market Size and Forecast, By Component

#### 8.3.3. Market Size and Forecast, By Type

#### 8.3.4. Market Size and Forecast, By Platform

#### 8.3.5. Market Size and Forecast, By Genre

#### 8.3.6. Market Size and Forecast, By Country

#### 8.3.7. UK Game Engines Market

##### 8.3.7.1. Market Size and Forecast, By Component

##### 8.3.7.2. Market Size and Forecast, By Type

##### 8.3.7.3. Market Size and Forecast, By Platform

##### 8.3.7.4. Market Size and Forecast, By Genre

#### 8.3.8. Germany Game Engines Market

##### 8.3.8.1. Market Size and Forecast, By Component

##### 8.3.8.2. Market Size and Forecast, By Type

##### 8.3.8.3. Market Size and Forecast, By Platform

##### 8.3.8.4. Market Size and Forecast, By Genre

#### 8.3.9. France Game Engines Market

- 8.3.9.1. Market Size and Forecast, By Component
- 8.3.9.2. Market Size and Forecast, By Type
- 8.3.9.3. Market Size and Forecast, By Platform
- 8.3.9.4. Market Size and Forecast, By Genre
- 8.3.10. Italy Game Engines Market
  - 8.3.10.1. Market Size and Forecast, By Component
  - 8.3.10.2. Market Size and Forecast, By Type
  - 8.3.10.3. Market Size and Forecast, By Platform
  - 8.3.10.4. Market Size and Forecast, By Genre
- 8.3.11. Spain Game Engines Market
  - 8.3.11.1. Market Size and Forecast, By Component
  - 8.3.11.2. Market Size and Forecast, By Type
  - 8.3.11.3. Market Size and Forecast, By Platform
  - 8.3.11.4. Market Size and Forecast, By Genre
- 8.3.12. Rest of Europe Game Engines Market
  - 8.3.12.1. Market Size and Forecast, By Component
  - 8.3.12.2. Market Size and Forecast, By Type
  - 8.3.12.3. Market Size and Forecast, By Platform
  - 8.3.12.4. Market Size and Forecast, By Genre
- 8.4. Asia-Pacific
  - 8.4.1. Key Market Trends and Opportunities
  - 8.4.2. Market Size and Forecast, By Component
  - 8.4.3. Market Size and Forecast, By Type
  - 8.4.4. Market Size and Forecast, By Platform
  - 8.4.5. Market Size and Forecast, By Genre
  - 8.4.6. Market Size and Forecast, By Country
  - 8.4.7. China Game Engines Market
    - 8.4.7.1. Market Size and Forecast, By Component
    - 8.4.7.2. Market Size and Forecast, By Type
    - 8.4.7.3. Market Size and Forecast, By Platform
    - 8.4.7.4. Market Size and Forecast, By Genre
  - 8.4.8. Japan Game Engines Market
    - 8.4.8.1. Market Size and Forecast, By Component
    - 8.4.8.2. Market Size and Forecast, By Type
    - 8.4.8.3. Market Size and Forecast, By Platform
    - 8.4.8.4. Market Size and Forecast, By Genre
  - 8.4.9. India Game Engines Market
    - 8.4.9.1. Market Size and Forecast, By Component
    - 8.4.9.2. Market Size and Forecast, By Type

- 8.4.9.3. Market Size and Forecast, By Platform
- 8.4.9.4. Market Size and Forecast, By Genre
- 8.4.10. Australia Game Engines Market
  - 8.4.10.1. Market Size and Forecast, By Component
  - 8.4.10.2. Market Size and Forecast, By Type
  - 8.4.10.3. Market Size and Forecast, By Platform
  - 8.4.10.4. Market Size and Forecast, By Genre
- 8.4.11. South Korea Game Engines Market
  - 8.4.11.1. Market Size and Forecast, By Component
  - 8.4.11.2. Market Size and Forecast, By Type
  - 8.4.11.3. Market Size and Forecast, By Platform
  - 8.4.11.4. Market Size and Forecast, By Genre
- 8.4.12. Rest of Asia-Pacific Game Engines Market
  - 8.4.12.1. Market Size and Forecast, By Component
  - 8.4.12.2. Market Size and Forecast, By Type
  - 8.4.12.3. Market Size and Forecast, By Platform
  - 8.4.12.4. Market Size and Forecast, By Genre
- 8.5. Latin America
  - 8.5.1. Key Market Trends and Opportunities
  - 8.5.2. Market Size and Forecast, By Component
  - 8.5.3. Market Size and Forecast, By Type
  - 8.5.4. Market Size and Forecast, By Platform
  - 8.5.5. Market Size and Forecast, By Genre
  - 8.5.6. Market Size and Forecast, By Country
  - 8.5.7. Argentina Game Engines Market
    - 8.5.7.1. Market Size and Forecast, By Component
    - 8.5.7.2. Market Size and Forecast, By Type
    - 8.5.7.3. Market Size and Forecast, By Platform
    - 8.5.7.4. Market Size and Forecast, By Genre
  - 8.5.8. Brazil Game Engines Market
    - 8.5.8.1. Market Size and Forecast, By Component
    - 8.5.8.2. Market Size and Forecast, By Type
    - 8.5.8.3. Market Size and Forecast, By Platform
    - 8.5.8.4. Market Size and Forecast, By Genre
  - 8.5.9. Colombia Game Engines Market
    - 8.5.9.1. Market Size and Forecast, By Component
    - 8.5.9.2. Market Size and Forecast, By Type
    - 8.5.9.3. Market Size and Forecast, By Platform
    - 8.5.9.4. Market Size and Forecast, By Genre

#### 8.5.10. REST of Latin America Game Engines Market

8.5.10.1. Market Size and Forecast, By Component

8.5.10.2. Market Size and Forecast, By Type

8.5.10.3. Market Size and Forecast, By Platform

8.5.10.4. Market Size and Forecast, By Genre

#### 8.6. Middle East And Africa

8.6.1. Key Market Trends and Opportunities

8.6.2. Market Size and Forecast, By Component

8.6.3. Market Size and Forecast, By Type

8.6.4. Market Size and Forecast, By Platform

8.6.5. Market Size and Forecast, By Genre

8.6.6. Market Size and Forecast, By Country

8.6.7. Saudi Arabia Game Engines Market

8.6.7.1. Market Size and Forecast, By Component

8.6.7.2. Market Size and Forecast, By Type

8.6.7.3. Market Size and Forecast, By Platform

8.6.7.4. Market Size and Forecast, By Genre

8.6.8. South Africa Game Engines Market

8.6.8.1. Market Size and Forecast, By Component

8.6.8.2. Market Size and Forecast, By Type

8.6.8.3. Market Size and Forecast, By Platform

8.6.8.4. Market Size and Forecast, By Genre

8.6.9. UAE Game Engines Market

8.6.9.1. Market Size and Forecast, By Component

8.6.9.2. Market Size and Forecast, By Type

8.6.9.3. Market Size and Forecast, By Platform

8.6.9.4. Market Size and Forecast, By Genre

8.6.10. Rest of MEA Game Engines Market

8.6.10.1. Market Size and Forecast, By Component

8.6.10.2. Market Size and Forecast, By Type

8.6.10.3. Market Size and Forecast, By Platform

8.6.10.4. Market Size and Forecast, By Genre

### **CHAPTER 9: COMPETITIVE LANDSCAPE**

9.1. Introduction

9.2. Top Winning Strategies

9.3. Product Mapping of Top 10 Player

9.4. Competitive Dashboard

9.5. Competitive Heatmap

9.6. Top Player Positioning, 2023

## **CHAPTER 10: COMPANY PROFILES**

### 10.1. Buildbox

10.1.1. Company Overview

10.1.2. Key Executives

10.1.3. Company Snapshot

10.1.4. Operating Business Segments

10.1.5. Product Portfolio

10.1.6. Business Performance

10.1.7. Key Strategic Moves and Developments

### 10.2. ClickTeam

10.2.1. Company Overview

10.2.2. Key Executives

10.2.3. Company Snapshot

10.2.4. Operating Business Segments

10.2.5. Product Portfolio

10.2.6. Business Performance

10.2.7. Key Strategic Moves and Developments

### 10.3. Cocos

10.3.1. Company Overview

10.3.2. Key Executives

10.3.3. Company Snapshot

10.3.4. Operating Business Segments

10.3.5. Product Portfolio

10.3.6. Business Performance

10.3.7. Key Strategic Moves and Developments

### 10.4. Crytek GmbH

10.4.1. Company Overview

10.4.2. Key Executives

10.4.3. Company Snapshot

10.4.4. Operating Business Segments

10.4.5. Product Portfolio

10.4.6. Business Performance

10.4.7. Key Strategic Moves and Developments

### 10.5. GameSalad

10.5.1. Company Overview

- 10.5.2. Key Executives
- 10.5.3. Company Snapshot
- 10.5.4. Operating Business Segments
- 10.5.5. Product Portfolio
- 10.5.6. Business Performance
- 10.5.7. Key Strategic Moves and Developments
- 10.6. Marmalade Technologies Ltd.
  - 10.6.1. Company Overview
  - 10.6.2. Key Executives
  - 10.6.3. Company Snapshot
  - 10.6.4. Operating Business Segments
  - 10.6.5. Product Portfolio
  - 10.6.6. Business Performance
  - 10.6.7. Key Strategic Moves and Developments
- 10.7. Phaser (Photon Storm Ltd.)
  - 10.7.1. Company Overview
  - 10.7.2. Key Executives
  - 10.7.3. Company Snapshot
  - 10.7.4. Operating Business Segments
  - 10.7.5. Product Portfolio
  - 10.7.6. Business Performance
  - 10.7.7. Key Strategic Moves and Developments
- 10.8. RPG Maker
  - 10.8.1. Company Overview
  - 10.8.2. Key Executives
  - 10.8.3. Company Snapshot
  - 10.8.4. Operating Business Segments
  - 10.8.5. Product Portfolio
  - 10.8.6. Business Performance
  - 10.8.7. Key Strategic Moves and Developments
- 10.9. Scirra Ltd. (Construct 3)
  - 10.9.1. Company Overview
  - 10.9.2. Key Executives
  - 10.9.3. Company Snapshot
  - 10.9.4. Operating Business Segments
  - 10.9.5. Product Portfolio
  - 10.9.6. Business Performance
  - 10.9.7. Key Strategic Moves and Developments
- 10.10. Stencyl LLC

- 10.10.1. Company Overview
- 10.10.2. Key Executives
- 10.10.3. Company Snapshot
- 10.10.4. Operating Business Segments
- 10.10.5. Product Portfolio
- 10.10.6. Business Performance
- 10.10.7. Key Strategic Moves and Developments



## I would like to order

Product name: Micro SD Cards Market By Capacity (4GB to 16GB, 32GB to 128GB, 256GB to 1TB, Above 1TB) , By Application (Smartphones, Tablets, PC, Digital Cameras, Gaming Consoles, Others) : Global Opportunity Analysis and Industry Forecast, 2024-2032

Product link: <https://marketpublishers.com/r/MC91F8AA3E9CEN.html>

Price: US\$ 2,493.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/MC91F8AA3E9CEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below

and fax the completed form to +44 20 7900 3970