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Global Graphics Processing Unit (GPU)Market Size study, byType (Dedicated Graphic Cards, Integrated Graphics Solutions, Other Types), by Application (Mobile Devices, PCs and Workstations, Gaming Consoles, Servers, Other Applications)and Regional Forecasts 2022-2028

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Abstracts

Global Graphics Processing Unit (GPU)Market is valued at approximately XX in 2021 and is anticipated to grow with a healthy growth rate of more than xx% over the forecast period 2022-2028.A graphics processing unit is a programmable logic processor that is used to render images, animations, and videos as well as for general computing tasks in practically all computing devices shipped worldwide. The use of GPUs in personal computers, laptops, and upcoming applications such as AR/VR, high-performance computing, AI, ML, blockchain, cryptocurrency mining, autonomous driving, and navigation (vehicles, robotics) is further pushing the demand for GPU improvement.The global use of computing devices such as personal computers (PC) or laptops, as well as increased investment in the gaming sector, have been important factorsdriving the expansion of the studied market in recent years. Over the projected period, the growing need for high-end graphics and computing applications, as well as the advancement of technologies such as AI, as well as the trend of real-time analysis, will primarily broaden the scope of GPU technology.GPU manufacture, particularly the standalone GPU chip, is a more expensive process that necessitates the use of high-end machinery. Although the raw material is inexpensive, the companies require significant initial expenditure to construct the lab for testing and manufacture.The huge expansion in cloud computing is expected to increase demand for servers, hence increasing demand for powerful GPUs. Further key players are adopting various strategies to gain strong share in the market. For instance, AMD announced the Radeon RX 6400 in April 2022, with ASRock,

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Biostar, Gigabyte, MSI, PowerColor, Sapphire, and XFX as partners.Intel introduced the Arc series of Graphics Processing Unit (GPU) for laptops and desktop PCs in March 2022. Pre-orders for laptops with the Arc 3 GPU, built for enhanced gaming and content creation, are now available, while laptops with the Arc 5 and Arc 7 GPUs, geared for advanced and high-performance gaming, will be available later in 2022.

The key regions considered for the global Graphics Processing Unit (GPU)marketstudy includeAsia Pacific, North America, Europe, Latin America, and Rest of the World.Asia-Pacific region dominated the worldwide graphics processing unit market and is expected to continue to do so over the forecast period. This is due to the government's significant investment in developing high-performance graphic computing systems for defence and intelligence, as well as the rising inclusion of IoT systems, which necessitate efficient graphic computing systems. However, Ltin america is predicted to rise rapidly in the next years due to a variety of factors such as rising disposable income, expanding customer purchasing capacities, and increased demand for smart TVs and smartwatches in the area.

Major market players included in this report are:
Intel Corporation
Advanced Micro Devices, Inc.
Nvidia Corporation
Imagination Technologies Group
Samsung Electronics Co. Ltd
Arm Limited(soft Bank Group)
EVGA Corporation
SAPPHIRE Technology Limited
Qualcomm Technologies Inc.
The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:
ByType:
Dedicated Graphic Cards

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Integrated Graphics Solutions
Other Types

By Application:

Mobile Devices

PCs and Workstations
Gaming Consoles
Servers
Other Applications
By Region:
North America
U.S.
Canada
Europe
UK
Germany
France
Spain
Italy
ROE

Asia Pacific
China
India
Japan
Australia
South Korea
RoAPAC
Latin America
Brazil
Mexico
Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019, 2020
Base year – 2021

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Forecast period – 2022 to 2028

Target Audience of the Global Graphics Processing Unit (GPU)Market in Market Study:

Key Consulting Companies & Advisors
Large, medium-sized, and small enterprises
Venture capitalists
Value-Added Resellers (VARs)
Third-party knowledge providers
Investment bankers
Investors

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