

# **Global Graphics Card Market Size study & Forecast, by Type (Discrete Graphics Card, Integrated Graphics Card), by Application (Gaming, Industrial, Healthcare, Others), by End Use (Desktops, Laptops, Workstations, Others) and Regional Analysis, 2023-2030**

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## **Abstracts**

Global Graphics Card Market is valued approximately USD 44.49 billion in 2022 and is anticipated to grow with a healthy growth rate of more than 33.4% over the forecast period 2023-2030. The graphics card market refers to the industry that involves the production and sale of graphics processing units (GPUs) and graphics cards used in various applications such as gaming, professional visualization, data processing, artificial intelligence, and cryptocurrency mining. Graphics cards are essential components in computers that handle graphics-intensive tasks and provide high-quality visuals and accelerated processing capabilities. The major driving factors for the Global Graphics Card Market are gaming industry growth and rising demand for professional visualization and design. Moreover, Growing demand for Data Processing and AI Applications and Rise of eSports is creating lucrative growth opportunity for the market over the forecast period 2023-2030. Moreover, growing demand for Data Processing and AI Applications and rise of eSports advancements in display technologies and rising edge computing and IoT is creating lucrative growth opportunity for the market over the forecast period 2023-2030.

Over the past few years, Tencent, a Chinese multinational tech conglomerate, has significantly expanded its presence in the gaming industry. In 2021, Tencent emerged as the largest iPhone gaming app publisher worldwide in terms of revenue and ranked as the third biggest in terms of downloads. Notably, Tencent maintained its position as

the top gaming app publisher in 2022. However, high-performance graphics cards generate significant heat and consume substantial power Graphics Card stifles market growth throughout the forecast period of 2023-2030.

The key regions considered for the Global Graphics Card Market study includes Asia Pacific, North America, Europe, Latin America, and Middle East & Africa. North America, is dominating market for graphics cards. The region is home to major gaming companies, technology innovators, and a strong consumer base. The popularity of gaming, eSports, and content creation in North America drives the demand for high-performance graphics cards. The region also has a strong presence of professional visualization and design industries, further boosting the demand for powerful GPUs. Moreover, Asia Pacific is a significant and rapidly growing market for graphics cards. Countries such as China, South Korea, and Japan are major contributors to the region's market. The rising middle class, increasing disposable incomes, and the popularity of gaming and eSports drive the demand for graphics cards in this region. Additionally, the growing adoption of AI, machine learning, and data analytics in industries across Asia Pacific presents opportunities for graphics card manufacturers.

Major market player included in this report are:

Advanced Micro Devices (AMD)

Intel Corporation

AsusTek Computer Inc

EVGA Corporation

Gigabyte Technology Co., Ltd

Micro-Star International Co., Ltd. (MSI)

SAPPHIRE Technology Limited

Zotac International (MCO) Ltd

NVIDIA Corporation

Qualcomm Incorporated

## Recent Developments in the Market:

In July 2021, NVIDIA recently launched the GeForce RTX 3080 Ti graphics card, which offers advanced features and capabilities for high-performance gaming and graphics rendering.

## Global Graphics Card Market Report Scope:

Historical Data – 2020 - 2021

Base Year for Estimation – 2022

Forecast period - 2023-2030

Report Coverage - Revenue forecast, Company Ranking, Competitive Landscape, Growth factors, and Trends

Segments Covered - Type, Application, End Use, Region

Regional Scope - North America; Europe; Asia Pacific; Latin America; Middle East & Africa

Customization Scope - Free report customization (equivalent up to 8 analyst's working hours) with purchase. Addition or alteration to country, regional & segment scope\*

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 years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within countries involved in the study.

The report also caters detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, it also incorporates potential opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and Type offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Type:

Discrete Graphics Card

Integrated Graphics Card

By Application:

Gaming

Industrial

Healthcare

Others

By End Use:

Desktops

Laptops

Workstations

Others

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

Middle East & Africa

Saudi Arabia

South Africa

Rest of Middle East & Africa

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