

Global Consumer GPUs Market Research Report 2024(Status and Outlook)

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Abstracts

Report Overview

Consumer Graphics Processing Units (GPUs) are essential components in modern computing devices, primarily used for rendering images, videos, and graphics-intensive applications. These GPUs are widely utilized in gaming PCs, workstations, and laptops to deliver high-quality visuals and performance. The market for Consumer GPUs is a dynamic and competitive landscape driven by technological advancements, increasing demand for high-resolution graphics, and the rise of eSports and virtual reality applications.

As of 2023, the global market size for Consumer GPUs stands at approximately \$45 billion. The market is projected to grow at a Compound Annual Growth Rate (CAGR) of 8.5% from 2024 to 2032. This growth can be attributed to several key factors propelling the market forward. One of the primary drivers is the continuous evolution of gaming and entertainment industries, leading to a surge in demand for more powerful GPUs capable of handling complex graphics rendering tasks.

Moreover, the increasing adoption of AI and machine learning applications that leverage GPU acceleration is fueling the demand for high-performance Consumer GPUs. The growing popularity of eSports and the development of virtual reality content are also significant contributors to the market growth, as these applications require advanced GPUs to deliver immersive and seamless user experiences.

In terms of market trends, several noteworthy developments are shaping the Consumer GPU industry. Firstly, there is a clear trend towards the integration of ray tracing technology in GPUs, enabling more realistic lighting and reflections in graphics. This

trend is driven by the demand for enhanced visual fidelity in gaming and professional applications.

Secondly, the shift towards smaller form factors and energy-efficient GPUs is gaining traction, particularly in the laptop and mobile device segments. Manufacturers are focusing on developing GPUs with higher performance-per-watt ratios to meet the needs of portable devices without compromising on power and efficiency.

Lastly, the market is witnessing a rise in demand for GPUs with dedicated hardware for AI and machine learning workloads. As these technologies become more pervasive across various industries, the need for specialized GPUs optimized for AI inferencing and training is increasing.

When examining regional market distribution, North America and Asia Pacific emerge as the leading markets for Consumer GPUs. North America's dominance can be attributed to the strong presence of key GPU manufacturers, a tech-savvy consumer base, and a robust gaming and entertainment industry. In contrast, Asia Pacific's market growth is driven by the increasing popularity of gaming and eSports in countries like China, South Korea, and Japan.

In conclusion, while the Consumer GPU market presents significant growth opportunities driven by technological advancements and evolving consumer preferences, it also faces challenges. One key challenge is the global semiconductor shortage, which has impacted GPU production and supply chains, leading to supply constraints and increased prices. Additionally, intense competition among GPU manufacturers and the need to balance performance, cost, and energy efficiency pose ongoing challenges in this competitive market landscape.

This report provides a deep insight into the global Consumer GPUs market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Consumer GPUs Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players,

which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Consumer GPUs market in any manner.

Global Consumer GPUs Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Nvidia

AMD

Intel

Moore Threads

Qualcomm

GUNNIR

Market Segmentation (by Type)

High-End Consumer GPU

Mid-Range and Low-End Consumer GPU

Market Segmentation (by Application)

Desktop Computer

Laptop Computer

Geographic Segmentation

North America (USA, Canada, Mexico)

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

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

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Consumer GPUs Market

Overview of the regional outlook of the Consumer GPUs Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the

years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Consumer GPUs Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

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