

Global Video AI Computing Boxes Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global Video AI Computing Boxes market size was valued at US\$ 742 million in 2024 and is forecast to a readjusted size of USD 1527 million by 2031 with a CAGR of 11.0% during review period.

In this report, we will assess the current U.S. tariff framework alongside international policy adaptations, analyzing their effects on competitive market structures, regional economic dynamics, and supply chain resilience.

The Video AI Computing Box is an intelligent device that integrates high-performance processors, AI algorithms, and video processing functions, and is specifically designed for real-time analysis and processing of video data. It significantly improves the efficiency and accuracy of video analysis by performing data processing and decision-making locally on the device, and reduces data transmission delays and bandwidth costs. It can process and analyze video streams in real time, identify and track objects, faces, behaviors, etc., and is widely used in security monitoring, intelligent transportation, retail analysis and other fields.

This report is a detailed and comprehensive analysis for global Video AI Computing Boxes market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Video AI Computing Boxes market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Video AI Computing Boxes market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Video AI Computing Boxes market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Video AI Computing Boxes market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Video AI Computing Boxes

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Video AI Computing Boxes market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Intel, Mistral Solutions, Forecr, Thundercomm, Tencent, Baidu, Shenzhen CoreRain, Alibaba Cloud, Sichuan Wanwu Zongheng Technology, Advantech, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

Video AI Computing Boxes market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This

analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Low Computility

Medium Computility

High Computility

Market segment by Application

Smart Retail

Smart City

Automated Driving

Smart Energy

Smart Manufacturing

Others

Major players covered

Intel

Mistral Solutions

Forecr

Thundercomm

Tencent

Baidu

Shenzhen CoreRain

Alibaba Cloud

Sichuan Wanwu Zongheng Technology

Advantech

Huawei Technologies

Changzhou Haitu Electronic

Guangzhou STONKAM

Shenzhen Geniatech

Guangzhou Embedded Machine Technology

ADLINK Technology

Shenzhen Micagent

Twowin Technology

Dahua Technology

Beijing SOPHGO

HIKVISION

Shandong Extreme Vision Technology

Guangdong Aihisun

Shenzhen VIKOR

Market segment by region, regional analysis covers

Global Video AI Computing Boxes Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Video AI Computing Boxes product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Video AI Computing Boxes, with price, sales quantity, revenue, and global market share of Video AI Computing Boxes from 2020 to 2025.

Chapter 3, the Video AI Computing Boxes competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Video AI Computing Boxes breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2020 to 2025. and Video AI Computing Boxes market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Video AI Computing Boxes.

Chapter 14 and 15, to describe Video AI Computing Boxes sales channel, distributors, customers, research findings and conclusion.

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