

Global Personal Computer Graphics Cards 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 Personal Computer Graphics Cards market size was valued at US\$ 17470 million in 2024 and is forecast to a readjusted size of USD 23520 million by 2031 with a CAGR of 4.4% during review period.

A graphics card (also called a video card, display card, graphics adapter, GPU, VGA card/VGA, video adapter, or display adapter) is an expansion card which generates a feed of output images to a display device, such as a computer monitor.

PC is an important application. According to IDC, global PC shipments in 2022 reached 292.3 million units, down 16.51% year on year, and the combined market share of the top five companies by shipment was 76.0%. Lenovo, HP, Dell, Apple and Apple ranked top five in terms of market share, with shipments of 68.0 million units (23.3%), 55.3 million units (18.9%), 49.8 million units (17.0%), 28.6 million units (9.8%) and 20.6 million units (7.0%). According to data released recently by IDC, global PC shipments in the first quarter were 56.9 million units, down 29% from a year earlier. In terms of companies, Apple's shipments fell 40.5% year on year in the same period, the biggest drop among all companies. Lenovo Group and Dell Technologies saw their shipments fall more than 30%.

This report is a detailed and comprehensive analysis for global Personal Computer Graphics Cards 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 Personal Computer Graphics Cards market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Personal Computer Graphics Cards 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 Personal Computer Graphics Cards 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 Personal Computer Graphics Cards 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 Personal Computer Graphics Cards
- To forecast future growth in each product and end-use market
- To forecast future factors affecting the marketplace

This report profiles key players in the global Personal Computer Graphics Cards 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 Nvidia, AMD, ASUS, MSI, Gigabyte, EVGA, Zotac, PNY, Palit, etc.

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

Market Segmentation

Personal Computer Graphics Cards 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

Entry-level Card

Mid-level Card

High-level Card

Market segment by Application

Home

Game Competition

Major players covered

Nvidia

AMD

ASUS

MSI

Gigabyte

EVGA

Zotac

PNY

Palit

Market segment by region, regional analysis covers

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 Personal Computer Graphics Cards product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Personal Computer Graphics Cards, with price, sales quantity, revenue, and global market share of Personal Computer Graphics Cards from 2020 to 2025.

Chapter 3, the Personal Computer Graphics Cards competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Personal Computer Graphics Cards 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 Personal Computer Graphics Cards 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 Personal Computer Graphics Cards.

Chapter 14 and 15, to describe Personal Computer Graphics Cards sales channel, distributors, customers, research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Market Analysis by Type

1.3.1 Overview: Global Personal Computer Graphics Cards Consumption Value by Type: 2020 Versus 2024 Versus 2031

1.3.2 Entry-level Card

1.3.3 Mid-level Card

1.3.4 High-level Card

1.4 Market Analysis by Application

1.4.1 Overview: Global Personal Computer Graphics Cards Consumption Value by Application: 2020 Versus 2024 Versus 2031

1.4.2 Home

1.4.3 Game Competition

1.5 Global Personal Computer Graphics Cards Market Size & Forecast

1.5.1 Global Personal Computer Graphics Cards Consumption Value (2020 & 2024 & 2031)

1.5.2 Global Personal Computer Graphics Cards Sales Quantity (2020-2031)

1.5.3 Global Personal Computer Graphics Cards Average Price (2020-2031)

2 MANUFACTURERS PROFILES

2.1 Nvidia

2.1.1 Nvidia Details

2.1.2 Nvidia Major Business

2.1.3 Nvidia Personal Computer Graphics Cards Product and Services

2.1.4 Nvidia Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.1.5 Nvidia Recent Developments/Updates

2.2 AMD

2.2.1 AMD Details

2.2.2 AMD Major Business

2.2.3 AMD Personal Computer Graphics Cards Product and Services

2.2.4 AMD Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.2.5 AMD Recent Developments/Updates

2.3 ASUS

2.3.1 ASUS Details

2.3.2 ASUS Major Business

2.3.3 ASUS Personal Computer Graphics Cards Product and Services

2.3.4 ASUS Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.3.5 ASUS Recent Developments/Updates

2.4 MSI

2.4.1 MSI Details

2.4.2 MSI Major Business

2.4.3 MSI Personal Computer Graphics Cards Product and Services

2.4.4 MSI Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.4.5 MSI Recent Developments/Updates

2.5 Gigabyte

2.5.1 Gigabyte Details

2.5.2 Gigabyte Major Business

2.5.3 Gigabyte Personal Computer Graphics Cards Product and Services

2.5.4 Gigabyte Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.5.5 Gigabyte Recent Developments/Updates

2.6 EVGA

2.6.1 EVGA Details

2.6.2 EVGA Major Business

2.6.3 EVGA Personal Computer Graphics Cards Product and Services

2.6.4 EVGA Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.6.5 EVGA Recent Developments/Updates

2.7 Zotac

2.7.1 Zotac Details

2.7.2 Zotac Major Business

2.7.3 Zotac Personal Computer Graphics Cards Product and Services

2.7.4 Zotac Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.7.5 Zotac Recent Developments/Updates

2.8 PNY

2.8.1 PNY Details

2.8.2 PNY Major Business

2.8.3 PNY Personal Computer Graphics Cards Product and Services

2.8.4 PNY Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.8.5 PNY Recent Developments/Updates

2.9 Palit

2.9.1 Palit Details

2.9.2 Palit Major Business

2.9.3 Palit Personal Computer Graphics Cards Product and Services

2.9.4 Palit Personal Computer Graphics Cards Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2020-2025)

2.9.5 Palit Recent Developments/Updates

3 COMPETITIVE ENVIRONMENT: PERSONAL COMPUTER GRAPHICS CARDS BY MANUFACTURER

3.1 Global Personal Computer Graphics Cards Sales Quantity by Manufacturer (2020-2025)

3.2 Global Personal Computer Graphics Cards Revenue by Manufacturer (2020-2025)

3.3 Global Personal Computer Graphics Cards Average Price by Manufacturer (2020-2025)

3.4 Market Share Analysis (2024)

3.4.1 Producer Shipments of Personal Computer Graphics Cards by Manufacturer Revenue (\$MM) and Market Share (%): 2024

3.4.2 Top 3 Personal Computer Graphics Cards Manufacturer Market Share in 2024

3.4.3 Top 6 Personal Computer Graphics Cards Manufacturer Market Share in 2024

3.5 Personal Computer Graphics Cards Market: Overall Company Footprint Analysis

3.5.1 Personal Computer Graphics Cards Market: Region Footprint

3.5.2 Personal Computer Graphics Cards Market: Company Product Type Footprint

3.5.3 Personal Computer Graphics Cards Market: Company Product Application Footprint

3.6 New Market Entrants and Barriers to Market Entry

3.7 Mergers, Acquisition, Agreements, and Collaborations

4 CONSUMPTION ANALYSIS BY REGION

4.1 Global Personal Computer Graphics Cards Market Size by Region

4.1.1 Global Personal Computer Graphics Cards Sales Quantity by Region (2020-2031)

4.1.2 Global Personal Computer Graphics Cards Consumption Value by Region (2020-2031)

- 4.1.3 Global Personal Computer Graphics Cards Average Price by Region (2020-2031)
- 4.2 North America Personal Computer Graphics Cards Consumption Value (2020-2031)
- 4.3 Europe Personal Computer Graphics Cards Consumption Value (2020-2031)
- 4.4 Asia-Pacific Personal Computer Graphics Cards Consumption Value (2020-2031)
- 4.5 South America Personal Computer Graphics Cards Consumption Value (2020-2031)
- 4.6 Middle East & Africa Personal Computer Graphics Cards Consumption Value (2020-2031)

5 MARKET SEGMENT BY TYPE

- 5.1 Global Personal Computer Graphics Cards Sales Quantity by Type (2020-2031)
- 5.2 Global Personal Computer Graphics Cards Consumption Value by Type (2020-2031)
- 5.3 Global Personal Computer Graphics Cards Average Price by Type (2020-2031)

6 MARKET SEGMENT BY APPLICATION

- 6.1 Global Personal Computer Graphics Cards Sales Quantity by Application (2020-2031)
- 6.2 Global Personal Computer Graphics Cards Consumption Value by Application (2020-2031)
- 6.3 Global Personal Computer Graphics Cards Average Price by Application (2020-2031)

7 NORTH AMERICA

- 7.1 North America Personal Computer Graphics Cards Sales Quantity by Type (2020-2031)
- 7.2 North America Personal Computer Graphics Cards Sales Quantity by Application (2020-2031)
- 7.3 North America Personal Computer Graphics Cards Market Size by Country
 - 7.3.1 North America Personal Computer Graphics Cards Sales Quantity by Country (2020-2031)
 - 7.3.2 North America Personal Computer Graphics Cards Consumption Value by Country (2020-2031)
 - 7.3.3 United States Market Size and Forecast (2020-2031)
 - 7.3.4 Canada Market Size and Forecast (2020-2031)

7.3.5 Mexico Market Size and Forecast (2020-2031)

8 EUROPE

8.1 Europe Personal Computer Graphics Cards Sales Quantity by Type (2020-2031)

8.2 Europe Personal Computer Graphics Cards Sales Quantity by Application (2020-2031)

8.3 Europe Personal Computer Graphics Cards Market Size by Country

8.3.1 Europe Personal Computer Graphics Cards Sales Quantity by Country (2020-2031)

8.3.2 Europe Personal Computer Graphics Cards Consumption Value by Country (2020-2031)

8.3.3 Germany Market Size and Forecast (2020-2031)

8.3.4 France Market Size and Forecast (2020-2031)

8.3.5 United Kingdom Market Size and Forecast (2020-2031)

8.3.6 Russia Market Size and Forecast (2020-2031)

8.3.7 Italy Market Size and Forecast (2020-2031)

9 ASIA-PACIFIC

9.1 Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Type (2020-2031)

9.2 Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Application (2020-2031)

9.3 Asia-Pacific Personal Computer Graphics Cards Market Size by Region

9.3.1 Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Region (2020-2031)

9.3.2 Asia-Pacific Personal Computer Graphics Cards Consumption Value by Region (2020-2031)

9.3.3 China Market Size and Forecast (2020-2031)

9.3.4 Japan Market Size and Forecast (2020-2031)

9.3.5 South Korea Market Size and Forecast (2020-2031)

9.3.6 India Market Size and Forecast (2020-2031)

9.3.7 Southeast Asia Market Size and Forecast (2020-2031)

9.3.8 Australia Market Size and Forecast (2020-2031)

10 SOUTH AMERICA

10.1 South America Personal Computer Graphics Cards Sales Quantity by Type

(2020-2031)

10.2 South America Personal Computer Graphics Cards Sales Quantity by Application (2020-2031)

10.3 South America Personal Computer Graphics Cards Market Size by Country

10.3.1 South America Personal Computer Graphics Cards Sales Quantity by Country (2020-2031)

10.3.2 South America Personal Computer Graphics Cards Consumption Value by Country (2020-2031)

10.3.3 Brazil Market Size and Forecast (2020-2031)

10.3.4 Argentina Market Size and Forecast (2020-2031)

11 MIDDLE EAST & AFRICA

11.1 Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Type (2020-2031)

11.2 Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Application (2020-2031)

11.3 Middle East & Africa Personal Computer Graphics Cards Market Size by Country

11.3.1 Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Country (2020-2031)

11.3.2 Middle East & Africa Personal Computer Graphics Cards Consumption Value by Country (2020-2031)

11.3.3 Turkey Market Size and Forecast (2020-2031)

11.3.4 Egypt Market Size and Forecast (2020-2031)

11.3.5 Saudi Arabia Market Size and Forecast (2020-2031)

11.3.6 South Africa Market Size and Forecast (2020-2031)

12 MARKET DYNAMICS

12.1 Personal Computer Graphics Cards Market Drivers

12.2 Personal Computer Graphics Cards Market Restraints

12.3 Personal Computer Graphics Cards Trends Analysis

12.4 Porters Five Forces Analysis

12.4.1 Threat of New Entrants

12.4.2 Bargaining Power of Suppliers

12.4.3 Bargaining Power of Buyers

12.4.4 Threat of Substitutes

12.4.5 Competitive Rivalry

13 RAW MATERIAL AND INDUSTRY CHAIN

- 13.1 Raw Material of Personal Computer Graphics Cards and Key Manufacturers
- 13.2 Manufacturing Costs Percentage of Personal Computer Graphics Cards
- 13.3 Personal Computer Graphics Cards Production Process
- 13.4 Industry Value Chain Analysis

14 SHIPMENTS BY DISTRIBUTION CHANNEL

- 14.1 Sales Channel
 - 14.1.1 Direct to End-User
 - 14.1.2 Distributors
- 14.2 Personal Computer Graphics Cards Typical Distributors
- 14.3 Personal Computer Graphics Cards Typical Customers

15 RESEARCH FINDINGS AND CONCLUSION

16 APPENDIX

- 16.1 Methodology
- 16.2 Research Process and Data Source
- 16.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Personal Computer Graphics Cards Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

Table 2. Global Personal Computer Graphics Cards Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Table 3. Nvidia Basic Information, Manufacturing Base and Competitors

Table 4. Nvidia Major Business

Table 5. Nvidia Personal Computer Graphics Cards Product and Services

Table 6. Nvidia Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 7. Nvidia Recent Developments/Updates

Table 8. AMD Basic Information, Manufacturing Base and Competitors

Table 9. AMD Major Business

Table 10. AMD Personal Computer Graphics Cards Product and Services

Table 11. AMD Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 12. AMD Recent Developments/Updates

Table 13. ASUS Basic Information, Manufacturing Base and Competitors

Table 14. ASUS Major Business

Table 15. ASUS Personal Computer Graphics Cards Product and Services

Table 16. ASUS Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 17. ASUS Recent Developments/Updates

Table 18. MSI Basic Information, Manufacturing Base and Competitors

Table 19. MSI Major Business

Table 20. MSI Personal Computer Graphics Cards Product and Services

Table 21. MSI Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 22. MSI Recent Developments/Updates

Table 23. Gigabyte Basic Information, Manufacturing Base and Competitors

Table 24. Gigabyte Major Business

Table 25. Gigabyte Personal Computer Graphics Cards Product and Services

Table 26. Gigabyte Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 27. Gigabyte Recent Developments/Updates

Table 28. EVGA Basic Information, Manufacturing Base and Competitors
Table 29. EVGA Major Business
Table 30. EVGA Personal Computer Graphics Cards Product and Services
Table 31. EVGA Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 32. EVGA Recent Developments/Updates
Table 33. Zotac Basic Information, Manufacturing Base and Competitors
Table 34. Zotac Major Business
Table 35. Zotac Personal Computer Graphics Cards Product and Services
Table 36. Zotac Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 37. Zotac Recent Developments/Updates
Table 38. PNY Basic Information, Manufacturing Base and Competitors
Table 39. PNY Major Business
Table 40. PNY Personal Computer Graphics Cards Product and Services
Table 41. PNY Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 42. PNY Recent Developments/Updates
Table 43. Palit Basic Information, Manufacturing Base and Competitors
Table 44. Palit Major Business
Table 45. Palit Personal Computer Graphics Cards Product and Services
Table 46. Palit Personal Computer Graphics Cards Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 47. Palit Recent Developments/Updates
Table 48. Global Personal Computer Graphics Cards Sales Quantity by Manufacturer (2020-2025) & (K Units)
Table 49. Global Personal Computer Graphics Cards Revenue by Manufacturer (2020-2025) & (USD Million)
Table 50. Global Personal Computer Graphics Cards Average Price by Manufacturer (2020-2025) & (US\$/Unit)
Table 51. Market Position of Manufacturers in Personal Computer Graphics Cards, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2024
Table 52. Head Office and Personal Computer Graphics Cards Production Site of Key Manufacturer
Table 53. Personal Computer Graphics Cards Market: Company Product Type Footprint
Table 54. Personal Computer Graphics Cards Market: Company Product Application Footprint
Table 55. Personal Computer Graphics Cards New Market Entrants and Barriers to Market Entry

Table 56. Personal Computer Graphics Cards Mergers, Acquisition, Agreements, and Collaborations

Table 57. Global Personal Computer Graphics Cards Consumption Value by Region (2020-2024-2031) & (USD Million) & CAGR

Table 58. Global Personal Computer Graphics Cards Sales Quantity by Region (2020-2025) & (K Units)

Table 59. Global Personal Computer Graphics Cards Sales Quantity by Region (2026-2031) & (K Units)

Table 60. Global Personal Computer Graphics Cards Consumption Value by Region (2020-2025) & (USD Million)

Table 61. Global Personal Computer Graphics Cards Consumption Value by Region (2026-2031) & (USD Million)

Table 62. Global Personal Computer Graphics Cards Average Price by Region (2020-2025) & (US\$/Unit)

Table 63. Global Personal Computer Graphics Cards Average Price by Region (2026-2031) & (US\$/Unit)

Table 64. Global Personal Computer Graphics Cards Sales Quantity by Type (2020-2025) & (K Units)

Table 65. Global Personal Computer Graphics Cards Sales Quantity by Type (2026-2031) & (K Units)

Table 66. Global Personal Computer Graphics Cards Consumption Value by Type (2020-2025) & (USD Million)

Table 67. Global Personal Computer Graphics Cards Consumption Value by Type (2026-2031) & (USD Million)

Table 68. Global Personal Computer Graphics Cards Average Price by Type (2020-2025) & (US\$/Unit)

Table 69. Global Personal Computer Graphics Cards Average Price by Type (2026-2031) & (US\$/Unit)

Table 70. Global Personal Computer Graphics Cards Sales Quantity by Application (2020-2025) & (K Units)

Table 71. Global Personal Computer Graphics Cards Sales Quantity by Application (2026-2031) & (K Units)

Table 72. Global Personal Computer Graphics Cards Consumption Value by Application (2020-2025) & (USD Million)

Table 73. Global Personal Computer Graphics Cards Consumption Value by Application (2026-2031) & (USD Million)

Table 74. Global Personal Computer Graphics Cards Average Price by Application (2020-2025) & (US\$/Unit)

Table 75. Global Personal Computer Graphics Cards Average Price by Application

(2026-2031) & (US\$/Unit)

Table 76. North America Personal Computer Graphics Cards Sales Quantity by Type (2020-2025) & (K Units)

Table 77. North America Personal Computer Graphics Cards Sales Quantity by Type (2026-2031) & (K Units)

Table 78. North America Personal Computer Graphics Cards Sales Quantity by Application (2020-2025) & (K Units)

Table 79. North America Personal Computer Graphics Cards Sales Quantity by Application (2026-2031) & (K Units)

Table 80. North America Personal Computer Graphics Cards Sales Quantity by Country (2020-2025) & (K Units)

Table 81. North America Personal Computer Graphics Cards Sales Quantity by Country (2026-2031) & (K Units)

Table 82. North America Personal Computer Graphics Cards Consumption Value by Country (2020-2025) & (USD Million)

Table 83. North America Personal Computer Graphics Cards Consumption Value by Country (2026-2031) & (USD Million)

Table 84. Europe Personal Computer Graphics Cards Sales Quantity by Type (2020-2025) & (K Units)

Table 85. Europe Personal Computer Graphics Cards Sales Quantity by Type (2026-2031) & (K Units)

Table 86. Europe Personal Computer Graphics Cards Sales Quantity by Application (2020-2025) & (K Units)

Table 87. Europe Personal Computer Graphics Cards Sales Quantity by Application (2026-2031) & (K Units)

Table 88. Europe Personal Computer Graphics Cards Sales Quantity by Country (2020-2025) & (K Units)

Table 89. Europe Personal Computer Graphics Cards Sales Quantity by Country (2026-2031) & (K Units)

Table 90. Europe Personal Computer Graphics Cards Consumption Value by Country (2020-2025) & (USD Million)

Table 91. Europe Personal Computer Graphics Cards Consumption Value by Country (2026-2031) & (USD Million)

Table 92. Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Type (2020-2025) & (K Units)

Table 93. Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Type (2026-2031) & (K Units)

Table 94. Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Application (2020-2025) & (K Units)

Table 95. Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Application (2026-2031) & (K Units)

Table 96. Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Region (2020-2025) & (K Units)

Table 97. Asia-Pacific Personal Computer Graphics Cards Sales Quantity by Region (2026-2031) & (K Units)

Table 98. Asia-Pacific Personal Computer Graphics Cards Consumption Value by Region (2020-2025) & (USD Million)

Table 99. Asia-Pacific Personal Computer Graphics Cards Consumption Value by Region (2026-2031) & (USD Million)

Table 100. South America Personal Computer Graphics Cards Sales Quantity by Type (2020-2025) & (K Units)

Table 101. South America Personal Computer Graphics Cards Sales Quantity by Type (2026-2031) & (K Units)

Table 102. South America Personal Computer Graphics Cards Sales Quantity by Application (2020-2025) & (K Units)

Table 103. South America Personal Computer Graphics Cards Sales Quantity by Application (2026-2031) & (K Units)

Table 104. South America Personal Computer Graphics Cards Sales Quantity by Country (2020-2025) & (K Units)

Table 105. South America Personal Computer Graphics Cards Sales Quantity by Country (2026-2031) & (K Units)

Table 106. South America Personal Computer Graphics Cards Consumption Value by Country (2020-2025) & (USD Million)

Table 107. South America Personal Computer Graphics Cards Consumption Value by Country (2026-2031) & (USD Million)

Table 108. Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Type (2020-2025) & (K Units)

Table 109. Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Type (2026-2031) & (K Units)

Table 110. Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Application (2020-2025) & (K Units)

Table 111. Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Application (2026-2031) & (K Units)

Table 112. Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Country (2020-2025) & (K Units)

Table 113. Middle East & Africa Personal Computer Graphics Cards Sales Quantity by Country (2026-2031) & (K Units)

Table 114. Middle East & Africa Personal Computer Graphics Cards Consumption

Value by Country (2020-2025) & (USD Million)

Table 115. Middle East & Africa Personal Computer Graphics Cards Consumption

Value by Country (2026-2031) & (USD Million)

Table 116. Personal Computer Graphics Cards Raw Material

Table 117. Key Manufacturers of Personal Computer Graphics Cards Raw Materials

Table 118. Personal Computer Graphics Cards Typical Distributors

Table 119. Personal Computer Graphics Cards Typical Customers

List Of Figures

LIST OF FIGURES

- Figure 1. Personal Computer Graphics Cards Picture
- Figure 2. Global Personal Computer Graphics Cards Revenue by Type, (USD Million), 2020 & 2024 & 2031
- Figure 3. Global Personal Computer Graphics Cards Revenue Market Share by Type in 2024
- Figure 4. Entry-level Card Examples
- Figure 5. Mid-level Card Examples
- Figure 6. High-level Card Examples
- Figure 7. Global Personal Computer Graphics Cards Consumption Value by Application, (USD Million), 2020 & 2024 & 2031
- Figure 8. Global Personal Computer Graphics Cards Revenue Market Share by Application in 2024
- Figure 9. Home Examples
- Figure 10. Game Competition Examples
- Figure 11. Global Personal Computer Graphics Cards Consumption Value, (USD Million): 2020 & 2024 & 2031
- Figure 12. Global Personal Computer Graphics Cards Consumption Value and Forecast (2020-2031) & (USD Million)
- Figure 13. Global Personal Computer Graphics Cards Sales Quantity (2020-2031) & (K Units)
- Figure 14. Global Personal Computer Graphics Cards Price (2020-2031) & (US\$/Unit)
- Figure 15. Global Personal Computer Graphics Cards Sales Quantity Market Share by Manufacturer in 2024
- Figure 16. Global Personal Computer Graphics Cards Revenue Market Share by Manufacturer in 2024
- Figure 17. Producer Shipments of Personal Computer Graphics Cards by Manufacturer Sales (\$MM) and Market Share (%): 2024
- Figure 18. Top 3 Personal Computer Graphics Cards Manufacturer (Revenue) Market Share in 2024
- Figure 19. Top 6 Personal Computer Graphics Cards Manufacturer (Revenue) Market Share in 2024
- Figure 20. Global Personal Computer Graphics Cards Sales Quantity Market Share by Region (2020-2031)
- Figure 21. Global Personal Computer Graphics Cards Consumption Value Market Share by Region (2020-2031)

Figure 22. North America Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 23. Europe Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 24. Asia-Pacific Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 25. South America Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 26. Middle East & Africa Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 27. Global Personal Computer Graphics Cards Sales Quantity Market Share by Type (2020-2031)

Figure 28. Global Personal Computer Graphics Cards Consumption Value Market Share by Type (2020-2031)

Figure 29. Global Personal Computer Graphics Cards Average Price by Type (2020-2031) & (US\$/Unit)

Figure 30. Global Personal Computer Graphics Cards Sales Quantity Market Share by Application (2020-2031)

Figure 31. Global Personal Computer Graphics Cards Revenue Market Share by Application (2020-2031)

Figure 32. Global Personal Computer Graphics Cards Average Price by Application (2020-2031) & (US\$/Unit)

Figure 33. North America Personal Computer Graphics Cards Sales Quantity Market Share by Type (2020-2031)

Figure 34. North America Personal Computer Graphics Cards Sales Quantity Market Share by Application (2020-2031)

Figure 35. North America Personal Computer Graphics Cards Sales Quantity Market Share by Country (2020-2031)

Figure 36. North America Personal Computer Graphics Cards Consumption Value Market Share by Country (2020-2031)

Figure 37. United States Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 38. Canada Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 39. Mexico Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 40. Europe Personal Computer Graphics Cards Sales Quantity Market Share by Type (2020-2031)

Figure 41. Europe Personal Computer Graphics Cards Sales Quantity Market Share by

Application (2020-2031)

Figure 42. Europe Personal Computer Graphics Cards Sales Quantity Market Share by Country (2020-2031)

Figure 43. Europe Personal Computer Graphics Cards Consumption Value Market Share by Country (2020-2031)

Figure 44. Germany Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 45. France Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 46. United Kingdom Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 47. Russia Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 48. Italy Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 49. Asia-Pacific Personal Computer Graphics Cards Sales Quantity Market Share by Type (2020-2031)

Figure 50. Asia-Pacific Personal Computer Graphics Cards Sales Quantity Market Share by Application (2020-2031)

Figure 51. Asia-Pacific Personal Computer Graphics Cards Sales Quantity Market Share by Region (2020-2031)

Figure 52. Asia-Pacific Personal Computer Graphics Cards Consumption Value Market Share by Region (2020-2031)

Figure 53. China Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 54. Japan Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 55. South Korea Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 56. India Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 57. Southeast Asia Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 58. Australia Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 59. South America Personal Computer Graphics Cards Sales Quantity Market Share by Type (2020-2031)

Figure 60. South America Personal Computer Graphics Cards Sales Quantity Market Share by Application (2020-2031)

Figure 61. South America Personal Computer Graphics Cards Sales Quantity Market Share by Country (2020-2031)

Figure 62. South America Personal Computer Graphics Cards Consumption Value Market Share by Country (2020-2031)

Figure 63. Brazil Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 64. Argentina Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 65. Middle East & Africa Personal Computer Graphics Cards Sales Quantity Market Share by Type (2020-2031)

Figure 66. Middle East & Africa Personal Computer Graphics Cards Sales Quantity Market Share by Application (2020-2031)

Figure 67. Middle East & Africa Personal Computer Graphics Cards Sales Quantity Market Share by Country (2020-2031)

Figure 68. Middle East & Africa Personal Computer Graphics Cards Consumption Value Market Share by Country (2020-2031)

Figure 69. Turkey Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 70. Egypt Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 71. Saudi Arabia Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 72. South Africa Personal Computer Graphics Cards Consumption Value (2020-2031) & (USD Million)

Figure 73. Personal Computer Graphics Cards Market Drivers

Figure 74. Personal Computer Graphics Cards Market Restraints

Figure 75. Personal Computer Graphics Cards Market Trends

Figure 76. Porters Five Forces Analysis

Figure 77. Manufacturing Cost Structure Analysis of Personal Computer Graphics Cards in 2024

Figure 78. Manufacturing Process Analysis of Personal Computer Graphics Cards

Figure 79. Personal Computer Graphics Cards Industrial Chain

Figure 80. Sales Channel: Direct to End-User vs Distributors

Figure 81. Direct Channel Pros & Cons

Figure 82. Indirect Channel Pros & Cons

Figure 83. Methodology

Figure 84. Research Process and Data Source

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