

Graphics Add-in Board (AIB) Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2023-2028

<https://marketpublishers.com/r/G0DEEA652846EN.html>

Date: October 2023

Pages: 139

Price: US\$ 2,499.00 (Single User License)

ID: G0DEEA652846EN

Abstracts

Market Overview:

The global graphics add-in board (AIB) market size reached US\$ 15.9 Billion in 2022. Looking forward, IMARC Group expects the market to reach US\$ 44.6 Billion by 2028, exhibiting a growth rate (CAGR) of 18.9% during 2023-2028.

Graphics add-in board (AIB) refers to an electronic component used in computer systems to augment graphics, memory and visual communication capabilities. It is a single-chip processor that improves the performance of videos and graphics and minimizes the load on the central processing unit (CPU). Integrated and discrete are the two most commonly used variants of graphics AIB used in computer systems. The integrated boards are built into the motherboard of the computer to eliminate the need for additional cards. On the other hand, discrete cards are additionally installed into the motherboard and can be upgraded as per requirement. These AIBs are commonly embedded in desktop computers, laptops, consoles, workstations and smartphones to generate high-definition (HD) images.

Significant growth in the gaming industry is one of the key factors creating a positive impact on the market. Furthermore, increasing utilization of touchscreen-based consumer electronics is also driving the market growth. Graphic AIBs are widely being used in remote workstations, supercomputers and simulators. These devices are primarily utilized for scientific and technical applications in the aerospace and defense industries. Additionally, various technological advancements, such as the utilization of machine learning (ML), artificial intelligence (AI) and virtual reality (VR) systems to create games with high graphic requirements, are acting as other growth-inducing

factors. Gaming software developers are using AIBs, along with geographic information systems (GIS), to offer an immersive multimedia experience with real-time spatial input to the user. Gaming machines, such as tablets, phones, consoles and personal computers, are also being embedded with AIBs and Advanced Micro Devices (AMDs) for enhanced performance capabilities. This, along with extensive research and development (R&D), is expected to drive the market further.

Key Market Segmentation:

IMARC Group provides an analysis of the key trends in each sub-segment of the global graphics add-in board (AIB) market report, along with forecasts at the global, regional and country level from 2023-2028. Our report has categorized the market based on type, application and end use.

Breakup by Type:

Discrete

Integrated

Breakup by Application:

Gaming

Design and Visualization

High-performance Computing

Data Center

Others

Breakup by End Use:

Desktops

Notebooks and Tablets

Workstations

Others

Breakup by Region:

North America

United States

Canada

Asia Pacific

China

Japan

India

South Korea

Australia

Indonesia

Others

Europe

Germany

France

United Kingdom

Italy

Spain

Russia

Others

Latin America

Brazil

Mexico

Others

Middle East and Africa

Competitive Landscape:

The report has also analysed the competitive landscape of the market with some of the key players being Advanced Micro Devices Inc., AsusTek Computer Inc., EVGA Corporation, Gigabyte Technology Co. Ltd., Intel Corporation, Matrox, Micro-Star International Co., Nvidia Corporation, Sapphire Technology and ZOTAC (PC Partner Limited).

Key Questions Answered in This Report:

How has the global graphics add-in board (AIB) market performed so far and how will it perform in the coming years?

What has been the impact of COVID-19 on the global graphics add-in board (AIB) market?

What are the key regional markets?

What is the breakup of the market based on the type?

What is the breakup of the market based on the application?

What is the breakup of the market based on the end use?

What are the various stages in the value chain of the industry?

What are the key driving factors and challenges in the industry?

What is the structure of the global graphics add-in board (AIB) market and who are the key players?

What is the degree of competition in the industry?

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