

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

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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:

Workstations

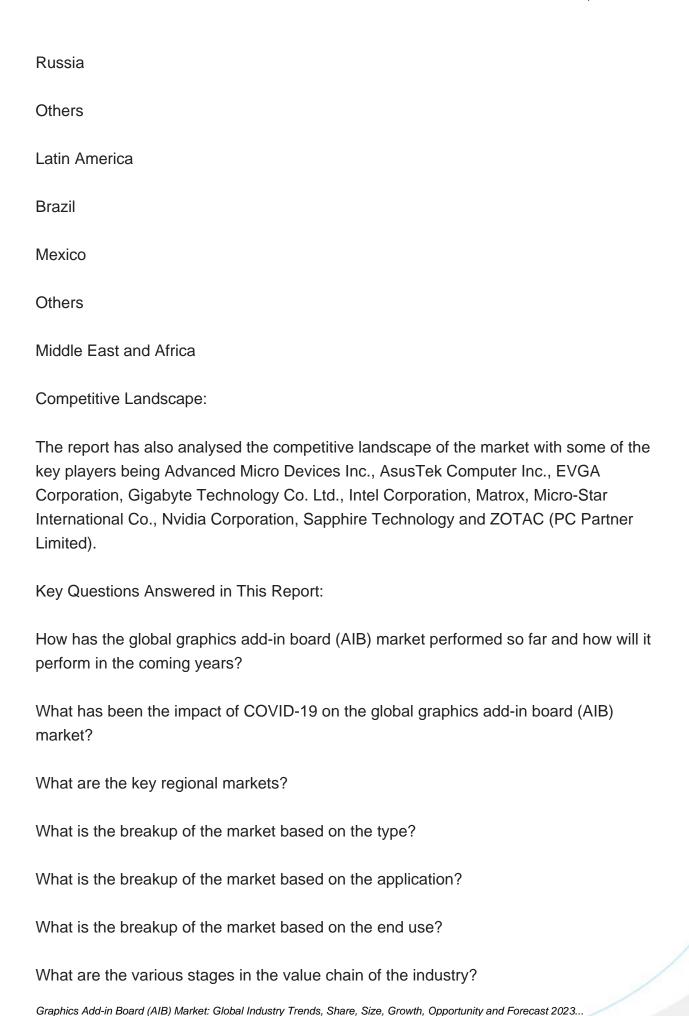
IMARC Group provides an analysis of the key trends in each sub-segment of the global graphics add-in board (AIB) market report, along with forecasts at the global, regional and country level from 2023-2028. Our report has categorized the market based on type, application and end use.

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



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







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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