

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:

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?

Contents

1 PREFACE

2 SCOPE AND METHODOLOGY

- 2.1 Objectives of the Study
- 2.2 Stakeholders
- 2.3 Data Sources
 - 2.3.1 Primary Sources
 - 2.3.2 Secondary Sources
- 2.4 Market Estimation
 - 2.4.1 Bottom-Up Approach
 - 2.4.2 Top-Down Approach
- 2.5 Forecasting Methodology

3 EXECUTIVE SUMMARY

4 INTRODUCTION

- 4.1 Overview
- 4.2 Key Industry Trends

5 GLOBAL GRAPHICS ADD-IN BOARD (AIB) MARKET

- 5.1 Market Overview
- 5.2 Market Performance
- 5.3 Impact of COVID-19
- 5.4 Market Forecast

6 MARKET BREAKUP BY TYPE

- 6.1 Discrete
 - 6.1.1 Market Trends
 - 6.1.2 Market Forecast
- 6.2 Integrated
 - 6.2.1 Market Trends
 - 6.2.2 Market Forecast

7 MARKET BREAKUP BY APPLICATION

7.1 Gaming

7.1.1 Market Trends

7.1.2 Market Forecast

7.2 Design and Visualization

7.2.1 Market Trends

7.2.2 Market Forecast

7.3 High-performance Computing

7.3.1 Market Trends

7.3.2 Market Forecast

7.4 Data Center

7.4.1 Market Trends

7.4.2 Market Forecast

7.5 Others

7.5.1 Market Trends

7.5.2 Market Forecast

8 MARKET BREAKUP BY END USE

8.1 Desktops

8.1.1 Market Trends

8.1.2 Market Forecast

8.2 Notebooks and Tablets

8.2.1 Market Trends

8.2.2 Market Forecast

8.3 Workstations

8.3.1 Market Trends

8.3.2 Market Forecast

8.4 Others

8.4.1 Market Trends

8.4.2 Market Forecast

9 MARKET BREAKUP BY REGION

9.1 North America

9.1.1 United States

9.1.1.1 Market Trends

9.1.1.2 Market Forecast

- 9.1.2 Canada
 - 9.1.2.1 Market Trends
 - 9.1.2.2 Market Forecast
- 9.2 Asia Pacific
 - 9.2.1 China
 - 9.2.1.1 Market Trends
 - 9.2.1.2 Market Forecast
 - 9.2.2 Japan
 - 9.2.2.1 Market Trends
 - 9.2.2.2 Market Forecast
 - 9.2.3 India
 - 9.2.3.1 Market Trends
 - 9.2.3.2 Market Forecast
 - 9.2.4 South Korea
 - 9.2.4.1 Market Trends
 - 9.2.4.2 Market Forecast
 - 9.2.5 Australia
 - 9.2.5.1 Market Trends
 - 9.2.5.2 Market Forecast
 - 9.2.6 Indonesia
 - 9.2.6.1 Market Trends
 - 9.2.6.2 Market Forecast
 - 9.2.7 Others
 - 9.2.7.1 Market Trends
 - 9.2.7.2 Market Forecast
- 9.3 Europe
 - 9.3.1 Germany
 - 9.3.1.1 Market Trends
 - 9.3.1.2 Market Forecast
 - 9.3.2 France
 - 9.3.2.1 Market Trends
 - 9.3.2.2 Market Forecast
 - 9.3.3 United Kingdom
 - 9.3.3.1 Market Trends
 - 9.3.3.2 Market Forecast
 - 9.3.4 Italy
 - 9.3.4.1 Market Trends
 - 9.3.4.2 Market Forecast
 - 9.3.5 Spain

- 9.3.5.1 Market Trends
- 9.3.5.2 Market Forecast
- 9.3.6 Russia
 - 9.3.6.1 Market Trends
 - 9.3.6.2 Market Forecast
- 9.3.7 Others
 - 9.3.7.1 Market Trends
 - 9.3.7.2 Market Forecast
- 9.4 Latin America
 - 9.4.1 Brazil
 - 9.4.1.1 Market Trends
 - 9.4.1.2 Market Forecast
 - 9.4.2 Mexico
 - 9.4.2.1 Market Trends
 - 9.4.2.2 Market Forecast
 - 9.4.3 Others
 - 9.4.3.1 Market Trends
 - 9.4.3.2 Market Forecast
- 9.5 Middle East and Africa
 - 9.5.1 Market Trends
 - 9.5.2 Market Breakup by Country
 - 9.5.3 Market Forecast

10 SWOT ANALYSIS

- 10.1 Overview
- 10.2 Strengths
- 10.3 Weaknesses
- 10.4 Opportunities
- 10.5 Threats

11 VALUE CHAIN ANALYSIS

12 PORTERS FIVE FORCES ANALYSIS

- 12.1 Overview
- 12.2 Bargaining Power of Buyers
- 12.3 Bargaining Power of Suppliers
- 12.4 Degree of Competition

12.5 Threat of New Entrants

12.6 Threat of Substitutes

13 PRICE ANALYSIS

14 COMPETITIVE LANDSCAPE

14.1 Market Structure

14.2 Key Players

14.3 Profiles of Key Players

14.3.1 Advanced Micro Devices Inc.

14.3.1.1 Company Overview

14.3.1.2 Product Portfolio

14.3.1.3 Financials

14.3.1.4 SWOT Analysis

14.3.2 AsusTek Computer Inc.

14.3.2.1 Company Overview

14.3.2.2 Product Portfolio

14.3.2.3 Financials

14.3.2.4 SWOT Analysis

14.3.3 EVGA Corporation

14.3.3.1 Company Overview

14.3.3.2 Product Portfolio

14.3.4 Gigabyte Technology Co. Ltd.

14.3.4.1 Company Overview

14.3.4.2 Product Portfolio

14.3.4.3 Financials

14.3.5 Intel Corporation

14.3.5.1 Company Overview

14.3.5.2 Product Portfolio

14.3.5.3 Financials

14.3.5.4 SWOT Analysis

14.3.6 Matrox

14.3.6.1 Company Overview

14.3.6.2 Product Portfolio

14.3.7 Micro-Star International Co.

14.3.7.1 Company Overview

14.3.7.2 Product Portfolio

14.3.7.3 Financials

- 14.3.8 Nvidia Corporation
 - 14.3.8.1 Company Overview
 - 14.3.8.2 Product Portfolio
 - 14.3.8.3 Financials
 - 14.3.8.4 SWOT Analysis
- 14.3.9 Sapphire Technology
 - 14.3.9.1 Company Overview
 - 14.3.9.2 Product Portfolio
- 14.3.10 ZOTAC (PC Partner Limited)
 - 14.3.10.1 Company Overview
 - 14.3.10.2 Product Portfolio

List Of Tables

LIST OF TABLES

Table 1: Global: Graphics Add-in Board Market: Key Industry Highlights, 2022 and 2028

Table 2: Global: Graphics Add-in Board Market Forecast: Breakup by Type (in Million US\$), 2023-2028

Table 3: Global: Graphics Add-in Board Market Forecast: Breakup by Application (in Million US\$), 2023-2028

Table 4: Global: Graphics Add-in Board Market Forecast: Breakup by End Use (in Million US\$), 2023-2028

Table 5: Global: Graphics Add-in Board Market Forecast: Breakup by Region (in Million US\$), 2023-2028

Table 6: Global: Graphics Add-in Board Market Structure

Table 7: Global: Graphics Add-in Board Market: Key Players

List Of Figures

LIST OF FIGURES

Figure 1: Global: Graphics Add-in Board Market: Major Drivers and Challenges

Figure 2: Global: Graphics Add-in Board Market: Sales Value (in Billion US\$), 2017-2022

Figure 3: Global: Graphics Add-in Board Market: Breakup by Type (in %), 2022

Figure 4: Global: Graphics Add-in Board Market: Breakup by Application (in %), 2022

Figure 5: Global: Graphics Add-in Board Market: Breakup by End Use (in %), 2022

Figure 6: Global: Graphics Add-in Board Market: Breakup by Region (in %), 2022

Figure 7: Global: Graphics Add-in Board Market Forecast: Sales Value (in Billion US\$), 2023-2028

Figure 8: Global: Graphics Add-in Board (Discrete) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 9: Global: Graphics Add-in Board (Discrete) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 10: Global: Graphics Add-in Board (Integrated) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 11: Global: Graphics Add-in Board (Integrated) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 12: Global: Graphics Add-in Board (Gaming) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 13: Global: Graphics Add-in Board (Gaming) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 14: Global: Graphics Add-in Board (Design and Visualization) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 15: Global: Graphics Add-in Board (Design and Visualization) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 16: Global: Graphics Add-in Board (High-performance Computing) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 17: Global: Graphics Add-in Board (High-performance Computing) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 18: Global: Graphics Add-in Board (Data Center) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 19: Global: Graphics Add-in Board (Data Center) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 20: Global: Graphics Add-in Board (Other Applications) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 21: Global: Graphics Add-in Board (Other Applications) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 22: Global: Graphics Add-in Board (Desktops) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 23: Global: Graphics Add-in Board (Desktops) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 24: Global: Graphics Add-in Board (Notebooks and Tablets) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 25: Global: Graphics Add-in Board (Notebooks and Tablets) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 26: Global: Graphics Add-in Board (Workstations) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 27: Global: Graphics Add-in Board (Workstations) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 28: Global: Graphics Add-in Board (Other End Uses) Market: Sales Value (in Million US\$), 2017 & 2022

Figure 29: Global: Graphics Add-in Board (Other End Uses) Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 30: North America: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 31: North America: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 32: United States: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 33: United States: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 34: Canada: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 35: Canada: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 36: Asia Pacific: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 37: Asia Pacific: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 38: China: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 39: China: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 40: Japan: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 &

2022

Figure 41: Japan: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 42: India: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 43: India: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 44: South Korea: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 45: South Korea: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 46: Australia: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 47: Australia: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 48: Indonesia: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 49: Indonesia: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 50: Others: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 51: Others: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 52: Europe: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 53: Europe: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 54: Germany: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 55: Germany: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 56: France: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 57: France: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 58: United Kingdom: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 59: United Kingdom: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 60: Italy: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 61: Italy: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 62: Spain: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 63: Spain: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 64: Russia: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 65: Russia: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 66: Others: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 67: Others: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 68: Latin America: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 69: Latin America: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 70: Brazil: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 71: Brazil: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 72: Mexico: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 73: Mexico: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 74: Others: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 75: Others: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 76: Middle East and Africa: Graphics Add-in Board Market: Sales Value (in Million US\$), 2017 & 2022

Figure 77: Middle East and Africa: Graphics Add-in Board Market Forecast: Sales Value (in Million US\$), 2023-2028

Figure 78: Global: Graphics Add-in Board Industry: SWOT Analysis

Figure 79: Global: Graphics Add-in Board Industry: Value Chain Analysis

Figure 80: Global: Graphics Add-in Board Industry: Porter's Five Forces Analysis

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