

2017-2022 Global and Japan Graphic Card Market Analysis Report

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Abstracts

The global Graphic Card market is valued at XX million USD in 2016 and is expected to reach XX million USD by the end of 2017, growing at a CAGR of XX% between 2016 and 2022.

Japan plays an important role in global market, with market size of xx million USD in 2016 and will be xx million USD in 2017, with a CAGR of xx%.

This report, with focus on top players in the global and Japan, studies the Graphic Card market's development status and future trend in the global and Japan. It splits Graphic Card market by type and by applications to fully and deeply research and reveal market profile and prospect.

The major players include

Nvida(US)

AMD(US)

ASUS(TW)

MSI(TW)

Gigabyte(TW)

EVGA(US)

Zotac(HK)

Galax(HK)

PNY(US)

Palit(TW)

PowerColor(TW)

Sapphire(HK)

Inno3D(HK)

XFX(HK)

HIS(HK)

VisionTek(US)

BFG(US)

Leadtek(TW)

POV(NL)

Club 3D(NL)

Colorful(CN)

Gainward(DE)

ECS(TW)

Sparkle(TW)

Chaintech(TW)

ASL(CN)

Foxcom(TW)

Biostar(TW)

Jetway(TW)

Geographically, this report splits the Global market into the following regions:

Asia Pacific

Japan

Tokyo

Yokohama

Osaka

Nagoya

Others

China

Korea

India

Others

Europe

France

Germany

United Kingdom

Italy

Russia

Others

North America

United States

Canada

Latin America

Brazil

Mexico

Others

Southeast Asia

Singapore

Malaysia

Vietnam

Myanmar

Thailand

Indonesia

Philippines

Others

Middle East & Africa

Saudi Arabia

Iran

UAE

Turkey

Israel

Egypt

South Africa

Others

On the basis of product, the Graphic Card market is primarily split into

By Processor

Nvidia Geforce

AMD Radeon

By Price

Under \$50

\$50 to \$100

\$100 to \$200

\$200 to \$250

\$250 & Above

By Memory Type

GDDR2

GDDR3

GDDR4

GDDR5

By Memory Capacity

8 GB & Above

6 GB

4 GB

2 GB & Under

Key Applications

Computer Manufacturing

Video Gaming

Commercial

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