

# Global Graphics Processing Unit (GPU) for Games and Entertainment Market Growth 2024-2030

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## Abstracts

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The global Graphics Processing Unit (GPU) for Games and Entertainment market size is projected to grow from US\$ million in 2024 to US\$ million in 2030; it is expected to grow at a CAGR of %from 2024 to 2030.

LP Information, Inc. (LPI) ' newest research report, the “Graphics Processing Unit (GPU) for Games and Entertainment Industry Forecast” looks at past sales and reviews total world Graphics Processing Unit (GPU) for Games and Entertainment sales in 2023, providing a comprehensive analysis by region and market sector of projected Graphics Processing Unit (GPU) for Games and Entertainment sales for 2024 through 2030. With Graphics Processing Unit (GPU) for Games and Entertainment sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Graphics Processing Unit (GPU) for Games and Entertainment industry.

This Insight Report provides a comprehensive analysis of the global Graphics Processing Unit (GPU) for Games and Entertainment landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Graphics Processing Unit (GPU) for Games and Entertainment portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Graphics Processing Unit (GPU) for Games and Entertainment market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Graphics Processing Unit (GPU) for Games and Entertainment and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Graphics Processing Unit (GPU) for Games and Entertainment.

United States market for Graphics Processing Unit (GPU) for Games and Entertainment is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Graphics Processing Unit (GPU) for Games and Entertainment is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Graphics Processing Unit (GPU) for Games and Entertainment is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Graphics Processing Unit (GPU) for Games and Entertainment players cover Nvidia Corporation, Advanced Micro Devices (AMD), Intel Corporation, ARM Limited, Qualcomm, etc. In terms of revenue, the global two largest companies occupied for a share nearly

% in 2023.

This report presents a comprehensive overview, market shares, and growth opportunities of Graphics Processing Unit (GPU) for Games and Entertainment market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Under 4Gb

4Gb

8Gb

16Gb

20Gb

24Gb

Above 24Gb

#### Segmentation by Application:

Computer

Smartphone

Tablet

Others

#### This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

Nvidia Corporation

Advanced Micro Devices (AMD)

Intel Corporation

ARM Limited

Qualcomm

Apple

Tianshu Zhixin

Zhaoxin

Innosilicon

### Key Questions Addressed in this Report

What is the 10-year outlook for the global Graphics Processing Unit (GPU) for Games and Entertainment market?

What factors are driving Graphics Processing Unit (GPU) for Games and Entertainment market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Graphics Processing Unit (GPU) for Games and Entertainment market opportunities vary by end market size?

How does Graphics Processing Unit (GPU) for Games and Entertainment break out by Type, by Application?

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