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Visual Computing Market by Component (Hardware & Software), Display Platform (Interactive Whiteboards, Monitors, & Others), Industry Gaming, Media & Entertainment, Healthcare, & Others), & Geography - Global Forecast to 2020

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Abstracts

The visual computing market is expected to grow at a rapid pace in most of the regions of the world due to a growing number of acquisitions and the focus of the industry players for incorporating the technology in various application areas such as gaming, media & entertainment, healthcare, automotive, and so on. A high demand from the gaming sector coupled with rich graphics is a major factor which is driving the market growth. The market is further driven by an enhanced user experience due to efficient interface and visualization. It provides a life-like and real world experience which is going to be a next-gen technology in the coming years. In 2014, the Americas were accounted for the largest share of the visual computing market, followed by Europe and APAC.

The growing demand for virtual reality and other simulation products is creating a huge market potential for visual computing market. The report reviews the latest market trends with an insight to disclose future growth and its prospects. An in-depth analysis on a geographic basis provides strategic business intelligence for investments in the market. The study reveals profitable investment strategies for product manufacturers, electronics companies, business executives, product marketing managers, new business investors, and others.

In this report, the market is segmented on the basis of component- hardware and software, display platform-interactive whiteboard, interactive kiosk, interactive table, interactive video wall, monitor, industry- gaming, media & entertainment, healthcare,

automotive, manufacturing, and defense & intelligence. The competitive landscape section of the report primarily focuses on key players in the visual computing market, their latest developments, and respective market ranking. In addition to that, the report entails emerging market trends, advancements in the technological space, market demand of segments, key growth areas, market size projections, region-wise demand factors, and key competitors' analysis.

The geographic segmentation of the report covers four major regions of the world, namely- Americas, Europe, Asia-Pacific, and Rest of the World (RoW). The report also profiles major players in the visual computing market. Some of the major players in this market are Nvidia Corporation (U.S.), Intel Corporation (U.S.), Advanced Micro Devices, Inc. (U.S.), ARM Holdings plc. (U.K.), Marvell Technology Group Ltd. (Bermuda), Imagination Technologies Group Plc. (U.K.), and so on.

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