

Smartphone and Tablet Graphics Cards Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report focuses on the GPU (Graphics Cards) that end up in a smartphone or tablet.

This report contains market size and forecasts of Smartphone and Tablet Graphics Cards in global, including the following market information:

Global Smartphone and Tablet Graphics Cards Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Smartphone and Tablet Graphics Cards Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Smartphone and Tablet Graphics Cards companies in 2021 (%)

The global Smartphone and Tablet Graphics Cards market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Smartphone GPU Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Smartphone and Tablet Graphics Cards include Arm, Qualcomm, Apple, Imagination Technologies, Intel, Vivante and NVIDIA, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Smartphone and Tablet Graphics Cards manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Smartphone and Tablet Graphics Cards Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Smartphone and Tablet Graphics Cards Market Segment Percentages, by Type, 2021 (%)

Smartphone GPU

Tablet GPU

Global Smartphone and Tablet Graphics Cards Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Smartphone and Tablet Graphics Cards Market Segment Percentages, by Application, 2021 (%)

Personal Products

Commercial Products

Global Smartphone and Tablet Graphics Cards Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Smartphone and Tablet Graphics Cards Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Smartphone and Tablet Graphics Cards revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Smartphone and Tablet Graphics Cards revenues share in global market, 2021 (%)

Key companies Smartphone and Tablet Graphics Cards sales in global market, 2017-2022 (Estimated), (K Units)

Key companies Smartphone and Tablet Graphics Cards sales share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Arm

Qualcomm

Apple

Imagination Technologies

Intel

Vivante

NVIDIA

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