

# **Global Handheld Device Processors Market (By Type- Integrated Processors, Stand-Alone Processors, 32-Bit Processor and 64-Bit Processor. By Application- Smartphones, Tablets, Gaming Consoles, Automotive Navigation Devices and Others) – Global Industry Analysis, Size, Share, Growth, Trends and Forecast, 2016 – 2025**

<https://marketpublishers.com/r/G9C4342650CEN.html>

Date: December 2017

Pages: 121

Price: US\$ 4,795.00 (Single User License)

ID: G9C4342650CEN

## **Abstracts**

The report covers the analysis and forecast of the Handheld device Processors market on global as well as regional level. The study provides historic data of 2016 along with the forecast for the period between 2017 and 2025 based on revenue (US\$ Mn).

The study provides a detailed view of the Handheld device Processors market, by segmenting it based on by type, by application and regional demand. Rising number of smartphone users around the globe, creates a high demand and huge growth opportunity of this market. The rising adoption of smartphones among young generation makes the market more demanding. Moreover, continuous innovation in technology made by the key vendors, thereby leads to a high market growth opportunity for Handheld device Processors.

Regional segmentation includes the current and forecast demand for North America, Europe, Asia Pacific, Middle East and Africa and Latin America. The segmentation also includes by type, and by application in all regions.

The competitive profiling of the key players in the global Handheld device Processors market across five broad geographic regions are included in the study. These include different business strategies adopted by the leading players and their recent

developments.

A comprehensive analysis of the market dynamics that is inclusive of market drivers, restraints, and opportunities is part of the report. Additionally, the report includes potential opportunities in the Handheld device Processors market at the global and regional levels. Market dynamics are the factors which impact the market growth, so their analysis helps understand the ongoing trends of the global market. Therefore, the report provides the forecast of the global market for the period from 2017 to 2025, along with offering an inclusive study of the Handheld device Processors market.

The report provides the size of the Handheld device Processors market in 2017 and the forecast for the next nine years up to 2025. The size of the global Handheld device Processors market is provided in terms of revenue. Market revenue is defined in US\$ Mn. The market dynamics prevalent in North America, Europe, Asia Pacific, Middle East and Africa and Latin America has been considered in estimating the growth of the global market.

Market estimates for this study have been based on revenue being derived through regional pricing trends. The Handheld device Processors market has been analyzed based on expected demand. Bottom-up approach is done to estimate the global revenue of the Handheld device Processors market, split into regions. Based on, type, and application, the individual revenues from all the regions is summed up to achieve the global revenue for Handheld device Processors. Companies were considered for the market share analysis, based on their innovation and application and revenue generation. In the absence of specific data related to the sales of Handheld device Processors several privately held companies, calculated assumptions have been made in view of the company's penetration and regional presence.

The report covers a detailed competitive outlook that includes the market share and company profiles of key players operating in the global market. Key players profiled in the report include Qualcomm, MediaTek Inc., Apple Inc., Intel Corporation, Vivante Corporation and few others.

The Global Handheld Device Processors market has been segmented into:

Global Handheld Device Processors Market: By Type

Integrated Processors

Stand-Alone Processors

32-bit Processor

64-bit Processor

## Global Handheld Device Processors Market: By Application

Smartphones

Tablets

Gaming Consoles

Automotive Navigation Devices

Others

## Global Handheld Device Processors Market: By Geography

North America

U.S.

Canada

Mexico

Europe

U.K.

France

Germany

Spain

Rest of Europe

Asia Pacific

India

China

Japan

Rest of Asia Pacific

Middle East and Africa

South Africa

Rest of Middle East and Africa

Latin America

Brazil

Rest of Latin America

## Contents

### **1 INTRODUCTION**

#### 1.1 MARKET SEGMENTATION

### **2 RESEARCH METHODOLOGY**

#### 2.1 ECOSYSTEM OF HANDHELD DEVICE PROCESSORS MARKET

#### 2.2 TOP-DOWN APPROACH

#### 2.3 BOTTOM-UP APPROACH

#### 2.4 ASSUMPTIONS

### **3 EXECUTIVE SUMMARY**

#### 3.1 GLOBAL HANDHELD DEVICE PROCESSORS MARKET SNAPSHOT

#### 3.2 GLOBAL HANDHELD DEVICE PROCESSORS MARKET REVENUE, 2017 – 2025(US\$ MN)

### **4 MARKET OVERVIEW**

#### 4.1 INTRODUCTION

#### 4.2 KEY TRENDS ANALYSIS

#### 4.3 PRODUCT DEVELOPMENT AND DIVERSIFICATION ANALYSIS

#### 4.4 PORTERS FIVE FORCE ANALYSIS

#### 4.5 VALUE CHAIN ANALYSIS

#### 4.6 COMPETITIVE LANDSCAPE

#### 4.7 COMPANY MARKET SHARE ANALYSIS

#### 4.8 EXPANSION STRATEGIES ADOPTED BY LEADING PLAYERS

### **5 GLOBAL HANDHELD DEVICE PROCESSORS MARKET, BY TYPE**

#### 5.1 OVERVIEW

#### 5.2 INTEGRATED PROCESSORS

#### 5.3 STAND-ALONE PROCESSORS

#### 5.4 32-BIT PROCESSOR

#### 5.5 64-BIT PROCESSOR

### **6 GLOBAL HANDHELD DEVICE PROCESSORS MARKET, BY APPLICATION**

- 6.1 OVERVIEW
- 6.2 SMARTPHONES
- 6.3 TABLETS
- 6.4 GAMING CONSOLES
- 6.5 AUTOMOTIVE NAVIGATION DEVICES
- 6.6 OTHERS

## **7 GLOBAL HANDHELD DEVICE PROCESSORS MARKET, BY GEOGRAPHY**

- 7.1 NORTH AMERICA
  - 7.1.1 MARKET DYNAMICS
    - 7.1.1.1 DRIVERS
    - 7.1.1.2 RESTRAINS
    - 7.1.1.3 OPPORTUNITY
  - 7.1.2 U.S.
  - 7.1.3 CANADA
  - 7.1.4 MEXICO
- 7.2 EUROPE
  - 7.2.1 MARKET DYNAMICS
    - 7.2.1.1 DRIVERS
    - 7.2.1.2 RESTRAINS
    - 7.2.1.3 OPPORTUNITY
  - 7.2.2 U.K.
  - 7.2.3 FRANCE
  - 7.2.4 GERMANY
  - 7.2.5 REST OF EUROPE
- 7.3 ASIA PACIFIC
  - 7.3.1 MARKET DYNAMICS
    - 7.3.1.1 DRIVERS
    - 7.3.1.2 RESTRAINS
    - 7.3.1.3 OPPORTUNITY
  - 7.3.2 INDIA
  - 7.3.3 CHINA
  - 7.3.4 JAPAN
  - 7.3.5 REST OF ASIA PACIFIC
- 7.4 MIDDLE EAST AND AFRICA
  - 7.4.1 MARKET DYNAMICS
    - 7.4.1.1 DRIVERS

- 7.4.1.2 RESTRAINS
- 7.4.1.3 OPPORTUNITY
- 7.4.2 SOUTH AFRICA
- 7.4.3 REST OF MIDDLE EAST AND AFRICA
- 7.5 LATIN AMERICA
  - 7.5.1 MARKET DYNAMICS
    - 7.5.1.1 DRIVERS
    - 7.5.1.2 RESTRAINS
    - 7.5.1.3 OPPORTUNITY
  - 7.5.2 BRAZIL
  - 7.5.3 REST OF LATIN AMERICA

## **8 COMPETATIVE LANDSCAPE**

- 8.1 OVERVIEW
- 8.2 NEW PRODUCT LAUNCHES

## **9 GLOBAL HANDHELD DEVICE PROCESSORS MARKET, BY COMPANY**

- 9.1 INTRODUCTION
- 9.2 QUALCOMM
  - 9.2.1 BUSINESS OVERVIEW
  - 9.2.2 PRODUCTS & SERVICES
  - 9.2.3 KEY STRATEGY
  - 9.2.4 RECENT DEVELOPMENTS
  - 9.2.5 SWOT ANALYSIS
- 9.3 NVIDIA CORPORATION
  - 9.3.1 BUSINESS OVERVIEW
  - 9.3.2 PRODUCTS & SERVICES
  - 9.3.3 KEY STRATEGY
  - 9.3.4 RECENT DEVELOPMENTS
  - 9.3.5 SWOT ANALYSIS
- 9.4 APPLE INC.
  - 9.4.1 BUSINESS OVERVIEW
  - 9.4.2 PRODUCTS & SERVICES
  - 9.4.3 KEY STRATEGY
  - 9.4.4 RECENT DEVELOPMENTS
  - 9.4.5 SWOT ANALYSIS
- 9.5 MEDIATEK INC.

- 9.5.1 BUSINESS OVERVIEW
- 9.5.2 PRODUCTS & SERVICES
- 9.5.3 KEY STRATEGY
- 9.5.4 RECENT DEVELOPMENTS
- 9.5.5 SWOT ANALYSIS
- 9.6 VIVANTE CORPORATION
  - 9.6.1 BUSINESS OVERVIEW
  - 9.6.2 PRODUCTS & SERVICES
  - 9.6.3 KEY STRATEGY
  - 9.6.4 RECENT DEVELOPMENTS
  - 9.6.5 SWOT ANALYSIS
- 9.7 INTEL CORPORATION
  - 9.7.1 BUSINESS OVERVIEW
  - 9.7.2 PRODUCTS & SERVICES
  - 9.7.3 KEY STRATEGY
  - 9.7.4 RECENT DEVELOPMENTS
  - 9.7.5 SWOT ANALYSIS
- 9.8 SAMSUNG GROUP
  - 9.8.1 BUSINESS OVERVIEW
  - 9.8.2 PRODUCTS & SERVICES
  - 9.8.3 KEY STRATEGY
  - 9.8.4 RECENT DEVELOPMENTS
  - 9.8.5 SWOT ANALYSIS
- 9.9 BROADCOM CORPORATION
  - 9.9.1 BUSINESS OVERVIEW
  - 9.9.2 PRODUCTS & SERVICES
  - 9.9.3 KEY STRATEGY
  - 9.9.4 RECENT DEVELOPMENTS
  - 9.9.5 SWOT ANALYSIS



## I would like to order

Product name: Global Handheld Device Processors Market (By Type- Integrated Processors, Stand-Alone Processors, 32-Bit Processor and 64-Bit Processor. By Application- Smartphones, Tablets, Gaming Consoles, Automotive Navigation Devices and Others) – Global Industry Analysis, Size, Share, Growth, Trends and Forecast, 2016 – 2025

Product link: <https://marketpublishers.com/r/G9C4342650CEN.html>

Price: US\$ 4,795.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G9C4342650CEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below  
and fax the completed form to +44 20 7900 3970