

Compute Platforms Market Tracker

Economic Crisis Spurs 2009 PC Forecast Revisions

By Matthew Wilkins, Principal Analyst and Peter Lin, Senior Analyst

Forecast

Frequency, Time Period

- Annual: 5-year forecasts and history
- Quarterly: previous, current and 1-year forecast

Measures

- Factory Unit Shipments
- Factory ASP
- Factory Revenue
- Semiconductor Content
- Semiconductor Revenues
- Current year plus available history for market shares
- Top 10 Desktop PC OEM Market Share
- Top 10 Notebook PC OEM Market Share
- Top 5 OEM Market Share
- All Other Applicable Categories

Regions, Markets

- Worldwide

Applications/Products Covered

- Mainframe and Supercomputers
- Enterprise Servers
- Entry Level PC Servers
- Workstations
- Desktop PC
- Mobile PC
- Total PC
- Total Server
- Handheld Computers
- Graphics Cards

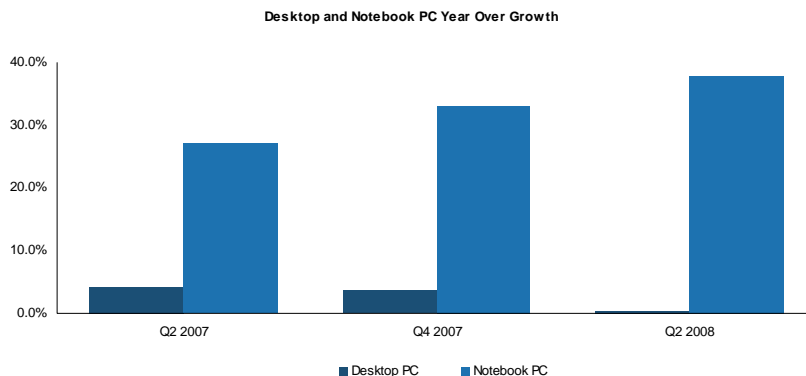
Technologies Covered

- Graphics
- Processors
- Chipsets

The Compute Platforms marketplace has become increasingly focused on mobility and reducing under-utilized infrastructure computing. Notebook PCs remain the leading growth driver in the compute market, largely due to the fall-off in demand for the desktop platform. But is there a ceiling for notebook growth?

How will the compute market segments perform in 2009 and 2010 in view of the credit crisis? Will notebooks retain their strength? Will desktop shipments begin to decline?

Virtualization is now the buzz-word for corporate IT, but is the possibility of consolidating physical servers to virtual servers bad for the server industry? Has iSuppli revised its server forecasts in view of the growing enthusiasm for virtualization? How will server rollouts be affected by the credit crisis?



Critical Questions Answered

- How will PC market growth be affected by the credit crisis?
- Will the PC market sustain growth in the short and long term?
- Who are the up and coming PC vendors?
- What is the platform mix in the PC market?
- Will notebook PCs dominate the PC market, as some are forecasting? If so, when?
- How will the semiconductor content change over time for each equipment market?

Who Should Read This?

- Compute OEMs, EMS and ODMs
 - Procurement
 - Production
- Semiconductor & Passive Component Suppliers
 - Strategic marketing
 - Product management
- Financial Community
- IT Management

Lead Analyst

Matthew Wilkins, Principal Analyst

Matt is a principal analyst for iSuppli covering compute platforms in the application markets practice. In addition to managing iSuppli's compute platforms research, Matt manages iSuppli's Computer Systems Cost Analyzer (CSCA) - a cost modeling tool for the PC platform. Prior to iSuppli, Matt was a research analyst at Gartner in the product research division, where he covered the compute platform application markets. Most recently he managed tactical research focusing on the desktop and notebook PC markets, and was one of the lead analysts covering the technical workstation market. Prior to Gartner, Matt was responsible for custom research projects at the IT market research division of McGraw-Hill.

Matt holds a BSc Degree in Design Technology and Business, from the University of Plymouth, Devon, England.

Peter Lin, Senior Analyst

Peter is a senior analyst for iSuppli covering compute platforms in the application markets practice. Prior to iSuppli, Peter served as a procurement manager at Lenovo where he was responsible for sourcing DRAM and electronics products and benchmarking key component prices. Peter also served as an industry analyst at Taiwan's Market Intelligence Center (MIC) where he was responsible for research on enterprise storage, server, desktop PC, e-business and IPO procurement.

Peter earned a Bachelor of Business Administration from National Taiwan University and an MBA from National Chengchi University.

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Other Compute Platforms

- Handheld Computer Forecast, Annual
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- Workstation Forecast, Annual
- Graphic Card Forecast, Annual

Key Compute Platforms Semiconductors

- Total Market Shipments of Microprocessors
- Shipments of System Support Chipsets to Compute Platforms
- Shipments of Graphics/Imaging Devices to Compute Platforms