

## Semiconductor Market Forecasts



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## Opportunities for Embedded Processors in the Digital Home - Report Overview

### Key features of the study include:

- Focus on the Digital Home, using findings from Semicast's Embedded Processing Service.
- Analysis of the market for ARM, MIPS, Power Architecture & x86 in the Digital Home.
- Analysis also of the market for PLD/FPGA, general purpose DSP, other 32/64-bit MCU/eMPU and other ASIC/ASSP in the Digital Home.
- Unit and revenue analysis in each application. Base year is 2008, with forecasts to 2014.
- 2008 market share estimates for suppliers of embedded processors in the Digital Home.
- Highly quantitative analysis, with discussion summarized in short, easy to read bullet points.
- PDF and Excel delivery options available.

### Application Analysis

The study provides analysis of the market for embedded processors in the Digital Home in each of the following applications:

- Wired Games Consoles
- Media Players/MP3 Players
- TVs & Set-top Boxes
- Customer Premises Equipment
- Handheld Games Consoles
- Cameras & Camcorders
- DVD Recorders & Players
- Other Consumer Electronics

### Product Analysis

For each application, the study provides analysis of units and revenues for each of the following products. Base year for analysis is 2008, with forecasts to 2014.

- ARM-based MCU/eMPU
- MIPS-based MCU/eMPU
- Power Architecture-based MCU/eMPU
- x86-based MCU/eMPU
- Other 32/64-bit MCU/eMPU
- General Purpose DSP
- ARM-based ASIC/ASSP
- MIPS-based ASIC/ASSP
- Power Architecture-based ASIC/ASSP
- x86-based ASIC/ASSP
- Other ASIC/ASSP
- PLD/FPGA

## Example Tables

Opportunities for Embedded Processors in Wired Games Consoles by Product

Revenues (\$m)	2008	2009	2010	2011	2012	2013	2014	CAGR (08/14)	DIFF (08-14)	SUM (08>14)
<b>ARM-based</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>MIPS-based</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>Power Architecture-based</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>x86-based</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>Other</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
32/64-bit MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>General Purpose DSP</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>PLD/FPGA</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>Total</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
Year-on-year Growth		0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			

Opportunities for Embedded Processors in Handheld Games Consoles by Product

Units (MU)	2008	2009	2010	2011	2012	2013	2014	CAGR (08/14)	DIFF (08-14)	SUM (08>14)
<b>ARM-based</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>MIPS-based</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>Power Architecture-based</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>x86-based</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>Other</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
32/64-bit MCU/eMPU	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
ASIC/ASSP	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>General Purpose DSP</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>PLD/FPGA</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
<b>Total</b>	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0%	0.0	0.0
Year-on-year Growth		0.0%	0.0%	0.0%	0.0%	0.0%	0.0%			

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## Analyst Biography

Colin Barnden - Principal Analyst



Colin joined Semicast Research in June 2006 and is principal analyst for semiconductor research and vice president of business development. Prior to joining Semicast, he worked for 12 years at IMS Research, rising to the position of Senior Research Director of its Semiconductor Research Group and responsible for analyst coverage on the analog/mixed signal, optoelectronic and embedded processing industries. Colin also set-up and established IMS Research's Automotive Electronics Group. During his tenure, Colin authored dozens of reports and became a well respected industry analyst. He holds a B.S. in Electronic Engineering from Aston University, England.

## About Semicast

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