

2015-2025 Global Affective Computing Market Research by Type, End-Use and Region

<https://marketpublishers.com/r/27D0BAF0DA2AEN.html>

Date: July 2020

Pages: 100

Price: US\$ 2,900.00 (Single User License)

ID: 27D0BAF0DA2AEN

Abstracts

SUMMARY

Affective computing (also known as artificial emotional intelligence, or emotion AI) is the study and development of systems and devices that can recognize, interpret, process, and simulate human affects. It is an interdisciplinary field spanning computer science, psychology, and cognitive science. While the origins of the field may be traced as far back as to early philosophical inquiries into emotion (“affect” is, basically, a synonym for “emotion.”), the more modern branch of computer science originated with Rosalind Picard’s 1995 paper on affective computing. A motivation for the research is the ability to simulate empathy. The machine should interpret the emotional state of humans and adapt its behavior to them, giving an appropriate response for those emotions.

The global Affective Computing market is expected to reach xxx Million USD by 2025, with a CAGR of xx% from 2020 to 2025.

Further key aspects of the report indicate that:

Chapter 1: Market Definition and Segment by Type, End-Use & Major Regions
Market Size

Chapter 2: Global Production & Consumption Market by Type and End-Use

Chapter 3: Europe Production & Consumption Market by Type and End-Use

Chapter 4: America Production & Consumption Market by Type and End-Use

Chapter 5: Asia Production & Consumption Market by Type and End-Use

Chapter 6: Oceania Production & Consumption Market by Type and End-Use

Chapter 7: Africa Production & Consumption Market by Type and End-Use

Chapter 8: Global Market Forecast by Type, End-Use and Region

Chapter 9: Company information, Sales, Cost, Margin, news etc.

Chapter 10: Market Competition by Companies and Market Concentration Ratio

Chapter 11: Market Impact by Coronavirus.

Chapter 12: Industry Summary

Market Segment as follows:

Key Companies

IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

Key Types

Touch-Based

Touchless

Key End-Use

Market Research

Healthcare

Media & Advertisement

Automotive

Others

This report can be dispatched within 24-48 Hours.

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