

# Global Touch-Based Affective Computing Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/G9AAD43BF918EN.html>

Date: June 2026

Pages: 107

Price: US\$ 3,200.00 (Single User License)

ID: G9AAD43BF918EN

## Abstracts

### Report Overview:

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 Touch-Based Affective Computing Market Size was estimated at USD 286.24 million in 2023 and is projected to reach USD 403.75 million by 2029, exhibiting a CAGR of 5.90% during the forecast period.

This report provides a deep insight into the global Touch-Based Affective Computing market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, Porter’s five forces analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the

Global Touch-Based Affective Computing Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Touch-Based Affective Computing market in any manner.

### Global Touch-Based Affective Computing Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

#### Key Company

IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

Gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

Market Segmentation (by Type)

Body Posture

Physiological Test

Other

Market Segmentation (by Application)

Market Research

Healthcare

Media & Advertisement

Automotive

Others

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Touch-Based Affective Computing Market

Overview of the regional outlook of the Touch-Based Affective Computing Market:

#### Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the

region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

## Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Note: this report may need to undergo a final check or review and this could take about 48 hours.

## Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product

type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Touch-Based Affective Computing Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the Market's Competitive Landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

1.1 Market Definition and Statistical Scope of Touch-Based Affective Computing

1.2 Key Market Segments

1.2.1 Touch-Based Affective Computing Segment by Type

1.2.2 Touch-Based Affective Computing Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

### **2 TOUCH-BASED AFFECTIVE COMPUTING MARKET OVERVIEW**

2.1 Global Market Overview

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

### **3 TOUCH-BASED AFFECTIVE COMPUTING MARKET COMPETITIVE LANDSCAPE**

3.1 Global Touch-Based Affective Computing Revenue Market Share by Company (2019-2024)

3.2 Touch-Based Affective Computing Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.3 Company Touch-Based Affective Computing Market Size Sites, Area Served, Product Type

3.4 Touch-Based Affective Computing Market Competitive Situation and Trends

3.4.1 Touch-Based Affective Computing Market Concentration Rate

3.4.2 Global 5 and 10 Largest Touch-Based Affective Computing Players Market Share by Revenue

3.4.3 Mergers & Acquisitions, Expansion

### **4 TOUCH-BASED AFFECTIVE COMPUTING VALUE CHAIN ANALYSIS**

4.1 Touch-Based Affective Computing Value Chain Analysis

4.2 Midstream Market Analysis

#### 4.3 Downstream Customer Analysis

### **5 THE DEVELOPMENT AND DYNAMICS OF TOUCH-BASED AFFECTIVE COMPUTING MARKET**

#### 5.1 Key Development Trends

#### 5.2 Driving Factors

#### 5.3 Market Challenges

#### 5.4 Market Restraints

#### 5.5 Industry News

##### 5.5.1 Mergers & Acquisitions

##### 5.5.2 Expansions

##### 5.5.3 Collaboration/Supply Contracts

#### 5.6 Industry Policies

### **6 TOUCH-BASED AFFECTIVE COMPUTING MARKET SEGMENTATION BY TYPE**

#### 6.1 Evaluation Matrix of Segment Market Development Potential (Type)

#### 6.2 Global Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)

#### 6.3 Global Touch-Based Affective Computing Market Size Growth Rate by Type (2019-2024)

### **7 TOUCH-BASED AFFECTIVE COMPUTING MARKET SEGMENTATION BY APPLICATION**

#### 7.1 Evaluation Matrix of Segment Market Development Potential (Application)

#### 7.2 Global Touch-Based Affective Computing Market Size (M USD) by Application (2019-2024)

#### 7.3 Global Touch-Based Affective Computing Market Size Growth Rate by Application (2019-2024)

### **8 TOUCH-BASED AFFECTIVE COMPUTING MARKET SEGMENTATION BY REGION**

#### 8.1 Global Touch-Based Affective Computing Market Size by Region

##### 8.1.1 Global Touch-Based Affective Computing Market Size by Region

##### 8.1.2 Global Touch-Based Affective Computing Market Size Market Share by Region

#### 8.2 North America

## 8.2.1 North America Touch-Based Affective Computing Market Size by Country

8.2.2 U.S.

8.2.3 Canada

8.2.4 Mexico

## 8.3 Europe

8.3.1 Europe Touch-Based Affective Computing Market Size by Country

8.3.2 Germany

8.3.3 France

8.3.4 U.K.

8.3.5 Italy

8.3.6 Russia

## 8.4 Asia Pacific

8.4.1 Asia Pacific Touch-Based Affective Computing Market Size by Region

8.4.2 China

8.4.3 Japan

8.4.4 South Korea

8.4.5 India

8.4.6 Southeast Asia

## 8.5 South America

8.5.1 South America Touch-Based Affective Computing Market Size by Country

8.5.2 Brazil

8.5.3 Argentina

8.5.4 Columbia

## 8.6 Middle East and Africa

8.6.1 Middle East and Africa Touch-Based Affective Computing Market Size by Region

8.6.2 Saudi Arabia

8.6.3 UAE

8.6.4 Egypt

8.6.5 Nigeria

8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

### 9.1 IBM

9.1.1 IBM Touch-Based Affective Computing Basic Information

9.1.2 IBM Touch-Based Affective Computing Product Overview

9.1.3 IBM Touch-Based Affective Computing Product Market Performance

9.1.4 IBM Touch-Based Affective Computing SWOT Analysis

9.1.5 IBM Business Overview

### 9.1.6 IBM Recent Developments

## 9.2 Microsoft

### 9.2.1 Microsoft Touch-Based Affective Computing Basic Information

### 9.2.2 Microsoft Touch-Based Affective Computing Product Overview

### 9.2.3 Microsoft Touch-Based Affective Computing Product Market Performance

### 9.2.4 IBM Touch-Based Affective Computing SWOT Analysis

### 9.2.5 Microsoft Business Overview

### 9.2.6 Microsoft Recent Developments

## 9.3 Eyesight Technologies

### 9.3.1 Eyesight Technologies Touch-Based Affective Computing Basic Information

### 9.3.2 Eyesight Technologies Touch-Based Affective Computing Product Overview

### 9.3.3 Eyesight Technologies Touch-Based Affective Computing Product Market

### Performance

### 9.3.4 IBM Touch-Based Affective Computing SWOT Analysis

### 9.3.5 Eyesight Technologies Business Overview

### 9.3.6 Eyesight Technologies Recent Developments

## 9.4 Affectiva

### 9.4.1 Affectiva Touch-Based Affective Computing Basic Information

### 9.4.2 Affectiva Touch-Based Affective Computing Product Overview

### 9.4.3 Affectiva Touch-Based Affective Computing Product Market Performance

### 9.4.4 Affectiva Business Overview

### 9.4.5 Affectiva Recent Developments

## 9.5 NuraLogix

### 9.5.1 NuraLogix Touch-Based Affective Computing Basic Information

### 9.5.2 NuraLogix Touch-Based Affective Computing Product Overview

### 9.5.3 NuraLogix Touch-Based Affective Computing Product Market Performance

### 9.5.4 NuraLogix Business Overview

### 9.5.5 NuraLogix Recent Developments

## 9.6 Gestigon GmbH

### 9.6.1 Gestigon GmbH Touch-Based Affective Computing Basic Information

### 9.6.2 Gestigon GmbH Touch-Based Affective Computing Product Overview

### 9.6.3 Gestigon GmbH Touch-Based Affective Computing Product Market Performance

### 9.6.4 Gestigon GmbH Business Overview

### 9.6.5 Gestigon GmbH Recent Developments

## 9.7 Crowd Emotion

### 9.7.1 Crowd Emotion Touch-Based Affective Computing Basic Information

### 9.7.2 Crowd Emotion Touch-Based Affective Computing Product Overview

### 9.7.3 Crowd Emotion Touch-Based Affective Computing Product Market Performance

### 9.7.4 Crowd Emotion Business Overview

#### 9.7.5 Crowd Emotion Recent Developments

### 9.8 Beyond Verbal

#### 9.8.1 Beyond Verbal Touch-Based Affective Computing Basic Information

#### 9.8.2 Beyond Verbal Touch-Based Affective Computing Product Overview

#### 9.8.3 Beyond Verbal Touch-Based Affective Computing Product Market Performance

#### 9.8.4 Beyond Verbal Business Overview

#### 9.8.5 Beyond Verbal Recent Developments

### 9.9 nViso

#### 9.9.1 nViso Touch-Based Affective Computing Basic Information

#### 9.9.2 nViso Touch-Based Affective Computing Product Overview

#### 9.9.3 nViso Touch-Based Affective Computing Product Market Performance

#### 9.9.4 nViso Business Overview

#### 9.9.5 nViso Recent Developments

### 9.10 Cogito Corporation

#### 9.10.1 Cogito Corporation Touch-Based Affective Computing Basic Information

#### 9.10.2 Cogito Corporation Touch-Based Affective Computing Product Overview

#### 9.10.3 Cogito Corporation Touch-Based Affective Computing Product Market

#### Performance

#### 9.10.4 Cogito Corporation Business Overview

#### 9.10.5 Cogito Corporation Recent Developments

### 9.11 Kairos

#### 9.11.1 Kairos Touch-Based Affective Computing Basic Information

#### 9.11.2 Kairos Touch-Based Affective Computing Product Overview

#### 9.11.3 Kairos Touch-Based Affective Computing Product Market Performance

#### 9.11.4 Kairos Business Overview

#### 9.11.5 Kairos Recent Developments

## **10 TOUCH-BASED AFFECTIVE COMPUTING REGIONAL MARKET FORECAST**

### 10.1 Global Touch-Based Affective Computing Market Size Forecast

### 10.2 Global Touch-Based Affective Computing Market Forecast by Region

#### 10.2.1 North America Market Size Forecast by Country

#### 10.2.2 Europe Touch-Based Affective Computing Market Size Forecast by Country

#### 10.2.3 Asia Pacific Touch-Based Affective Computing Market Size Forecast by Region

#### 10.2.4 South America Touch-Based Affective Computing Market Size Forecast by Country

#### 10.2.5 Middle East and Africa Forecasted Consumption of Touch-Based Affective Computing by Country

## **11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)**

11.1 Global Touch-Based Affective Computing Market Forecast by Type (2025-2030)

11.2 Global Touch-Based Affective Computing Market Forecast by Application  
(2025-2030)

## **12 CONCLUSION AND KEY FINDINGS**

## List Of Tables

### LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Touch-Based Affective Computing Market Size Comparison by Region (M USD)

Table 5. Global Touch-Based Affective Computing Revenue (M USD) by Company (2019-2024)

Table 6. Global Touch-Based Affective Computing Revenue Share by Company (2019-2024)

Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Touch-Based Affective Computing as of 2022)

Table 8. Company Touch-Based Affective Computing Market Size Sites and Area Served

Table 9. Company Touch-Based Affective Computing Product Type

Table 10. Global Touch-Based Affective Computing Company Market Concentration Ratio (CR5 and HHI)

Table 11. Mergers & Acquisitions, Expansion Plans

Table 12. Value Chain Map of Touch-Based Affective Computing

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. Touch-Based Affective Computing Market Challenges

Table 18. Global Touch-Based Affective Computing Market Size by Type (M USD)

Table 19. Global Touch-Based Affective Computing Market Size (M USD) by Type (2019-2024)

Table 20. Global Touch-Based Affective Computing Market Size Share by Type (2019-2024)

Table 21. Global Touch-Based Affective Computing Market Size Growth Rate by Type (2019-2024)

Table 22. Global Touch-Based Affective Computing Market Size by Application

Table 23. Global Touch-Based Affective Computing Market Size by Application (2019-2024) & (M USD)

Table 24. Global Touch-Based Affective Computing Market Share by Application (2019-2024)

Table 25. Global Touch-Based Affective Computing Market Size Growth Rate by Application (2019-2024)

Table 26. Global Touch-Based Affective Computing Market Size by Region (2019-2024) & (M USD)

Table 27. Global Touch-Based Affective Computing Market Size Market Share by Region (2019-2024)

Table 28. North America Touch-Based Affective Computing Market Size by Country (2019-2024) & (M USD)

Table 29. Europe Touch-Based Affective Computing Market Size by Country (2019-2024) & (M USD)

Table 30. Asia Pacific Touch-Based Affective Computing Market Size by Region (2019-2024) & (M USD)

Table 31. South America Touch-Based Affective Computing Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa Touch-Based Affective Computing Market Size by Region (2019-2024) & (M USD)

Table 33. IBM Touch-Based Affective Computing Basic Information

Table 34. IBM Touch-Based Affective Computing Product Overview

Table 35. IBM Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 36. IBM Touch-Based Affective Computing SWOT Analysis

Table 37. IBM Business Overview

Table 38. IBM Recent Developments

Table 39. Microsoft Touch-Based Affective Computing Basic Information

Table 40. Microsoft Touch-Based Affective Computing Product Overview

Table 41. Microsoft Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 42. IBM Touch-Based Affective Computing SWOT Analysis

Table 43. Microsoft Business Overview

Table 44. Microsoft Recent Developments

Table 45. Eyesight Technologies Touch-Based Affective Computing Basic Information

Table 46. Eyesight Technologies Touch-Based Affective Computing Product Overview

Table 47. Eyesight Technologies Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 48. IBM Touch-Based Affective Computing SWOT Analysis

Table 49. Eyesight Technologies Business Overview

Table 50. Eyesight Technologies Recent Developments

Table 51. Affectiva Touch-Based Affective Computing Basic Information

Table 52. Affectiva Touch-Based Affective Computing Product Overview

Table 53. Affectiva Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 54. Affectiva Business Overview

Table 55. Affectiva Recent Developments

Table 56. NuraLogix Touch-Based Affective Computing Basic Information

Table 57. NuraLogix Touch-Based Affective Computing Product Overview

Table 58. NuraLogix Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 59. NuraLogix Business Overview

Table 60. NuraLogix Recent Developments

Table 61. Gestigon GmbH Touch-Based Affective Computing Basic Information

Table 62. Gestigon GmbH Touch-Based Affective Computing Product Overview

Table 63. Gestigon GmbH Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 64. Gestigon GmbH Business Overview

Table 65. Gestigon GmbH Recent Developments

Table 66. Crowd Emotion Touch-Based Affective Computing Basic Information

Table 67. Crowd Emotion Touch-Based Affective Computing Product Overview

Table 68. Crowd Emotion Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 69. Crowd Emotion Business Overview

Table 70. Crowd Emotion Recent Developments

Table 71. Beyond Verbal Touch-Based Affective Computing Basic Information

Table 72. Beyond Verbal Touch-Based Affective Computing Product Overview

Table 73. Beyond Verbal Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 74. Beyond Verbal Business Overview

Table 75. Beyond Verbal Recent Developments

Table 76. nViso Touch-Based Affective Computing Basic Information

Table 77. nViso Touch-Based Affective Computing Product Overview

Table 78. nViso Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 79. nViso Business Overview

Table 80. nViso Recent Developments

Table 81. Cogito Corporation Touch-Based Affective Computing Basic Information

Table 82. Cogito Corporation Touch-Based Affective Computing Product Overview

Table 83. Cogito Corporation Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)

Table 84. Cogito Corporation Business Overview

- Table 85. Cogito Corporation Recent Developments
- Table 86. Kairos Touch-Based Affective Computing Basic Information
- Table 87. Kairos Touch-Based Affective Computing Product Overview
- Table 88. Kairos Touch-Based Affective Computing Revenue (M USD) and Gross Margin (2019-2024)
- Table 89. Kairos Business Overview
- Table 90. Kairos Recent Developments
- Table 91. Global Touch-Based Affective Computing Market Size Forecast by Region (2025-2030) & (M USD)
- Table 92. North America Touch-Based Affective Computing Market Size Forecast by Country (2025-2030) & (M USD)
- Table 93. Europe Touch-Based Affective Computing Market Size Forecast by Country (2025-2030) & (M USD)
- Table 94. Asia Pacific Touch-Based Affective Computing Market Size Forecast by Region (2025-2030) & (M USD)
- Table 95. South America Touch-Based Affective Computing Market Size Forecast by Country (2025-2030) & (M USD)
- Table 96. Middle East and Africa Touch-Based Affective Computing Market Size Forecast by Country (2025-2030) & (M USD)
- Table 97. Global Touch-Based Affective Computing Market Size Forecast by Type (2025-2030) & (M USD)
- Table 98. Global Touch-Based Affective Computing Market Size Forecast by Application (2025-2030) & (M USD)

## List Of Figures

### LIST OF FIGURES

Figure 1. Industrial Chain of Touch-Based Affective Computing

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global Touch-Based Affective Computing Market Size (M USD), 2019-2030

Figure 5. Global Touch-Based Affective Computing Market Size (M USD) (2019-2030)

Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 8. Evaluation Matrix of Regional Market Development Potential

Figure 9. Touch-Based Affective Computing Market Size by Country (M USD)

Figure 10. Global Touch-Based Affective Computing Revenue Share by Company in 2023

Figure 11. Touch-Based Affective Computing Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023

Figure 12. The Global 5 and 10 Largest Players: Market Share by Touch-Based Affective Computing Revenue in 2023

Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 14. Global Touch-Based Affective Computing Market Share by Type

Figure 15. Market Size Share of Touch-Based Affective Computing by Type (2019-2024)

Figure 16. Market Size Market Share of Touch-Based Affective Computing by Type in 2022

Figure 17. Global Touch-Based Affective Computing Market Size Growth Rate by Type (2019-2024)

Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 19. Global Touch-Based Affective Computing Market Share by Application

Figure 20. Global Touch-Based Affective Computing Market Share by Application (2019-2024)

Figure 21. Global Touch-Based Affective Computing Market Share by Application in 2022

Figure 22. Global Touch-Based Affective Computing Market Size Growth Rate by Application (2019-2024)

Figure 23. Global Touch-Based Affective Computing Market Size Market Share by Region (2019-2024)

Figure 24. North America Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 25. North America Touch-Based Affective Computing Market Size Market Share by Country in 2023

Figure 26. U.S. Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 27. Canada Touch-Based Affective Computing Market Size (M USD) and Growth Rate (2019-2024)

Figure 28. Mexico Touch-Based Affective Computing Market Size (Units) and Growth Rate (2019-2024)

Figure 29. Europe Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe Touch-Based Affective Computing Market Size Market Share by Country in 2023

Figure 31. Germany Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific Touch-Based Affective Computing Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific Touch-Based Affective Computing Market Size Market Share by Region in 2023

Figure 38. China Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America Touch-Based Affective Computing Market Size and Growth Rate (M USD)

Figure 44. South America Touch-Based Affective Computing Market Size Market Share

by Country in 2023

Figure 45. Brazil Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 47. Columbia Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 48. Middle East and Africa Touch-Based Affective Computing Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa Touch-Based Affective Computing Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa Touch-Based Affective Computing Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global Touch-Based Affective Computing Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global Touch-Based Affective Computing Market Share Forecast by Type (2025-2030)

Figure 57. Global Touch-Based Affective Computing Market Share Forecast by Application (2025-2030)

## I would like to order

Product name: Global Touch-Based Affective Computing Market Research Report 2024(Status and Outlook)

Product link: <https://marketpublishers.com/r/G9AAD43BF918EN.html>

Price: US\$ 3,200.00 (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/G9AAD43BF918EN.html>