

Digital Human (AI Avatars) Market Size, Share, and Analysis, By Type (Interactive Digital Human Avatar, Non-Interactive Digital Human Avatar), By Technology (3D Scanning, 3D Modelling, Natural Language Processing, Natural Language Generation, Artificial Intelligence (AI)), By Industry Vertical (Gaming, Retail, IT & Telecommunications, Education, and Others) and By Region (North America, Europe, Asia-Pacific, And Rest of the World) And Regional Forecast 2024-2034

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Abstracts

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PRODUCT OVERVIEW

Digital Human (AI Avatars) Market is anticipated to grow at a CAGR of 36.7% in the forecast period (2024-2034), with the market size valued at USD 5.1 billion in 2023 and projected to reach USD 217 billion by 2034.

AI-driven digital human avatars are advanced virtual models that simulate human-like behaviors and interactions. These avatars are categorized into interactive types, which involve real-time engagement, and non-interactive types, which serve fixed roles or

provide pre-recorded content. Technologies like 3D scanning and modeling create lifelike visuals, while Natural Language Processing (NLP) and Natural Language Generation (NLG) enable the understanding and production of human-like dialogue. AI further enhances these avatars' abilities to learn and adapt. They are widely used across various sectors, including gaming, retail, IT & telecommunications, and education, where they enhance user experiences, simplify customer service, and provide interactive educational tools.

MARKET HIGHLIGHTS

Digital Human (AI Avatars) Market is expected to reach USD 217 billion, with a 36.7% compound annual growth rate driven by AI and machine learning advancements that allow for more realistic virtual representations. The rising popularity of virtual and augmented reality (VR/AR) applications also boosts demand for more immersive experiences, as NLP and 3D modeling technologies enhance avatar functionalities. Adoption is growing across industries like gaming, retail, and education, driving market expansion. Future growth is expected as AI avatars become more integrated into customer service, personalized marketing, and remote education, with decreasing costs and greater technological accessibility. This trend reflects a shift towards more engaging, efficient, and interactive digital interactions.

Digital Human (AI Avatars) Market Segments:

By Type

Interactive Digital Human Avatar

Non-Interactive Digital Human Avatar

By Technology

3D Scanning

3D Modelling

Natural Language Processing

Natural Language Generation

Artificial Intelligence (AI)

By Industry Vertical

Gaming

Retail

IT & Telecommunications

Education

Others

MARKET DYNAMICS

Growth Drivers

Expansion of Virtual and Augmented Reality Applications to Drive Market Growth

Advancements in Natural Language Processing to Create Growth Opportunities

Restraint

Regulatory and Compliance Issues May Restrict Market Growth

Key Players

Microsoft Corporation

Soul Machines

Tencent Holdings Limited

Nvidia Corporation

Meta Platforms Inc.

DeepMotion

Hour One

Synthesia

Usetech

ObEN

Ziva Dynamics

DeepBrain

Altered Reality

Epic Games

Magic Leap

Other Prominent Players (Company Overview, Business Strategy, Key Product Offerings, Financial Performance, Key Performance Indicators, Risk Analysis, Recent Development, Regional Presence, SWOT Analysis)

Global Laboratory Temperature Control Units Market is further segmented by region into:

North America Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – United States and Canada

Latin America Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – Mexico, Argentina, Brazil and Rest of Latin America

Europe Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – United Kingdom, France, Germany, Italy, Spain, Belgium, Hungary, Luxembourg, Netherlands, Poland, NORDIC, Russia, Turkey and Rest of Europe

Asia Pacific Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – India, China, South Korea, Japan, Malaysia, Indonesia, New Zealand, Australia and Rest of APAC

Middle East and Africa Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – North Africa, Israel, GCC, South Africa and Rest of MENA

Reasons to Purchase this Report

Qualitative and quantitative analysis of the market based on segmentation involving both economic as well as non-economic factors

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 with respect to 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 of 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

3-month post-sales analyst support.

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