

Global Affective Computing Market 2022 - Industry Briefing

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Abstracts

The global affective computing market size is projected to grow by USD 129.6 billion from 2022 to 2028, registering a CAGR of 25.3 percent, according to a new report by Gen Consulting Company.

This industry report offers market estimates of the global market, followed by a detailed analysis of the end user, and region. The global market data on affective computing can be segmented by end user: automotive, healthcare, retail, others. Among these, the retail segment was accounted for the highest revenue generator in 2021. Affective computing market is further segmented by region: North America, Europe, Asia-Pacific, Rest of the World (RoW). North America is estimated to account for the largest share of the global affective computing market.

The global affective computing market is highly competitive. The affective computing market is dominated by key players, which are Affectiva Inc., Amazon Web Services Inc., Apple Inc., audEERING GmbH, Cognitec Systems GmbH, Elliptic Laboratories AS, Eyesight Technologies Ltd. (Cipia), Gesturetek Inc., IBM Corporation, Intel Corporation, Microsoft Corporation, NVISO SA.

The data-centric report focuses on market trends, status and outlook for segments. With comprehensive market assessment across the major geographies, the report is a valuable asset for the existing players, new entrants and the future investors.

Why buy this report?

Get a detailed picture of the Global Affective Computing Market

Identify segments/areas to invest in over the forecast period in the Global Affective Computing Market

Understand the competitive environment, the market's leading players

The market estimate for ease of analysis across scenarios in Excel format.

Strategy consulting and research support for three months.

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Apple Inc.

audEERING GmbH

Cognitec Systems GmbH

Elliptic Laboratories AS

Eyesight Technologies Ltd. (Cipia)

Gesturetek Inc.

IBM Corporation

Intel Corporation

Microsoft Corporation

NVISO SA

PART 7. METHODOLOGY

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