

Global Affective Computing Market by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

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.

Scope of the Report:

This report focuses on the Affective Computing in global market, especially in North America, Europe, Asia-Pacific, South America, Middle East and Africa. This report categorizes the market based on manufacturers, regions, types and applications.

Market Segment by Manufacturers, this report covers

IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Touch-Based

Touchless

Market Segment by Applications, can be divided into

Market Research

Healthcare

Media & Advertisement

Automotive

Others

There are 15 Chapters to deeply display the global Affective Computing market.

Chapter 1, to describe Affective Computing Introduction, product scope, market overview, market opportunities, market risk, market driving force;

Chapter 2, to analyze the top manufacturers of Affective Computing, with sales, revenue, and price of Affective Computing, in 2016 and 2017;

Chapter 3, to display the competitive situation among the top manufacturers, with sales, revenue and market share in 2016 and 2017;

Chapter 4, to show the global market by regions, with sales, revenue and market share of Affective Computing, for each region, from 2013 to 2018;

Chapter 5, 6, 7, 8 and 9, to analyze the key regions, with sales, revenue and market share by key countries in these regions;

Chapter 10 and 11, to show the market by type and application, with sales market share and growth rate by type, application, from 2013 to 2018;

Chapter 12, Affective Computing market forecast, by regions, type and application, with sales and revenue, from 2018 to 2023;

Chapter 13, 14 and 15, to describe Affective Computing sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source

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