

Global Affective Computing Services Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/GEF8D99DF28CEN.html>

Date: March 2025

Pages: 160

Price: US\$ 3,480.00 (Single User License)

ID: GEF8D99DF28CEN

Abstracts

According to our (Global Info Research) latest study, the global Affective Computing Services market size was valued at US\$ 263980 million in 2024 and is forecast to a readjusted size of USD 684830 million by 2031 with a CAGR of 14.8% during review period.

Affective Computing Services refers to services that use artificial intelligence and data analytics to help computer systems recognize, understand, simulate, and process human emotions. These services analyze various physiological and behavioral signals, such as facial expressions, voice tone, and body language, to infer the user's emotional state and enable more natural and effective interactions. Affective computing services encompass not only emotion recognition technologies but also emotion analysis, emotion feedback, and emotional regulation functions. Common applications include smart customer service, health monitoring systems, and virtual assistants.

The product scope includes emotion recognition platforms, voice emotion analysis services, facial expression recognition systems, and biometric feedback monitoring services. These products can accurately assess and understand users' emotional needs without direct interaction, enabling businesses to provide personalized services and solutions. In the customer relationship management (CRM) sector, affective computing services help companies develop emotion-driven marketing strategies, improving customer satisfaction and loyalty. In mental health, emotion computing can offer emotion-based psychological interventions for early detection and intervention. The applications of affective computing are not limited to business and healthcare but also extend to education, entertainment, autonomous driving, and other fields, providing emotional intelligence support for a wide range of services.

The market for affective computing services is growing rapidly, driven by several key factors: first, the fast development of artificial intelligence, particularly in natural language processing and computer vision, has significantly improved the accuracy and reliability of affective computing. Second, as smart devices (such as smartphones, smart home devices, and wearable devices) become more widespread, the demand for personalized and intelligent services is increasing, and affective computing can provide customized experiences based on users' emotions. Moreover, businesses' growing focus on enhancing customer experience and customer satisfaction has created a strong demand for emotion-driven interactions, which affective computing can help optimize, improving customer loyalty.

Market Risks

Despite the vast potential of the affective computing services market, it faces several challenges and risks. First, privacy concerns are a major obstacle, particularly when dealing with sensitive emotional data. Ensuring data privacy and lawful usage is critical for the industry's development. Second, the accuracy and cross-cultural adaptability of emotion recognition technologies still need improvement. Existing systems may face inaccuracies or biases when applied to different cultural, age, and gender groups. Lastly, ethical risks may arise, particularly when emotional data is used for personalized marketing, which may cause user discomfort or concerns over privacy infringement.

Market Concentration

Currently, the concentration of the affective computing services market is relatively low, with numerous startups and large tech companies competing. Leading companies like IBM Watson, Microsoft Azure Cognitive Services, and Affectiva offer advanced emotion computing solutions. However, as the technology is still emerging, the market share and competitiveness of different companies vary significantly, leading to a relatively fragmented market with intense competition.

Downstream Demand Trends

With increasing consumer demand for personalized services, the downstream demand for affective computing services is rising, particularly in customer service and marketing sectors. More companies are leveraging affective computing services to enhance customer interactions, improve the precision of ad targeting, and provide customized product recommendations. Additionally, the healthcare industry is becoming a major

application area, using emotion analysis to identify mental health issues and provide early interventions. As virtual reality and augmented reality technologies merge, the use of affective computing in entertainment and education will further expand, offering users more immersive and interactive experiences.

This report is a detailed and comprehensive analysis for global Affective Computing Services market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Affective Computing Services market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Affective Computing Services market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Affective Computing Services market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Affective Computing Services market shares of main players, in revenue (\$ Million), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Affective Computing Services

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Affective Computing Services market based on the following parameters - company overview, revenue, gross margin, product

portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Apple, Inc., Microsoft Corporation, IBM, Qualcomm, Atos, Palantir Technologies, Affectiva, CrowdEmotion, Beyond Verbal, AR Affective Computing (Kairos AR), etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market segmentation

Affective Computing Services market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Speech Sentiment Analysis

Facial Expression Analysis

Others

Market segment by Application

e-Commerce and Marketing

Healthcare

Entertainment and Gaming

Automotive

Customer Service

Others

Market segment by players, this report covers

Apple, Inc.

Microsoft Corporation

IBM

Qualcomm

Atos

Palantir Technologies

Affectiva

CrowdEmotion

Beyond Verbal

AR Affective Computing (Kairos AR)

iMotions

Cogito

RealEyes

Nviso

EmoReact

Uniphore

gestigon GmbH

Slyce

Hume AI

Emotion Research Lab

Affecter

Cipia Vision Ltd

NuraLogix

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Affective Computing Services product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Affective Computing Services, with revenue, gross margin, and global market share of Affective Computing Services from 2020 to 2025.

Chapter 3, the Affective Computing Services competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2020 to 2031

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with

revenue and market share for key countries in the world, from 2020 to 2025. and Affective Computing Services market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Affective Computing Services.

Chapter 13, to describe Affective Computing Services research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Affective Computing Services by Type

1.3.1 Overview: Global Affective Computing Services Market Size by Type: 2020 Versus 2024 Versus 2031

1.3.2 Global Affective Computing Services Consumption Value Market Share by Type in 2024

1.3.3 Speech Sentiment Analysis

1.3.4 Facial Expression Analysis

1.3.5 Others

1.4 Global Affective Computing Services Market by Application

1.4.1 Overview: Global Affective Computing Services Market Size by Application: 2020 Versus 2024 Versus 2031

1.4.2 e-Commerce and Marketing

1.4.3 Healthcare

1.4.4 Entertainment and Gaming

1.4.5 Automotive

1.4.6 Customer Service

1.4.7 Others

1.5 Global Affective Computing Services Market Size & Forecast

1.6 Global Affective Computing Services Market Size and Forecast by Region

1.6.1 Global Affective Computing Services Market Size by Region: 2020 VS 2024 VS 2031

1.6.2 Global Affective Computing Services Market Size by Region, (2020-2031)

1.6.3 North America Affective Computing Services Market Size and Prospect (2020-2031)

1.6.4 Europe Affective Computing Services Market Size and Prospect (2020-2031)

1.6.5 Asia-Pacific Affective Computing Services Market Size and Prospect (2020-2031)

1.6.6 South America Affective Computing Services Market Size and Prospect (2020-2031)

1.6.7 Middle East & Africa Affective Computing Services Market Size and Prospect (2020-2031)

2 COMPANY PROFILES

2.1 Apple, Inc.

2.1.1 Apple, Inc. Details

2.1.2 Apple, Inc. Major Business

2.1.3 Apple, Inc. Affective Computing Services Product and Solutions

2.1.4 Apple, Inc. Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.1.5 Apple, Inc. Recent Developments and Future Plans

2.2 Microsoft Corporation

2.2.1 Microsoft Corporation Details

2.2.2 Microsoft Corporation Major Business

2.2.3 Microsoft Corporation Affective Computing Services Product and Solutions

2.2.4 Microsoft Corporation Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.2.5 Microsoft Corporation Recent Developments and Future Plans

2.3 IBM

2.3.1 IBM Details

2.3.2 IBM Major Business

2.3.3 IBM Affective Computing Services Product and Solutions

2.3.4 IBM Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.3.5 IBM Recent Developments and Future Plans

2.4 Qualcomm

2.4.1 Qualcomm Details

2.4.2 Qualcomm Major Business

2.4.3 Qualcomm Affective Computing Services Product and Solutions

2.4.4 Qualcomm Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.4.5 Qualcomm Recent Developments and Future Plans

2.5 Atos

2.5.1 Atos Details

2.5.2 Atos Major Business

2.5.3 Atos Affective Computing Services Product and Solutions

2.5.4 Atos Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.5.5 Atos Recent Developments and Future Plans

2.6 Palantir Technologies

2.6.1 Palantir Technologies Details

2.6.2 Palantir Technologies Major Business

- 2.6.3 Palantir Technologies Affective Computing Services Product and Solutions
- 2.6.4 Palantir Technologies Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
- 2.6.5 Palantir Technologies Recent Developments and Future Plans
- 2.7 Affectiva
 - 2.7.1 Affectiva Details
 - 2.7.2 Affectiva Major Business
 - 2.7.3 Affectiva Affective Computing Services Product and Solutions
 - 2.7.4 Affectiva Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.7.5 Affectiva Recent Developments and Future Plans
- 2.8 CrowdEmotion
 - 2.8.1 CrowdEmotion Details
 - 2.8.2 CrowdEmotion Major Business
 - 2.8.3 CrowdEmotion Affective Computing Services Product and Solutions
 - 2.8.4 CrowdEmotion Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.8.5 CrowdEmotion Recent Developments and Future Plans
- 2.9 Beyond Verbal
 - 2.9.1 Beyond Verbal Details
 - 2.9.2 Beyond Verbal Major Business
 - 2.9.3 Beyond Verbal Affective Computing Services Product and Solutions
 - 2.9.4 Beyond Verbal Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.9.5 Beyond Verbal Recent Developments and Future Plans
- 2.10 AR Affective Computing (Kairos AR)
 - 2.10.1 AR Affective Computing (Kairos AR) Details
 - 2.10.2 AR Affective Computing (Kairos AR) Major Business
 - 2.10.3 AR Affective Computing (Kairos AR) Affective Computing Services Product and Solutions
 - 2.10.4 AR Affective Computing (Kairos AR) Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.10.5 AR Affective Computing (Kairos AR) Recent Developments and Future Plans
- 2.11 iMotions
 - 2.11.1 iMotions Details
 - 2.11.2 iMotions Major Business
 - 2.11.3 iMotions Affective Computing Services Product and Solutions
 - 2.11.4 iMotions Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.11.5 iMotions Recent Developments and Future Plans

2.12 Cogito

2.12.1 Cogito Details

2.12.2 Cogito Major Business

2.12.3 Cogito Affective Computing Services Product and Solutions

2.12.4 Cogito Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.12.5 Cogito Recent Developments and Future Plans

2.13 RealEyes

2.13.1 RealEyes Details

2.13.2 RealEyes Major Business

2.13.3 RealEyes Affective Computing Services Product and Solutions

2.13.4 RealEyes Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.13.5 RealEyes Recent Developments and Future Plans

2.14 Nviso

2.14.1 Nviso Details

2.14.2 Nviso Major Business

2.14.3 Nviso Affective Computing Services Product and Solutions

2.14.4 Nviso Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.14.5 Nviso Recent Developments and Future Plans

2.15 EmoReact

2.15.1 EmoReact Details

2.15.2 EmoReact Major Business

2.15.3 EmoReact Affective Computing Services Product and Solutions

2.15.4 EmoReact Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.15.5 EmoReact Recent Developments and Future Plans

2.16 Uniphore

2.16.1 Uniphore Details

2.16.2 Uniphore Major Business

2.16.3 Uniphore Affective Computing Services Product and Solutions

2.16.4 Uniphore Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.16.5 Uniphore Recent Developments and Future Plans

2.17 gestigon GmbH

2.17.1 gestigon GmbH Details

2.17.2 gestigon GmbH Major Business

- 2.17.3 gestigon GmbH Affective Computing Services Product and Solutions
- 2.17.4 gestigon GmbH Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
- 2.17.5 gestigon GmbH Recent Developments and Future Plans
- 2.18 Slyce
 - 2.18.1 Slyce Details
 - 2.18.2 Slyce Major Business
 - 2.18.3 Slyce Affective Computing Services Product and Solutions
 - 2.18.4 Slyce Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.18.5 Slyce Recent Developments and Future Plans
- 2.19 Hume AI
 - 2.19.1 Hume AI Details
 - 2.19.2 Hume AI Major Business
 - 2.19.3 Hume AI Affective Computing Services Product and Solutions
 - 2.19.4 Hume AI Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.19.5 Hume AI Recent Developments and Future Plans
- 2.20 Emotion Research Lab
 - 2.20.1 Emotion Research Lab Details
 - 2.20.2 Emotion Research Lab Major Business
 - 2.20.3 Emotion Research Lab Affective Computing Services Product and Solutions
 - 2.20.4 Emotion Research Lab Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.20.5 Emotion Research Lab Recent Developments and Future Plans
- 2.21 Affecter
 - 2.21.1 Affecter Details
 - 2.21.2 Affecter Major Business
 - 2.21.3 Affecter Affective Computing Services Product and Solutions
 - 2.21.4 Affecter Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.21.5 Affecter Recent Developments and Future Plans
- 2.22 Cipia Vision Ltd
 - 2.22.1 Cipia Vision Ltd Details
 - 2.22.2 Cipia Vision Ltd Major Business
 - 2.22.3 Cipia Vision Ltd Affective Computing Services Product and Solutions
 - 2.22.4 Cipia Vision Ltd Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)
 - 2.22.5 Cipia Vision Ltd Recent Developments and Future Plans

2.23 NuraLogix

2.23.1 NuraLogix Details

2.23.2 NuraLogix Major Business

2.23.3 NuraLogix Affective Computing Services Product and Solutions

2.23.4 NuraLogix Affective Computing Services Revenue, Gross Margin and Market Share (2020-2025)

2.23.5 NuraLogix Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Affective Computing Services Revenue and Share by Players (2020-2025)

3.2 Market Share Analysis (2024)

3.2.1 Market Share of Affective Computing Services by Company Revenue

3.2.2 Top 3 Affective Computing Services Players Market Share in 2024

3.2.3 Top 6 Affective Computing Services Players Market Share in 2024

3.3 Affective Computing Services Market: Overall Company Footprint Analysis

3.3.1 Affective Computing Services Market: Region Footprint

3.3.2 Affective Computing Services Market: Company Product Type Footprint

3.3.3 Affective Computing Services Market: Company Product Application Footprint

3.4 New Market Entrants and Barriers to Market Entry

3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Affective Computing Services Consumption Value and Market Share by Type (2020-2025)

4.2 Global Affective Computing Services Market Forecast by Type (2026-2031)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Affective Computing Services Consumption Value Market Share by Application (2020-2025)

5.2 Global Affective Computing Services Market Forecast by Application (2026-2031)

6 NORTH AMERICA

6.1 North America Affective Computing Services Consumption Value by Type (2020-2031)

6.2 North America Affective Computing Services Market Size by Application

(2020-2031)

6.3 North America Affective Computing Services Market Size by Country

6.3.1 North America Affective Computing Services Consumption Value by Country
(2020-2031)

6.3.2 United States Affective Computing Services Market Size and Forecast
(2020-2031)

6.3.3 Canada Affective Computing Services Market Size and Forecast (2020-2031)

6.3.4 Mexico Affective Computing Services Market Size and Forecast (2020-2031)

7 EUROPE

7.1 Europe Affective Computing Services Consumption Value by Type (2020-2031)

7.2 Europe Affective Computing Services Consumption Value by Application
(2020-2031)

7.3 Europe Affective Computing Services Market Size by Country

7.3.1 Europe Affective Computing Services Consumption Value by Country
(2020-2031)

7.3.2 Germany Affective Computing Services Market Size and Forecast (2020-2031)

7.3.3 France Affective Computing Services Market Size and Forecast (2020-2031)

7.3.4 United Kingdom Affective Computing Services Market Size and Forecast
(2020-2031)

7.3.5 Russia Affective Computing Services Market Size and Forecast (2020-2031)

7.3.6 Italy Affective Computing Services Market Size and Forecast (2020-2031)

8 ASIA-PACIFIC

8.1 Asia-Pacific Affective Computing Services Consumption Value by Type (2020-2031)

8.2 Asia-Pacific Affective Computing Services Consumption Value by Application
(2020-2031)

8.3 Asia-Pacific Affective Computing Services Market Size by Region

8.3.1 Asia-Pacific Affective Computing Services Consumption Value by Region
(2020-2031)

8.3.2 China Affective Computing Services Market Size and Forecast (2020-2031)

8.3.3 Japan Affective Computing Services Market Size and Forecast (2020-2031)

8.3.4 South Korea Affective Computing Services Market Size and Forecast
(2020-2031)

8.3.5 India Affective Computing Services Market Size and Forecast (2020-2031)

8.3.6 Southeast Asia Affective Computing Services Market Size and Forecast
(2020-2031)

8.3.7 Australia Affective Computing Services Market Size and Forecast (2020-2031)

9 SOUTH AMERICA

9.1 South America Affective Computing Services Consumption Value by Type (2020-2031)

9.2 South America Affective Computing Services Consumption Value by Application (2020-2031)

9.3 South America Affective Computing Services Market Size by Country

9.3.1 South America Affective Computing Services Consumption Value by Country (2020-2031)

9.3.2 Brazil Affective Computing Services Market Size and Forecast (2020-2031)

9.3.3 Argentina Affective Computing Services Market Size and Forecast (2020-2031)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa Affective Computing Services Consumption Value by Type (2020-2031)

10.2 Middle East & Africa Affective Computing Services Consumption Value by Application (2020-2031)

10.3 Middle East & Africa Affective Computing Services Market Size by Country

10.3.1 Middle East & Africa Affective Computing Services Consumption Value by Country (2020-2031)

10.3.2 Turkey Affective Computing Services Market Size and Forecast (2020-2031)

10.3.3 Saudi Arabia Affective Computing Services Market Size and Forecast (2020-2031)

10.3.4 UAE Affective Computing Services Market Size and Forecast (2020-2031)

11 MARKET DYNAMICS

11.1 Affective Computing Services Market Drivers

11.2 Affective Computing Services Market Restraints

11.3 Affective Computing Services Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

- 12.1 Affective Computing Services Industry Chain
- 12.2 Affective Computing Services Upstream Analysis
- 12.3 Affective Computing Services Midstream Analysis
- 12.4 Affective Computing Services Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

- 14.1 Methodology
- 14.2 Research Process and Data Source
- 14.3 Disclaimer

LIST OF TABLES

- Table 1. Global Affective Computing Services Consumption Value by Type, (USD Million), 2020 & 2024 & 2031
- Table 2. Global Affective Computing Services Consumption Value by Application, (USD Million), 2020 & 2024 & 2031
- Table 3. Global Affective Computing Services Consumption Value by Region (2020-2025) & (USD Million)
- Table 4. Global Affective Computing Services Consumption Value by Region (2026-2031) & (USD Million)
- Table 5. Apple, Inc. Company Information, Head Office, and Major Competitors
- Table 6. Apple, Inc. Major Business
- Table 7. Apple, Inc. Affective Computing Services Product and Solutions
- Table 8. Apple, Inc. Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
- Table 9. Apple, Inc. Recent Developments and Future Plans
- Table 10. Microsoft Corporation Company Information, Head Office, and Major Competitors
- Table 11. Microsoft Corporation Major Business
- Table 12. Microsoft Corporation Affective Computing Services Product and Solutions
- Table 13. Microsoft Corporation Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
- Table 14. Microsoft Corporation Recent Developments and Future Plans

Table 15. IBM Company Information, Head Office, and Major Competitors
Table 16. IBM Major Business
Table 17. IBM Affective Computing Services Product and Solutions
Table 18. IBM Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 19. Qualcomm Company Information, Head Office, and Major Competitors
Table 20. Qualcomm Major Business
Table 21. Qualcomm Affective Computing Services Product and Solutions
Table 22. Qualcomm Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 23. Qualcomm Recent Developments andFuture Plans
Table 24. Atos Company Information, Head Office, and Major Competitors
Table 25. Atos Major Business
Table 26. Atos Affective Computing Services Product and Solutions
Table 27. Atos Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 28. Atos Recent Developments andFuture Plans
Table 29. PalantirTechnologies Company Information, Head Office, and Major Competitors
Table 30. PalantirTechnologies Major Business
Table 31. PalantirTechnologies Affective Computing Services Product and Solutions
Table 32. PalantirTechnologies Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 33. PalantirTechnologies Recent Developments andFuture Plans
Table 34. Affectiva Company Information, Head Office, and Major Competitors
Table 35. Affectiva Major Business
Table 36. Affectiva Affective Computing Services Product and Solutions
Table 37. Affectiva Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 38. Affectiva Recent Developments andFuture Plans
Table 39. CrowdEmotion Company Information, Head Office, and Major Competitors
Table 40. CrowdEmotion Major Business
Table 41. CrowdEmotion Affective Computing Services Product and Solutions
Table 42. CrowdEmotion Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 43. CrowdEmotion Recent Developments andFuture Plans
Table 44. Beyond Verbal Company Information, Head Office, and Major Competitors
Table 45. Beyond Verbal Major Business
Table 46. Beyond Verbal Affective Computing Services Product and Solutions

Table 47. Beyond Verbal Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 48. Beyond Verbal Recent Developments and Future Plans

Table 49. AR Affective Computing (Kairos AR) Company Information, Head Office, and Major Competitors

Table 50. AR Affective Computing (Kairos AR) Major Business

Table 51. AR Affective Computing (Kairos AR) Affective Computing Services Product and Solutions

Table 52. AR Affective Computing (Kairos AR) Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 53. AR Affective Computing (Kairos AR) Recent Developments and Future Plans

Table 54. iMotions Company Information, Head Office, and Major Competitors

Table 55. iMotions Major Business

Table 56. iMotions Affective Computing Services Product and Solutions

Table 57. iMotions Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 58. iMotions Recent Developments and Future Plans

Table 59. Cogito Company Information, Head Office, and Major Competitors

Table 60. Cogito Major Business

Table 61. Cogito Affective Computing Services Product and Solutions

Table 62. Cogito Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 63. Cogito Recent Developments and Future Plans

Table 64. RealEyes Company Information, Head Office, and Major Competitors

Table 65. RealEyes Major Business

Table 66. RealEyes Affective Computing Services Product and Solutions

Table 67. RealEyes Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 68. RealEyes Recent Developments and Future Plans

Table 69. Nviso Company Information, Head Office, and Major Competitors

Table 70. Nviso Major Business

Table 71. Nviso Affective Computing Services Product and Solutions

Table 72. Nviso Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 73. Nviso Recent Developments and Future Plans

Table 74. EmoReact Company Information, Head Office, and Major Competitors

Table 75. EmoReact Major Business

Table 76. EmoReact Affective Computing Services Product and Solutions

Table 77. EmoReact Affective Computing Services Revenue (USD Million), Gross

Margin and Market Share (2020-2025)

Table 78. EmoReact Recent Developments andFuture Plans

Table 79. Uniphore Company Information, Head Office, and Major Competitors

Table 80. Uniphore Major Business

Table 81. Uniphore Affective Computing Services Product and Solutions

Table 82. Uniphore Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 83. Uniphore Recent Developments andFuture Plans

Table 84. gestigon GmbH Company Information, Head Office, and Major Competitors

Table 85. gestigon GmbH Major Business

Table 86. gestigon GmbH Affective Computing Services Product and Solutions

Table 87. gestigon GmbH Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 88. gestigon GmbH Recent Developments andFuture Plans

Table 89. Slyce Company Information, Head Office, and Major Competitors

Table 90. Slyce Major Business

Table 91. Slyce Affective Computing Services Product and Solutions

Table 92. Slyce Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 93. Slyce Recent Developments andFuture Plans

Table 94. Hume AI Company Information, Head Office, and Major Competitors

Table 95. Hume AI Major Business

Table 96. Hume AI Affective Computing Services Product and Solutions

Table 97. Hume AI Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 98. Hume AI Recent Developments andFuture Plans

Table 99. Emotion Research Lab Company Information, Head Office, and Major Competitors

Table 100. Emotion Research Lab Major Business

Table 101. Emotion Research Lab Affective Computing Services Product and Solutions

Table 102. Emotion Research Lab Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 103. Emotion Research Lab Recent Developments andFuture Plans

Table 104. Affecter Company Information, Head Office, and Major Competitors

Table 105. Affecter Major Business

Table 106. Affecter Affective Computing Services Product and Solutions

Table 107. Affecter Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 108. Affecter Recent Developments andFuture Plans

Table 109. Cipia Vision Ltd Company Information, Head Office, and Major Competitors
Table 110. Cipia Vision Ltd Major Business
Table 111. Cipia Vision Ltd Affective Computing Services Product and Solutions
Table 112. Cipia Vision Ltd Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 113. Cipia Vision Ltd Recent Developments andFuture Plans
Table 114. NuraLogix Company Information, Head Office, and Major Competitors
Table 115. NuraLogix Major Business
Table 116. NuraLogix Affective Computing Services Product and Solutions
Table 117. NuraLogix Affective Computing Services Revenue (USD Million), Gross Margin and Market Share (2020-2025)
Table 118. NuraLogix Recent Developments andFuture Plans
Table 119. Global Affective Computing Services Revenue (USD Million) by Players (2020-2025)
Table 120. Global Affective Computing Services Revenue Share by Players (2020-2025)
Table 121. Breakdown of Affective Computing Services by CompanyType (Tier 1,Tier 2, andTier 3)
Table 122. Market Position of Players in Affective Computing Services, (Tier 1,Tier 2, andTier 3), Based on Revenue in 2024
Table 123. Head Office of Key Affective Computing Services Players
Table 124. Affective Computing Services Market: Company ProductTypeFootprint
Table 125. Affective Computing Services Market: Company Product ApplicationFootprint
Table 126. Affective Computing Services New Market Entrants and Barriers to Market Entry
Table 127. Affective Computing Services Mergers, Acquisition, Agreements, and Collaborations
Table 128. Global Affective Computing Services Consumption Value (USD Million) byType (2020-2025)
Table 129. Global Affective Computing Services Consumption Value Share byType (2020-2025)
Table 130. Global Affective Computing Services Consumption ValueForecast byType (2026-2031)
Table 131. Global Affective Computing Services Consumption Value by Application (2020-2025)
Table 132. Global Affective Computing Services Consumption ValueForecast by Application (2026-2031)
Table 133. North America Affective Computing Services Consumption Value byType

(2020-2025) & (USD Million)

Table 134. North America Affective Computing Services Consumption Value byType
(2026-2031) & (USD Million)

Table 135. North America Affective Computing Services Consumption Value by
Application (2020-2025) & (USD Million)

Table 136. North America Affective Computing Services Consumption Value by
Application (2026-2031) & (USD Million)

Table 137. North America Affective Computing Services Consumption Value by Country
(2020-2025) & (USD Million)

Table 138. North America Affective Computing Services Consumption Value by Country
(2026-2031) & (USD Million)

Table 139. Europe Affective Computing Services Consumption Value byType
(2020-2025) & (USD Million)

Table 140. Europe Affective Computing Services Consumption Value byType
(2026-2031) & (USD Million)

Table 141. Europe Affective Computing Services Consumption Value by Application
(2020-2025) & (USD Million)

Table 142. Europe Affective Computing Services Consumption Value by Application
(2026-2031) & (USD Million)

Table 143. Europe Affective Computing Services Consumption Value by Country
(2020-2025) & (USD Million)

Table 144. Europe Affective Computing Services Consumption Value by Country
(2026-2031) & (USD Million)

Table 145. Asia-Pacific Affective Computing Services Consumption Value byType
(2020-2025) & (USD Million)

Table 146. Asia-Pacific Affective Computing Services Consumption Value byType
(2026-2031) & (USD Million)

Table 147. Asia-Pacific Affective Computing Services Consumption Value by
Application (2020-2025) & (USD Million)

Table 148. Asia-Pacific Affective Computing Services Consumption Value by
Application (2026-2031) & (USD Million)

Table 149. Asia-Pacific Affective Computing Services Consumption Value by Region
(2020-2025) & (USD Million)

Table 150. Asia-Pacific Affective Computing Services Consumption Value by Region
(2026-2031) & (USD Million)

Table 151. South America Affective Computing Services Consumption Value byType
(2020-2025) & (USD Million)

Table 152. South America Affective Computing Services Consumption Value byType
(2026-2031) & (USD Million)

Table 153. South America Affective Computing Services Consumption Value by Application (2020-2025) & (USD Million)

Table 154. South America Affective Computing Services Consumption Value by Application (2026-2031) & (USD Million)

Table 155. South America Affective Computing Services Consumption Value by Country (2020-2025) & (USD Million)

Table 156. South America Affective Computing Services Consumption Value by Country (2026-2031) & (USD Million)

Table 157. Middle East & Africa Affective Computing Services Consumption Value byType (2020-2025) & (USD Million)

Table 158. Middle East & Africa Affective Computing Services Consumption Value byType (2026-2031) & (USD Million)

Table 159. Middle East & Africa Affective Computing Services Consumption Value by Application (2020-2025) & (USD Million)

Table 160. Middle East & Africa Affective Computing Services Consumption Value by Application (2026-2031) & (USD Million)

Table 161. Middle East & Africa Affective Computing Services Consumption Value by Country (2020-2025) & (USD Million)

Table 162. Middle East & Africa Affective Computing Services Consumption Value by Country (2026-2031) & (USD Million)

Table 163. Global Key Players of Affective Computing Services Upstream (Raw Materials)

Table 164. Global Affective Computing ServicesTypical Customers

LIST OFFIGURES

Figure 1. Affective Computing Services Picture

Figure 2. Global Affective Computing Services Consumption Value byType, (USD Million), 2020 & 2024 & 2031

Figure 3. Global Affective Computing Services Consumption Value Market Share byType in 2024

Figure 4. Speech Sentiment Analysis

Figure 5.Facial Expression Analysis

Figure 6. Others

Figure 7. Global Affective Computing Services Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Figure 8. Affective Computing Services Consumption Value Market Share by

Application in 2024

Figure 9. e-Commerce and Marketing Picture

Figure 10. Healthcare Picture

Figure 11. Entertainment and Gaming Picture

Figure 12. Automotive Picture

Figure 13. Customer Service Picture

Figure 14. Others Picture

Figure 15. Global Affective Computing Services Consumption Value, (USD Million):
2020 & 2024 & 2031

Figure 16. Global Affective Computing Services Consumption Value and Forecast
(2020-2031) & (USD Million)

Figure 17. Global Market Affective Computing Services Consumption Value (USD
Million) Comparison by Region (2020 VS 2024 VS 2031)

Figure 18. Global Affective Computing Services Consumption Value Market Share by
Region (2020-2031)

Figure 19. Global Affective Computing Services Consumption Value Market Share by
Region in 2024

Figure 20. North America Affective Computing Services Consumption Value
(2020-2031) & (USD Million)

Figure 21. Europe Affective Computing Services Consumption Value (2020-2031) &
(USD Million)

Figure 22. Asia-Pacific Affective Computing Services Consumption Value (2020-2031)
& (USD Million)

Figure 23. South America Affective Computing Services Consumption Value
(2020-2031) & (USD Million)

Figure 24. Middle East & Africa Affective Computing Services Consumption Value
(2020-2031) & (USD Million)

Figure 25. Company Three Recent Developments and Future Plans

Figure 26. Global Affective Computing Services Revenue Share by Players in 2024

Figure 27. Affective Computing Services Market Share by Company Type (Tier 1, Tier 2,
and Tier 3) in 2024

Figure 28. Market Share of Affective Computing Services by Player Revenue in 2024

Figure 29. Top 3 Affective Computing Services Players Market Share in 2024

Figure 30. Top 6 Affective Computing Services Players Market Share in 2024

Figure 31. Global Affective Computing Services Consumption Value Share by Type
(2020-2025)

Figure 32. Global Affective Computing Services Market Share Forecast by Type
(2026-2031)

Figure 33. Global Affective Computing Services Consumption Value Share by

Application (2020-2025)

Figure 34. Global Affective Computing Services Market ShareForecast by Application (2026-2031)

Figure 35. North America Affective Computing Services Consumption Value Market Share byType (2020-2031)

Figure 36. North America Affective Computing Services Consumption Value Market Share by Application (2020-2031)

Figure 37. North America Affective Computing Services Consumption Value Market Share by Country (2020-2031)

Figure 38. United States Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 39. Canada Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 40. Mexico Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 41. Europe Affective Computing Services Consumption Value Market Share byType (2020-2031)

Figure 42. Europe Affective Computing Services Consumption Value Market Share by Application (2020-2031)

Figure 43. Europe Affective Computing Services Consumption Value Market Share by Country (2020-2031)

Figure 44. Germany Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 45. France Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 46. United Kingdom Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 47. Russia Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 48. Italy Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 49. Asia-Pacific Affective Computing Services Consumption Value Market Share byType (2020-2031)

Figure 50. Asia-Pacific Affective Computing Services Consumption Value Market Share by Application (2020-2031)

Figure 51. Asia-Pacific Affective Computing Services Consumption Value Market Share by Region (2020-2031)

Figure 52. China Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 53. Japan Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 54. South Korea Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 55. India Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 56. Southeast Asia Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 57. Australia Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 58. South America Affective Computing Services Consumption Value Market Share byType (2020-2031)

Figure 59. South America Affective Computing Services Consumption Value Market Share by Application (2020-2031)

Figure 60. South America Affective Computing Services Consumption Value Market Share by Country (2020-2031)

Figure 61. Brazil Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 62. Argentina Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 63. Middle East & Africa Affective Computing Services Consumption Value Market Share byType (2020-2031)

Figure 64. Middle East & Africa Affective Computing Services Consumption Value Market Share by Application (2020-2031)

Figure 65. Middle East & Africa Affective Computing Services Consumption Value Market Share by Country (2020-2031)

Figure 66. Turkey Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 67. Saudi Arabia Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 68. UAE Affective Computing Services Consumption Value (2020-2031) & (USD Million)

Figure 69. Affective Computing Services Market Drivers

Figure 70. Affective Computing Services Market Restraints

Figure 71. Affective Computing Services Market Trends

Figure 72. PortersFiveForces Analysis

Figure 73. Affective Computing Services Industrial Chain

Figure 74. Methodology

Figure 75. Research Process and Data Source

I would like to order

Product name: Global Affective Computing Services Market 2025 by Company, Regions, Type and Application, Forecast to 2031

Product link: <https://marketpublishers.com/r/GEF8D99DF28CEN.html>

Price: US\$ 3,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GEF8D99DF28CEN.html>