

# Global Digital Human Interactive Kiosk Supply, Demand and Key Producers, 2026-2032

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## Abstracts

The global Digital Human Interactive Kiosk market size is expected to reach \$ 1184 million by 2032, rising at a market growth of 10.1% CAGR during the forecast period (2026-2032).

In 2025, global Digital Human Interactive Kiosk approximately 131,221 units, with an average global market price of around US\$ 4,734 per unit. Gross margin is about 43%, the cost is 2,698 usd. The production is about 150,000 units. A Digital Human Interactive Kiosk is an intelligent self-service terminal that integrates a digital human avatar, AI voice interaction, touch display, camera-based recognition, audio-video playback, and business system interfaces. It is commonly designed as a floor-standing kiosk, desktop terminal, exhibition display, or service hall terminal, enabling users to interact with a virtual digital human for Q&A, service guidance, information inquiry, product introduction, navigation, and remote assistance. It is widely used in government services, banking and finance, healthcare guidance, cultural tourism venues, retail, corporate reception, and education and training, with the core value of improving service efficiency, enhancing user interaction, and reducing labor costs for reception and repetitive inquiries.

Digital Human Interactive Kiosks will evolve toward higher intelligence, multimodal interaction, scenario-based customization, and integrated hardware-software design. With advances in AI digital humans, large language models, voice recognition, gesture recognition, camera-based recognition, and edge computing, these terminals will shift from simple information displays to intelligent service platforms capable of natural conversation, business understanding, personalized services, and remote collaboration. Future products will integrate high-definition touchscreens, microphone arrays, cameras, 3D virtual human engines, knowledge base systems, remote operation

platforms, and enterprise system interfaces to enable Q&A, guidance, business processing, remote collaboration, and data analytics in one solution. Low-latency response, data security, privacy protection, rapid content updates, and easy deployment will become key procurement considerations, driving widespread adoption in government, finance, healthcare, cultural tourism, education, and commercial retail environments.

This report studies the global Digital Human Interactive Kiosk production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Digital Human Interactive Kiosk and provides market size (US\$ million) and Year-over-Year (YoY) Growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Digital Human Interactive Kiosk that contribute to its increasing demand across many markets.

#### Highlights and key features of the study

Global Digital Human Interactive Kiosk total production and demand, 2021-2032, (Units)

Global Digital Human Interactive Kiosk total production value, 2021-2032, (USD Million)

Global Digital Human Interactive Kiosk production by region & country, production, value, CAGR, 2021-2032, (USD Million) & (Units), (based on production site)

Global Digital Human Interactive Kiosk consumption by region & country, CAGR, 2021-2032 & (Units)

U.S. VS China: Digital Human Interactive Kiosk domestic production, consumption, key domestic manufacturers and share

Global Digital Human Interactive Kiosk production by manufacturer, production, price, value and market share 2021-2026, (USD Million) & (Units)

Global Digital Human Interactive Kiosk production by Type, production, value, CAGR, 2021-2032, (USD Million) & (Units)

Global Digital Human Interactive Kiosk production by Application, production, value, CAGR, 2021-2032, (USD Million) & (Units)

This report profiles key players in the global Digital Human Interactive Kiosk market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include SEIYO Technology, AISpeech, iFLYTEK, UneeQ, ForteAI, AiChat, UNITH, RAVABOX, Xiaoice Company, Huawei, etc.

This report also provides key insights about market drivers, restraints, opportunities,

new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Digital Human Interactive Kiosk market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (Units) and average price (US\$/Unit) by manufacturer, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Digital Human Interactive Kiosk Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Digital Human Interactive Kiosk Market, Segmentation by Type:

Portrait

Landscape

Holographic

## Global Digital Human Interactive Kiosk Market, Segmentation by Size:

Large

Small and Medium-sized

## Global Digital Human Interactive Kiosk Market, Segmentation by Application:

Government Services

Financial Services

Medical Guidance

Culture and Tourism Exhibition Halls

Others

## Companies Profiled:

SEIYO Technology

AI Speech

iFLYTEK

UneeQ

ForteAI

AiChat

UNITH

RAVABOX

Xiaoice Company

Huawei

ThunderSoft

Songzhi Intelligence

Morko AI

Motphys

SenseTime

Baidu

JD.com

Fengping Intelligence

Ulike AI

DaAi Hologram

AKURA

Digital Humans Co., Ltd.

Winmore Digital

Akool Inc.

Soul Machines

Key Questions Answered:

1. How big is the global Digital Human Interactive Kiosk market?
2. What is the demand of the global Digital Human Interactive Kiosk market?

3. What is the year over year growth of the global Digital Human Interactive Kiosk market?
4. What is the production and production value of the global Digital Human Interactive Kiosk market?
5. Who are the key producers in the global Digital Human Interactive Kiosk market?
6. What are the growth factors driving the market demand?

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