

# Global Digital Human Large Screen Interaction Machine Supply, Demand and Key Producers, 2026-2032

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## Abstracts

The global Digital Human Large Screen Interaction Machine market size is expected to reach \$ 1272 million by 2032, rising at a market growth of 12.1% CAGR during the forecast period (2026-2032).

In 2025, global AI Digital Human Large Screen Interaction Machine approximately 103,577 units, with an average global market price of around US\$ 5192 per unit. Gross margin is about 43%. A Digital Human Large Screen Interaction Machine is an intelligent device that highly integrates a digital human image engine, voice interaction, AI inference, display terminal, and computing hardware. It enables real-time digital human display, dialogue interaction, content broadcasting, and business services, and is typically deployed as a floor-standing large screen, interactive terminal, or cabinet-style device. The upstream mainly includes AI large-scale models and digital human driving engines, speech recognition and synthesis technology, graphics rendering and chip computing power, display modules, and complete machine manufacturing.

Downstream applications are widely used in government service halls, bank and telecom operator branches, retail and commercial complexes, exhibitions, cultural tourism scenarios, and enterprise services for intelligent navigation, customer service consultation, brand communication, and digital service upgrades.

1. Evolution from 'Demonstration-Oriented' to 'Service-Oriented Digital Employees': Virtual digital humans will evolve from simple announcements and visual displays to 'digital employees' with business understanding and execution capabilities. They will be able to undertake practical service functions such as consultation, processing, marketing, and training, significantly improving service efficiency and consistency.

2. Deeply Driven by Large Models, Rapidly Enhancing Intelligence: The integration of general and industry-specific large models enables digital humans to possess stronger natural language understanding, contextual memory, and complex task processing

capabilities, achieving a more natural and human-like multi-turn interactive experience.

3. **Hardware-Software Integration Becomes the Mainstream Delivery Form:** Virtual digital humans are accelerating their deep integration with hardware such as computing modules, cameras, microphones, and touchscreens, delivered in an 'all-in-one' form, lowering deployment barriers, shortening implementation cycles, and facilitating large-scale replication.

4. **Comprehensive Enhancement of Multimodal Interaction Capabilities:** Integrating multimodal interaction methods such as voice, vision, gestures, facial expressions, and touch, digital humans can adapt to complex offline environments, enhancing user immersion and realism, and meeting the high-requirement scenarios of government, finance, and retail.

5. **Deepening Industry and Scenario-Based Applications:** Digital humans will be deeply customized for industries such as government services, financial institutions, retail, cultural tourism and exhibitions, and medical consultations, forming standardized solutions of 'industry templates + scenario applications.'

6. **Parallel Development of Cloud-Edge Collaboration and Local Deployment:** In scenarios with high data security and real-time requirements, local deployment and edge computing power will become important trends, while continuously collaborating with cloud models to achieve a balance between performance and security.

7. **Continuously Decreasing Content Production and Maintenance Costs:** With the maturity of modeling, training, and generation tools, the costs of creating, updating, and maintaining digital humans are continuously decreasing, driving virtual digital humans from pilot applications to large-scale commercial use.

This report studies the global Digital Human Large Screen Interaction Machine production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for Digital Human Large Screen Interaction Machine 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 Large Screen Interaction Machine that contribute to its increasing demand across many markets.

### **Highlights and key features of the study**

Global Digital Human Large Screen Interaction Machine total production and demand, 2021-2032, (K Units)

Global Digital Human Large Screen Interaction Machine total production value, 2021-2032, (USD Million)

Global Digital Human Large Screen Interaction Machine production by region & country, production, value, CAGR, 2021-2032, (USD Million) & (K Units), (based on production

site)

Global Digital Human Large Screen Interaction Machine consumption by region & country, CAGR, 2021-2032 & (K Units)

U.S. VS China: Digital Human Large Screen Interaction Machine domestic production, consumption, key domestic manufacturers and share

Global Digital Human Large Screen Interaction Machine production by manufacturer, production, price, value and market share 2021-2026, (USD Million) & (K Units)

Global Digital Human Large Screen Interaction Machine production by Type, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

Global Digital Human Large Screen Interaction Machine production by Application, production, value, CAGR, 2021-2032, (USD Million) & (K Units)

This report profiles key players in the global Digital Human Large Screen Interaction Machine 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 Large Screen Interaction Machine market

**Detailed Segmentation:**

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K 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 Large Screen Interaction Machine Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Digital Human Large Screen Interaction Machine Market, Segmentation by Type:

Vertical Screen

Horizontal Screen

Holographic Screen

Other

Global Digital Human Large Screen Interaction Machine Market, Segmentation by Size:

Large Type

Small & Medium Type

Global Digital Human Large Screen Interaction Machine Market, Segmentation by Deployment:

Local Deployment

Cloud Deployment

Global Digital Human Large Screen Interaction Machine Market, Segmentation by Application:

Intelligent Finance

Intelligent Tourism

Intelligent Media

Intelligent Office

Intelligent Medical

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

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