

Global User Experience (UX) Research Software Supply, Demand and Key Producers, 2026-2032

<https://marketpublishers.com/r/GD2F3AC38C01EN.html>

Date: January 2026

Pages: 168

Price: US\$ 4,480.00 (Single User License)

ID: GD2F3AC38C01EN

Abstracts

The global User Experience (UX) Research Software market size is expected to reach \$ 1247 million by 2032, rising at a market growth of 10.6% CAGR during the forecast period (2026-2032).

User Experience (UX) Research Software is a set of digital tools that systematize how teams plan, run, and operationalize user research and experience validation?from participant recruitment, interviews, and usability testing to behavior capture, surveys, session replay, prototype/task testing, insight analysis, and collaborative reporting. It typically includes participant and permission management, cross-device recording with annotation, qualitative coding and thematic analysis for audio/video/text, quantitative metrics tracking (e.g., task success, conversion, NPS/CSAT), and integrations with product analytics, ticketing, and design collaboration tools. The goal is to turn ?the voice of the user? into faster, evidence-based product decisions, reducing iteration risk while improving experience consistency and business outcomes.

Market Development Opportunities & Main Driving Factors

Amid slower growth, higher acquisition costs, and product commoditization, companies increasingly need measurable evidence that experience improvements translate into conversion and retention. As a result, UX research software is moving from a 'design team tool' to a decision infrastructure connecting product, operations, and monetization. Corporate annual reports repeatedly emphasize digital and customer experience as growth and efficiency levers, while government digital service standards institutionalize usability testing, accessibility, and user-centric delivery. Together, these forces are accelerating enterprise adoption?especially across public services, financial institutions, retail, and SaaS?where continuous research, rapid validation, and closed-loop improvement are becoming a scaled, platform-driven capability.

Market Challenges, Risks, & Restraints

The key risks sit at the intersection of data and compliance. Session replay, behavioral

analytics, recorded interviews, and prototype testing often involve personal or sensitive data; weak consent, anonymization, retention, and cross-border governance can trigger regulatory and reputational exposure, and procurement increasingly treats security, privacy, and vendor risk as non-negotiable gates. In parallel, fragmented toolchains create inconsistent metrics and low reusability of insights; without unified research governance and a coherent KPI system, organizations can end up 'busy researching' yet unable to earn decision trust. On top of that, AI-assisted summarization and generative analysis introduce concerns around accuracy, bias, and explainability?raising the bar for enterprise-grade deployment.

Downstream Demand Trends

Demand is shifting from 'running studies' to 'operationalizing research.' Remote and asynchronous research is becoming the default, and buyers increasingly favor integrated platforms that combine recruitment, interviews/usability testing, surveys, session replay, research repositories, and collaborative reporting to compress time-to-insight. AI is being adopted to speed transcription, tagging, synthesis, and evidence retrieval, but the market is placing greater value on audit-ready proof trails and workflow integration with product analytics, ticketing, and CRM so insights flow directly into delivery cadence. Ultimately, competition is moving from point tools to platforms built around experience data assetization, cross-functional collaboration, and compliance-by-design.

This report studies the global User Experience (UX) Research Software demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for User Experience (UX) Research Software, 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 User Experience (UX) Research Software that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global User Experience (UX) Research Software total market, 2021-2032, (USD Million)

Global User Experience (UX) Research Software total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: User Experience (UX) Research Software total market, key domestic companies, and share, (USD Million)

Global User Experience (UX) Research Software revenue by player, revenue and market share 2021-2026, (USD Million)

Global User Experience (UX) Research Software total market by Type, CAGR, 2021-2032, (USD Million)

Global User Experience (UX) Research Software total market by Application, CAGR,

2021-2032, (USD Million)

This report profiles major players in the global User Experience (UX) Research Software 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 UserTesting, Qualtrics, Hotjar, Lookback, Userlytics, Lyssna, Trymata, Woopra, SurveyMonkey, Sago, 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 User Experience (UX) Research Software market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, 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 User Experience (UX) Research Software Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global User Experience (UX) Research Software Market, Segmentation by Type:

Cloud Based

On-Premises

Global User Experience (UX) Research Software Market, Segmentation by Research Method:

Qualitative Tools

Quantitative Tools

All-in-One Platforms

Global User Experience (UX) Research Software Market, Segmentation by Pricing Models:

Per-Seat

Per-Participant

Pay-per-Study

Enterprise Subscription

Others

Global User Experience (UX) Research Software Market, Segmentation by Industry:

E-commerce and Retail

BFSI

Healthcare

Manufacturing

Game Development

Government and Public Services

Other

Global User Experience (UX) Research Software Market, Segmentation by Application:

Large Enterprises

SMEs

Companies Profiled:

UserTesting

Qualtrics

Hotjar

Lookback

Userlytics

Lyssna

Trymata

Woopra

SurveyMonkey

Sago

User Interviews

Maze

Loop11

UXtweak

UserFeel

UXArmy

Respondent

FullStory

Contentsquare

SurveySparrow

Jotform

InMoment

Medallia

Forsta

Key Questions Answered

1. How big is the global User Experience (UX) Research Software market?
2. What is the demand of the global User Experience (UX) Research Software market?
3. What is the year over year growth of the global User Experience (UX) Research Software market?
4. What is the total value of the global User Experience (UX) Research Software market?
5. Who are the Major Players in the global User Experience (UX) Research Software market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 User Experience (UX) Research Software Introduction
- 1.2 World User Experience (UX) Research Software Market Size & Forecast (2021 & 2025 & 2032)
- 1.3 World User Experience (UX) Research Software Total Market by Region (by Headquarter Location)
 - 1.3.1 World User Experience (UX) Research Software Market Size by Region (2021-2032), (by Headquarter Location)
 - 1.3.2 United States Based Company User Experience (UX) Research Software Revenue (2021-2032)
 - 1.3.3 China Based Company User Experience (UX) Research Software Revenue (2021-2032)
 - 1.3.4 Europe Based Company User Experience (UX) Research Software Revenue (2021-2032)
 - 1.3.5 Japan Based Company User Experience (UX) Research Software Revenue (2021-2032)
 - 1.3.6 South Korea Based Company User Experience (UX) Research Software Revenue (2021-2032)
 - 1.3.7 ASEAN Based Company User Experience (UX) Research Software Revenue (2021-2032)
 - 1.3.8 India Based Company User Experience (UX) Research Software Revenue (2021-2032)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 User Experience (UX) Research Software Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Major Market Trends

2 DEMAND SUMMARY

- 2.1 World User Experience (UX) Research Software Consumption Value (2021-2032)
- 2.2 World User Experience (UX) Research Software Consumption Value by Region
 - 2.2.1 World User Experience (UX) Research Software Consumption Value by Region (2021-2026)
 - 2.2.2 World User Experience (UX) Research Software Consumption Value Forecast by Region (2027-2032)
- 2.3 United States User Experience (UX) Research Software Consumption Value

(2021-2032)

2.4 China User Experience (UX) Research Software Consumption Value (2021-2032)

2.5 Europe User Experience (UX) Research Software Consumption Value (2021-2032)

2.6 Japan User Experience (UX) Research Software Consumption Value (2021-2032)

2.7 South Korea User Experience (UX) Research Software Consumption Value
(2021-2032)

2.8 ASEAN User Experience (UX) Research Software Consumption Value (2021-2032)

2.9 India User Experience (UX) Research Software Consumption Value (2021-2032)

3 WORLD USER EXPERIENCE (UX) RESEARCH SOFTWARE COMPANIES COMPETITIVE ANALYSIS

3.1 World User Experience (UX) Research Software Revenue by Player (2021-2026)

3.2 Industry Rank and Concentration Rate (CR)

3.2.1 Global User Experience (UX) Research Software Industry Rank of Major Players

3.2.2 Global Concentration Ratios (CR4) for User Experience (UX) Research Software
in 2025

3.2.3 Global Concentration Ratios (CR8) for User Experience (UX) Research Software
in 2025

3.3 User Experience (UX) Research Software Company Evaluation Quadrant

3.4 User Experience (UX) Research Software Market: Overall Company Footprint
Analysis

3.4.1 User Experience (UX) Research Software Market: Region Footprint

3.4.2 User Experience (UX) Research Software Market: Company Product Type
Footprint

3.4.3 User Experience (UX) Research Software Market: Company Product Application
Footprint

3.5 Competitive Environment

3.5.1 Historical Structure of the Industry

3.5.2 Barriers of Market Entry

3.5.3 Factors of Competition

3.6 Mergers & Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF WORLD (BY HEADQUARTER LOCATION)

4.1 United States VS China: User Experience (UX) Research Software Revenue
Comparison (by Headquarter Location)

4.1.1 United States VS China: User Experience (UX) Research Software Revenue

Comparison (2021 & 2025 & 2032) (by Headquarter Location)

4.1.2 United States VS China: User Experience (UX) Research Software Revenue Market Share Comparison (2021 & 2025 & 2032)

4.2 United States Based Companies VS China Based Companies: User Experience (UX) Research Software Consumption Value Comparison

4.2.1 United States VS China: User Experience (UX) Research Software Consumption Value Comparison (2021 & 2025 & 2032)

4.2.2 United States VS China: User Experience (UX) Research Software Consumption Value Market Share Comparison (2021 & 2025 & 2032)

4.3 United States Based User Experience (UX) Research Software Companies and Market Share, 2021-2026

4.3.1 United States Based User Experience (UX) Research Software Companies, Headquarters (States, Country)

4.3.2 United States Based Companies User Experience (UX) Research Software Revenue, (2021-2026)

4.4 China Based Companies User Experience (UX) Research Software Revenue and Market Share, 2021-2026

4.4.1 China Based User Experience (UX) Research Software Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies User Experience (UX) Research Software Revenue, (2021-2026)

4.5 Rest of World Based User Experience (UX) Research Software Companies and Market Share, 2021-2026

4.5.1 Rest of World Based User Experience (UX) Research Software Companies, Headquarters (Province, Country)

4.5.2 Rest of World Based Companies User Experience (UX) Research Software Revenue (2021-2026)

5 MARKET ANALYSIS BY TYPE

5.1 World User Experience (UX) Research Software Market Size Overview by Type: 2021 VS 2025 VS 2032

5.2 Segment Introduction by Type

5.2.1 Cloud Based

5.2.2 On-Premises

5.3 Market Segment by Type

5.3.1 World User Experience (UX) Research Software Market Size by Type (2021-2026)

5.3.2 World User Experience (UX) Research Software Market Size by Type

(2027-2032)

5.3.3 World User Experience (UX) Research Software Market Size Market Share by Type (2027-2032)

6 MARKET ANALYSIS BY RESEARCH METHOD

6.1 World User Experience (UX) Research Software Market Size Overview by Research Method: 2021 VS 2025 VS 2032

6.2 Segment Introduction by Research Method

6.2.1 Qualitative Tools

6.2.2 Quantitative Tools

6.2.3 All-in-One Platforms

6.3 Market Segment by Research Method

6.3.1 World User Experience (UX) Research Software Market Size by Research Method (2021-2026)

6.3.2 World User Experience (UX) Research Software Market Size by Research Method (2027-2032)

6.3.3 World User Experience (UX) Research Software Market Size Market Share by Research Method (2027-2032)

7 MARKET ANALYSIS BY PRICING MODELS

7.1 World User Experience (UX) Research Software Market Size Overview by Pricing Models: 2021 VS 2025 VS 2032

7.2 Segment Introduction by Pricing Models

7.2.1 Per-Seat

7.2.2 Per-Participant

7.2.3 Pay-per-Study

7.2.4 Enterprise Subscription

7.2.5 Others

7.3 Market Segment by Pricing Models

7.3.1 World User Experience (UX) Research Software Market Size by Pricing Models (2021-2026)

7.3.2 World User Experience (UX) Research Software Market Size by Pricing Models (2027-2032)

7.3.3 World User Experience (UX) Research Software Market Size Market Share by Pricing Models (2027-2032)

8 MARKET ANALYSIS BY INDUSTRY

8.1 World User Experience (UX) Research Software Market Size Overview by Industry: 2021 VS 2025 VS 2032

8.2 Segment Introduction by Industry

8.2.1 E-commerce and Retail

8.2.2 BFSI

8.2.3 Healthcare

8.2.4 Manufacturing

8.2.5 Game Development

8.2.6 Government and Public Services

8.2.7 Other

8.3 Market Segment by Industry

8.3.1 World User Experience (UX) Research Software Market Size by Industry (2021-2026)

8.3.2 World User Experience (UX) Research Software Market Size by Industry (2027-2032)

8.3.3 World User Experience (UX) Research Software Market Size Market Share by Industry (2027-2032)

9 MARKET ANALYSIS BY APPLICATION

9.1 World User Experience (UX) Research Software Market Size Overview by Application: 2021 VS 2025 VS 2032

9.2 Segment Introduction by Application

9.2.1 Large Enterprises

9.2.2 SMEs

9.3 Market Segment by Application

9.3.1 World User Experience (UX) Research Software Market Size by Application (2021-2026)

9.3.2 World User Experience (UX) Research Software Market Size by Application (2027-2032)

9.3.3 World User Experience (UX) Research Software Market Size Market Share by Application (2021-2032)

10 COMPANY PROFILES

10.1 UserTesting

10.1.1 UserTesting Details

10.1.2 UserTesting Major Business

- 10.1.3 UserTesting User Experience (UX) Research Software Product and Services
- 10.1.4 UserTesting User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
- 10.1.5 UserTesting Recent Developments/Updates
- 10.1.6 UserTesting Competitive Strengths & Weaknesses
- 10.2 Qualtrics
 - 10.2.1 Qualtrics Details
 - 10.2.2 Qualtrics Major Business
 - 10.2.3 Qualtrics User Experience (UX) Research Software Product and Services
 - 10.2.4 Qualtrics User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.2.5 Qualtrics Recent Developments/Updates
 - 10.2.6 Qualtrics Competitive Strengths & Weaknesses
- 10.3 Hotjar
 - 10.3.1 Hotjar Details
 - 10.3.2 Hotjar Major Business
 - 10.3.3 Hotjar User Experience (UX) Research Software Product and Services
 - 10.3.4 Hotjar User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.3.5 Hotjar Recent Developments/Updates
 - 10.3.6 Hotjar Competitive Strengths & Weaknesses
- 10.4 Lookback
 - 10.4.1 Lookback Details
 - 10.4.2 Lookback Major Business
 - 10.4.3 Lookback User Experience (UX) Research Software Product and Services
 - 10.4.4 Lookback User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.4.5 Lookback Recent Developments/Updates
 - 10.4.6 Lookback Competitive Strengths & Weaknesses
- 10.5 Userlytics
 - 10.5.1 Userlytics Details
 - 10.5.2 Userlytics Major Business
 - 10.5.3 Userlytics User Experience (UX) Research Software Product and Services
 - 10.5.4 Userlytics User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.5.5 Userlytics Recent Developments/Updates
 - 10.5.6 Userlytics Competitive Strengths & Weaknesses
- 10.6 Lyssna
 - 10.6.1 Lyssna Details

- 10.6.2 Lyssna Major Business
- 10.6.3 Lyssna User Experience (UX) Research Software Product and Services
- 10.6.4 Lyssna User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
- 10.6.5 Lyssna Recent Developments/Updates
- 10.6.6 Lyssna Competitive Strengths & Weaknesses
- 10.7 Trymata
 - 10.7.1 Trymata Details
 - 10.7.2 Trymata Major Business
 - 10.7.3 Trymata User Experience (UX) Research Software Product and Services
 - 10.7.4 Trymata User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.7.5 Trymata Recent Developments/Updates
 - 10.7.6 Trymata Competitive Strengths & Weaknesses
- 10.8 Woopra
 - 10.8.1 Woopra Details
 - 10.8.2 Woopra Major Business
 - 10.8.3 Woopra User Experience (UX) Research Software Product and Services
 - 10.8.4 Woopra User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.8.5 Woopra Recent Developments/Updates
 - 10.8.6 Woopra Competitive Strengths & Weaknesses
- 10.9 SurveyMonkey
 - 10.9.1 SurveyMonkey Details
 - 10.9.2 SurveyMonkey Major Business
 - 10.9.3 SurveyMonkey User Experience (UX) Research Software Product and Services
 - 10.9.4 SurveyMonkey User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.9.5 SurveyMonkey Recent Developments/Updates
 - 10.9.6 SurveyMonkey Competitive Strengths & Weaknesses
- 10.10 Sago
 - 10.10.1 Sago Details
 - 10.10.2 Sago Major Business
 - 10.10.3 Sago User Experience (UX) Research Software Product and Services
 - 10.10.4 Sago User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.10.5 Sago Recent Developments/Updates
 - 10.10.6 Sago Competitive Strengths & Weaknesses
- 10.11 User Interviews

- 10.11.1 User Interviews Details
- 10.11.2 User Interviews Major Business
- 10.11.3 User Interviews User Experience (UX) Research Software Product and Services
- 10.11.4 User Interviews User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
- 10.11.5 User Interviews Recent Developments/Updates
- 10.11.6 User Interviews Competitive Strengths & Weaknesses
- 10.12 Maze
 - 10.12.1 Maze Details
 - 10.12.2 Maze Major Business
 - 10.12.3 Maze User Experience (UX) Research Software Product and Services
 - 10.12.4 Maze User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.12.5 Maze Recent Developments/Updates
 - 10.12.6 Maze Competitive Strengths & Weaknesses
- 10.13 Loop11
 - 10.13.1 Loop11 Details
 - 10.13.2 Loop11 Major Business
 - 10.13.3 Loop11 User Experience (UX) Research Software Product and Services
 - 10.13.4 Loop11 User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.13.5 Loop11 Recent Developments/Updates
 - 10.13.6 Loop11 Competitive Strengths & Weaknesses
- 10.14 UXtweak
 - 10.14.1 UXtweak Details
 - 10.14.2 UXtweak Major Business
 - 10.14.3 UXtweak User Experience (UX) Research Software Product and Services
 - 10.14.4 UXtweak User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.14.5 UXtweak Recent Developments/Updates
 - 10.14.6 UXtweak Competitive Strengths & Weaknesses
- 10.15 UserFeel
 - 10.15.1 UserFeel Details
 - 10.15.2 UserFeel Major Business
 - 10.15.3 UserFeel User Experience (UX) Research Software Product and Services
 - 10.15.4 UserFeel User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.15.5 UserFeel Recent Developments/Updates

- 10.15.6 UserFeel Competitive Strengths & Weaknesses
- 10.16 UXArmy
 - 10.16.1 UXArmy Details
 - 10.16.2 UXArmy Major Business
 - 10.16.3 UXArmy User Experience (UX) Research Software Product and Services
 - 10.16.4 UXArmy User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.16.5 UXArmy Recent Developments/Updates
 - 10.16.6 UXArmy Competitive Strengths & Weaknesses
- 10.17 Respondent
 - 10.17.1 Respondent Details
 - 10.17.2 Respondent Major Business
 - 10.17.3 Respondent User Experience (UX) Research Software Product and Services
 - 10.17.4 Respondent User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.17.5 Respondent Recent Developments/Updates
 - 10.17.6 Respondent Competitive Strengths & Weaknesses
- 10.18 FullStory
 - 10.18.1 FullStory Details
 - 10.18.2 FullStory Major Business
 - 10.18.3 FullStory User Experience (UX) Research Software Product and Services
 - 10.18.4 FullStory User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.18.5 FullStory Recent Developments/Updates
 - 10.18.6 FullStory Competitive Strengths & Weaknesses
- 10.19 Contentsquare
 - 10.19.1 Contentsquare Details
 - 10.19.2 Contentsquare Major Business
 - 10.19.3 Contentsquare User Experience (UX) Research Software Product and Services
 - 10.19.4 Contentsquare User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)
 - 10.19.5 Contentsquare Recent Developments/Updates
 - 10.19.6 Contentsquare Competitive Strengths & Weaknesses
- 10.20 SurveySparrow
 - 10.20.1 SurveySparrow Details
 - 10.20.2 SurveySparrow Major Business
 - 10.20.3 SurveySparrow User Experience (UX) Research Software Product and Services

10.20.4 SurveySparrow User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)

10.20.5 SurveySparrow Recent Developments/Updates

10.20.6 SurveySparrow Competitive Strengths & Weaknesses

10.21 Jotform

10.21.1 Jotform Details

10.21.2 Jotform Major Business

10.21.3 Jotform User Experience (UX) Research Software Product and Services

10.21.4 Jotform User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)

10.21.5 Jotform Recent Developments/Updates

10.21.6 Jotform Competitive Strengths & Weaknesses

10.22 InMoment

10.22.1 InMoment Details

10.22.2 InMoment Major Business

10.22.3 InMoment User Experience (UX) Research Software Product and Services

10.22.4 InMoment User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)

10.22.5 InMoment Recent Developments/Updates

10.22.6 InMoment Competitive Strengths & Weaknesses

10.23 Medallia

10.23.1 Medallia Details

10.23.2 Medallia Major Business

10.23.3 Medallia User Experience (UX) Research Software Product and Services

10.23.4 Medallia User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)

10.23.5 Medallia Recent Developments/Updates

10.23.6 Medallia Competitive Strengths & Weaknesses

10.24 Forsta

10.24.1 Forsta Details

10.24.2 Forsta Major Business

10.24.3 Forsta User Experience (UX) Research Software Product and Services

10.24.4 Forsta User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026)

10.24.5 Forsta Recent Developments/Updates

10.24.6 Forsta Competitive Strengths & Weaknesses

11 INDUSTRY CHAIN ANALYSIS

- 11.1 User Experience (UX) Research Software Industry Chain
- 11.2 User Experience (UX) Research Software Upstream Analysis
- 11.3 User Experience (UX) Research Software Midstream Analysis
- 11.4 User Experience (UX) Research Software Downstream Analysis

12 RESEARCH FINDINGS AND CONCLUSION

13 APPENDIX

- 13.1 Methodology
- 13.2 Research Process and Data Source
- 13.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World User Experience (UX) Research Software Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Table 2. World User Experience (UX) Research Software Revenue by Region (2021-2026) & (USD Million), (by Headquarter Location)

Table 3. World User Experience (UX) Research Software Revenue by Region (2027-2032) & (USD Million), (by Headquarter Location)

Table 4. World User Experience (UX) Research Software Revenue Market Share by Region (2021-2026), (by Headquarter Location)

Table 5. World User Experience (UX) Research Software Revenue Market Share by Region (2027-2032), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World User Experience (UX) Research Software Consumption Value Growth Rate Forecast by Region (2021 & 2025 & 2032) & (USD Million)

Table 8. World User Experience (UX) Research Software Consumption Value by Region (2021-2026) & (USD Million)

Table 9. World User Experience (UX) Research Software Consumption Value Forecast by Region (2027-2032) & (USD Million)

Table 10. World User Experience (UX) Research Software Revenue by Player (2021-2026) & (USD Million)

Table 11. Revenue Market Share of Key User Experience (UX) Research Software Players in 2025

Table 12. World User Experience (UX) Research Software Industry Rank of Major Player, Based on Revenue in 2025

Table 13. Global User Experience (UX) Research Software Company Evaluation Quadrant

Table 14. Head Office of Key User Experience (UX) Research Software Players

Table 15. User Experience (UX) Research Software Market: Company Product Type Footprint

Table 16. User Experience (UX) Research Software Market: Company Product Application Footprint

Table 17. User Experience (UX) Research Software Mergers & Acquisitions Activity

Table 18. United States VS China User Experience (UX) Research Software Revenue Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 19. United States VS China User Experience (UX) Research Software Consumption Value Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 20. United States Based User Experience (UX) Research Software Companies, Headquarters (States, Country)

Table 21. United States Based Companies User Experience (UX) Research Software Revenue, (2021-2026) & (USD Million)

Table 22. United States Based Companies User Experience (UX) Research Software Revenue Market Share (2021-2026)

Table 23. China Based User Experience (UX) Research Software Companies, Headquarters (Province, Country)

Table 24. China Based Companies User Experience (UX) Research Software Revenue, (2021-2026) & (USD Million)

Table 25. China Based Companies User Experience (UX) Research Software Revenue Market Share (2021-2026)

Table 26. Rest of World Based User Experience (UX) Research Software Companies, Headquarters (Province, Country)

Table 27. Rest of World Based Companies User Experience (UX) Research Software Revenue (2021-2026) & (USD Million)

Table 28. Rest of World Based Companies User Experience (UX) Research Software Revenue Market Share (2021-2026)

Table 29. World User Experience (UX) Research Software Market Size by Type, (USD Million), 2021 & 2025 & 2032

Table 30. World User Experience (UX) Research Software Market Size Value by Type (2021-2026) & (USD Million)

Table 31. World User Experience (UX) Research Software Market Size by Type (2027-2032) & (USD Million)

Table 32. World User Experience (UX) Research Software Market Size by Research Method, (USD Million), 2021 & 2025 & 2032

Table 33. World User Experience (UX) Research Software Market Size Value by Research Method (2021-2026) & (USD Million)

Table 34. World User Experience (UX) Research Software Market Size by Research Method (2027-2032) & (USD Million)

Table 35. World User Experience (UX) Research Software Market Size by Pricing Models, (USD Million), 2021 & 2025 & 2032

Table 36. World User Experience (UX) Research Software Market Size Value by Pricing Models (2021-2026) & (USD Million)

Table 37. World User Experience (UX) Research Software Market Size by Pricing Models (2027-2032) & (USD Million)

Table 38. World User Experience (UX) Research Software Market Size by Industry, (USD Million), 2021 & 2025 & 2032

Table 39. World User Experience (UX) Research Software Market Size Value by

Industry (2021-2026) & (USD Million)

Table 40. World User Experience (UX) Research Software Market Size by Industry (2027-2032) & (USD Million)

Table 41. World User Experience (UX) Research Software Market Size by Application, (USD Million), 2021 & 2025 & 2032

Table 42. World User Experience (UX) Research Software Market Size by Application (2021-2026) & (USD Million)

Table 43. World User Experience (UX) Research Software Market Size by Application (2027-2032) & (USD Million)

Table 44. UserTesting Basic Information, Manufacturing Base and Competitors

Table 45. UserTesting Major Business

Table 46. UserTesting User Experience (UX) Research Software Product and Services

Table 47. UserTesting User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 48. UserTesting Recent Developments/Updates

Table 49. UserTesting Competitive Strengths & Weaknesses

Table 50. Qualtrics Basic Information, Manufacturing Base and Competitors

Table 51. Qualtrics Major Business

Table 52. Qualtrics User Experience (UX) Research Software Product and Services

Table 53. Qualtrics User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 54. Qualtrics Recent Developments/Updates

Table 55. Qualtrics Competitive Strengths & Weaknesses

Table 56. Hotjar Basic Information, Manufacturing Base and Competitors

Table 57. Hotjar Major Business

Table 58. Hotjar User Experience (UX) Research Software Product and Services

Table 59. Hotjar User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 60. Hotjar Recent Developments/Updates

Table 61. Hotjar Competitive Strengths & Weaknesses

Table 62. Lookback Basic Information, Manufacturing Base and Competitors

Table 63. Lookback Major Business

Table 64. Lookback User Experience (UX) Research Software Product and Services

Table 65. Lookback User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 66. Lookback Recent Developments/Updates

Table 67. Lookback Competitive Strengths & Weaknesses

Table 68. Userlytics Basic Information, Manufacturing Base and Competitors

Table 69. Userlytics Major Business

- Table 70. Userlytics User Experience (UX) Research Software Product and Services
- Table 71. Userlytics User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 72. Userlytics Recent Developments/Updates
- Table 73. Userlytics Competitive Strengths & Weaknesses
- Table 74. Lyssna Basic Information, Manufacturing Base and Competitors
- Table 75. Lyssna Major Business
- Table 76. Lyssna User Experience (UX) Research Software Product and Services
- Table 77. Lyssna User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 78. Lyssna Recent Developments/Updates
- Table 79. Lyssna Competitive Strengths & Weaknesses
- Table 80. Trymata Basic Information, Manufacturing Base and Competitors
- Table 81. Trymata Major Business
- Table 82. Trymata User Experience (UX) Research Software Product and Services
- Table 83. Trymata User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 84. Trymata Recent Developments/Updates
- Table 85. Trymata Competitive Strengths & Weaknesses
- Table 86. Woopra Basic Information, Manufacturing Base and Competitors
- Table 87. Woopra Major Business
- Table 88. Woopra User Experience (UX) Research Software Product and Services
- Table 89. Woopra User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 90. Woopra Recent Developments/Updates
- Table 91. Woopra Competitive Strengths & Weaknesses
- Table 92. SurveyMonkey Basic Information, Manufacturing Base and Competitors
- Table 93. SurveyMonkey Major Business
- Table 94. SurveyMonkey User Experience (UX) Research Software Product and Services
- Table 95. SurveyMonkey User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 96. SurveyMonkey Recent Developments/Updates
- Table 97. SurveyMonkey Competitive Strengths & Weaknesses
- Table 98. Sago Basic Information, Manufacturing Base and Competitors
- Table 99. Sago Major Business
- Table 100. Sago User Experience (UX) Research Software Product and Services
- Table 101. Sago User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

- Table 102. Sago Recent Developments/Updates
- Table 103. Sago Competitive Strengths & Weaknesses
- Table 104. User Interviews Basic Information, Manufacturing Base and Competitors
- Table 105. User Interviews Major Business
- Table 106. User Interviews User Experience (UX) Research Software Product and Services
- Table 107. User Interviews User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 108. User Interviews Recent Developments/Updates
- Table 109. User Interviews Competitive Strengths & Weaknesses
- Table 110. Maze Basic Information, Manufacturing Base and Competitors
- Table 111. Maze Major Business
- Table 112. Maze User Experience (UX) Research Software Product and Services
- Table 113. Maze User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 114. Maze Recent Developments/Updates
- Table 115. Maze Competitive Strengths & Weaknesses
- Table 116. Loop11 Basic Information, Manufacturing Base and Competitors
- Table 117. Loop11 Major Business
- Table 118. Loop11 User Experience (UX) Research Software Product and Services
- Table 119. Loop11 User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 120. Loop11 Recent Developments/Updates
- Table 121. Loop11 Competitive Strengths & Weaknesses
- Table 122. UXtweak Basic Information, Manufacturing Base and Competitors
- Table 123. UXtweak Major Business
- Table 124. UXtweak User Experience (UX) Research Software Product and Services
- Table 125. UXtweak User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 126. UXtweak Recent Developments/Updates
- Table 127. UXtweak Competitive Strengths & Weaknesses
- Table 128. UserFeel Basic Information, Manufacturing Base and Competitors
- Table 129. UserFeel Major Business
- Table 130. UserFeel User Experience (UX) Research Software Product and Services
- Table 131. UserFeel User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 132. UserFeel Recent Developments/Updates
- Table 133. UserFeel Competitive Strengths & Weaknesses
- Table 134. UXArmy Basic Information, Manufacturing Base and Competitors

- Table 135. UXArmy Major Business
- Table 136. UXArmy User Experience (UX) Research Software Product and Services
- Table 137. UXArmy User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 138. UXArmy Recent Developments/Updates
- Table 139. UXArmy Competitive Strengths & Weaknesses
- Table 140. Respondent Basic Information, Manufacturing Base and Competitors
- Table 141. Respondent Major Business
- Table 142. Respondent User Experience (UX) Research Software Product and Services
- Table 143. Respondent User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 144. Respondent Recent Developments/Updates
- Table 145. Respondent Competitive Strengths & Weaknesses
- Table 146. FullStory Basic Information, Manufacturing Base and Competitors
- Table 147. FullStory Major Business
- Table 148. FullStory User Experience (UX) Research Software Product and Services
- Table 149. FullStory User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 150. FullStory Recent Developments/Updates
- Table 151. FullStory Competitive Strengths & Weaknesses
- Table 152. Contentsquare Basic Information, Manufacturing Base and Competitors
- Table 153. Contentsquare Major Business
- Table 154. Contentsquare User Experience (UX) Research Software Product and Services
- Table 155. Contentsquare User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 156. Contentsquare Recent Developments/Updates
- Table 157. Contentsquare Competitive Strengths & Weaknesses
- Table 158. SurveySparrow Basic Information, Manufacturing Base and Competitors
- Table 159. SurveySparrow Major Business
- Table 160. SurveySparrow User Experience (UX) Research Software Product and Services
- Table 161. SurveySparrow User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 162. SurveySparrow Recent Developments/Updates
- Table 163. SurveySparrow Competitive Strengths & Weaknesses
- Table 164. Jotform Basic Information, Manufacturing Base and Competitors
- Table 165. Jotform Major Business
- Table 166. Jotform User Experience (UX) Research Software Product and Services

Table 167. Jotform User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 168. Jotform Recent Developments/Updates

Table 169. Jotform Competitive Strengths & Weaknesses

Table 170. InMoment Basic Information, Manufacturing Base and Competitors

Table 171. InMoment Major Business

Table 172. InMoment User Experience (UX) Research Software Product and Services

Table 173. InMoment User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 174. InMoment Recent Developments/Updates

Table 175. InMoment Competitive Strengths & Weaknesses

Table 176. Medallia Basic Information, Manufacturing Base and Competitors

Table 177. Medallia Major Business

Table 178. Medallia User Experience (UX) Research Software Product and Services

Table 179. Medallia User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 180. Medallia Recent Developments/Updates

Table 181. Medallia Competitive Strengths & Weaknesses

Table 182. Forsta Basic Information, Manufacturing Base and Competitors

Table 183. Forsta Major Business

Table 184. Forsta User Experience (UX) Research Software Product and Services

Table 185. Forsta User Experience (UX) Research Software Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 186. Forsta Recent Developments/Updates

Table 187. Forsta Competitive Strengths & Weaknesses

Table 188. Global Key Players of User Experience (UX) Research Software Upstream (Raw Materials)

Table 189. Global User Experience (UX) Research Software Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. User Experience (UX) Research Software Picture

Figure 2. World User Experience (UX) Research Software Total Revenue: 2021 & 2025 & 2032, (USD Million)

Figure 3. World User Experience (UX) Research Software Total Revenue (2021-2032) & (USD Million)

Figure 4. World User Experience (UX) Research Software Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Figure 5. World User Experience (UX) Research Software Revenue Market Share by Region (2021-2032), (by Headquarter Location)

Figure 6. United States Based Company User Experience (UX) Research Software Revenue (2021-2032) & (USD Million)

Figure 7. China Based Company User Experience (UX) Research Software Revenue (2021-2032) & (USD Million)

Figure 8. Europe Based Company User Experience (UX) Research Software Revenue (2021-2032) & (USD Million)

Figure 9. Japan Based Company User Experience (UX) Research Software Revenue (2021-2032) & (USD Million)

Figure 10. South Korea Based Company User Experience (UX) Research Software Revenue (2021-2032) & (USD Million)

Figure 11. ASEAN Based Company User Experience (UX) Research Software Revenue (2021-2032) & (USD Million)

Figure 12. India Based Company User Experience (UX) Research Software Revenue (2021-2032) & (USD Million)

Figure 13. User Experience (UX) Research Software Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World User Experience (UX) Research Software Consumption Value (2021-2032) & (USD Million)

Figure 16. World User Experience (UX) Research Software Consumption Value Market Share by Region (2021-2032)

Figure 17. United States User Experience (UX) Research Software Consumption Value (2021-2032) & (USD Million)

Figure 18. China User Experience (UX) Research Software Consumption Value (2021-2032) & (USD Million)

Figure 19. Europe User Experience (UX) Research Software Consumption Value (2021-2032) & (USD Million)

Figure 20. Japan User Experience (UX) Research Software Consumption Value (2021-2032) & (USD Million)

Figure 21. South Korea User Experience (UX) Research Software Consumption Value (2021-2032) & (USD Million)

Figure 22. ASEAN User Experience (UX) Research Software Consumption Value (2021-2032) & (USD Million)

Figure 23. India User Experience (UX) Research Software Consumption Value (2021-2032) & (USD Million)

Figure 24. Producer Shipments of User Experience (UX) Research Software by Player Revenue (\$MM) and Market Share (%): 2025

Figure 25. Global Four-firm Concentration Ratios (CR4) for User Experience (UX) Research Software Markets in 2025

Figure 26. Global Four-firm Concentration Ratios (CR8) for User Experience (UX) Research Software Markets in 2025

Figure 27. United States VS China: User Experience (UX) Research Software Revenue Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: User Experience (UX) Research Software Consumption Value Market Share Comparison (2021 & 2025 & 2032)

Figure 29. World User Experience (UX) Research Software Market Size by Type, (USD Million), 2021 & 2025 & 2032

Figure 30. World User Experience (UX) Research Software Market Size Market Share by Type in 2025

Figure 31. Cloud Based

Figure 32. On-Premises

Figure 33. World User Experience (UX) Research Software Market Size Market Share by Type (2021-2032)

Figure 34. World User Experience (UX) Research Software Market Size by Research Method, (USD Million), 2021 & 2025 & 2032

Figure 35. World User Experience (UX) Research Software Market Size Market Share by Research Method in 2025

Figure 36. Qualitative Tools

Figure 37. Quantitative Tools

Figure 38. All-in-One Platforms

Figure 39. World User Experience (UX) Research Software Market Size Market Share by Research Method (2021-2032)

Figure 40. World User Experience (UX) Research Software Market Size by Pricing Models, (USD Million), 2021 & 2025 & 2032

Figure 41. World User Experience (UX) Research Software Market Size Market Share by Pricing Models in 2025

- Figure 42. Per-Seat
- Figure 43. Per-Participant
- Figure 44. Pay-per-Study
- Figure 45. Enterprise Subscription
- Figure 46. Others
- Figure 47. World User Experience (UX) Research Software Market Size Market Share by Pricing Models (2021-2032)
- Figure 48. World User Experience (UX) Research Software Market Size by Industry, (USD Million), 2021 & 2025 & 2032
- Figure 49. World User Experience (UX) Research Software Market Size Market Share by Industry in 2025
- Figure 50. E-commerce and Retail
- Figure 51. BFSI
- Figure 52. Healthcare
- Figure 53. Manufacturing
- Figure 54. Game Development
- Figure 55. Government and Public Services
- Figure 56. Other
- Figure 57. Other
- Figure 58. World User Experience (UX) Research Software Market Size Market Share by Industry (2021-2032)
- Figure 59. World User Experience (UX) Research Software Market Size by Application, (USD Million), 2021 & 2025 & 2032
- Figure 60. World User Experience (UX) Research Software Market Size Market Share by Application in 2025
- Figure 61. Large Enterprises
- Figure 62. SMEs
- Figure 63. World User Experience (UX) Research Software Market Size Market Share by Application (2021-2032)
- Figure 64. User Experience (UX) Research Software Industrial Chain
- Figure 65. Methodology
- Figure 66. Research Process and Data Source

I would like to order

Product name: Global User Experience (UX) Research Software Supply, Demand and Key Producers, 2026-2032

Product link: <https://marketpublishers.com/r/GD2F3AC38C01EN.html>

Price: US\$ 4,480.00 (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/GD2F3AC38C01EN.html>