

Global Virtual AI Digital Human Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

A Virtual AI Digital Human refers to a computer-generated simulation of a person that is powered by artificial intelligence (AI) technology. These digital humans are designed to interact with users in a human-like manner, often through voice or visual interfaces, to provide information, assistance, entertainment, or engage in conversations. They can simulate human emotions, facial expressions, gestures, and even learn and adapt based on interactions with users. Virtual AI Digital Humans are used in various industries and applications, such as customer service, virtual assistants, education, entertainment, and marketing. They can enhance user experiences by offering personalized interactions and a more engaging interface than traditional chatbots or voice assistants. Overall, Virtual AI Digital Humans are advancing the field of human-computer interaction and are increasingly being integrated into everyday technologies to create more immersive and interactive experiences for users.

According to our (Global Info Research) latest study, the global Virtual AI Digital Human market size was valued at US\$ million in 2023 and is forecast to a readjusted size of USD million by 2030 with a CAGR of % during review period.

As an important force driving a new round of scientific and technological revolution, artificial intelligence has been of national strategic importance. Many governments introduces polices and increase capital investment to support AI companies. The Digital Europe plan adopted by the European Union will allocate ?9.2 billion on high-tech investments, such as supercomputing, artificial intelligence, and network security. In order to maintain its leading position, the United States will increase its investment in artificial intelligence research and development in non-defense fields, from US\$1.6 billion to US\$1.7 billion in 2022. According to the latest data released by IDC, global

artificial intelligence revenue was US\$432.8 billion in 2022, a year-on-year increase of 19.143%, including software, hardware and services.

This report is a detailed and comprehensive analysis for global Virtual AI Digital Human 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 2024, are provided.

Key Features:

Global Virtual AI Digital Human market size and forecasts, in consumption value (\$ Million), 2019-2030

Global Virtual AI Digital Human market size and forecasts by region and country, in consumption value (\$ Million), 2019-2030

Global Virtual AI Digital Human market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2019-2030

Global Virtual AI Digital Human market shares of main players, in revenue (\$ Million), 2019-2024

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 Virtual AI Digital Human

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 Virtual AI Digital Human 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 IBM, [24]7.ai, Google, Nuance Communications, AWS, LogMeIn,

Inbenta, Kore.ai, Gupshup, AIVO, etc.

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

Market segmentation

Virtual AI Digital Human market is split by Type and by Application. For the period 2019-2030, 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.

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Virtual AI Digital Human market is split by Type and by Application. For the period 2018-2029, 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

Chatbots

Virtual Assistants

Others

Market segment by Application

Pan-entertainment Field

Healthcare Field

Financial Field

Automotive

Others

Market segment by players, this report covers

IBM

[24]7.ai

Google

Nuance Communications

AWS

LogMeIn

Inbenta

Kore.ai

Gupshup

AIVO

Yellow Messenger

CogniCor Technologies

Passage AI

Chatfuel

SmartBots.ai

Avatarworks

Xmov

Iflytek

DataBaker

Tencent

Microsoft (Xiaoice)

NetEase Fuxi Lab

Baidu

ByteDance (Volcengine)

LUSTER

FaceUnity

Digital Domain

Huawei

Alibaba

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 Virtual AI Digital Human product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Virtual AI Digital Human, with revenue, gross margin, and global market share of Virtual AI Digital Human from 2019 to 2024.

Chapter 3, the Virtual AI Digital Human 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 2019 to 2030.

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 2019 to 2024. and Virtual AI Digital Human market forecast, by regions, by Type and by Application, with consumption value, from 2024 to 2030.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Virtual AI Digital Human.

Chapter 13, to describe Virtual AI Digital Human research findings and conclusion.

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