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2017-2025 World Affective Computing Market Research Report (by Product Type, End-User/Application and Regions/Countries)

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Abstracts

SUMMARY

Affective computing (also known as artificial emotional intelligence, or emotion AI) is the study and development of systems and devices that can recognize, interpret, process, and simulate human affects. It is an interdisciplinary field spanning computer science, psychology, and cognitive science. While the origins of the field may be traced as far back as to early philosophical inquiries into emotion (“affect” is, basically, a synonym for “emotion.”), the more modern branch of computer science originated with Rosalind Picard’s 1995 paper on affective computing. A motivation for the research is the ability to simulate empathy. The machine should interpret the emotional state of humans and adapt its behavior to them, giving an appropriate response for those emotions.

This report includes market status and forecast of global and major regions, with introduction of vendors, regions, product types and end industries; and this report counts product types and end industries in global and major regions.

The report includes as follows:

The report provides current data, historical overview and future forecast.
The report includes an in-depth analysis of the Global market for Affective Computing , covering Global total and major region markets.
The data of 2017-2025 are included. All-inclusive market are given through data on sales, consumption, and prices (Global total and by major regions).
The report provides introduction of leading Global manufacturers.
Affective Computing market prospects to 2025 are included (in sales, consumption and

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price).

Market Segment as follows:

By Region / Countries

North America (U.S., Canada, Mexico)

Europe (Germany, U.K., France, Italy, Russia, Spain etc)

Asia-Pacific (China, India, Japan, Southeast Asia etc)

South America (Brazil, Argentina etc)

Middle East & Africa (Saudi Arabia, South Africa etc)

By Type

Touch-Based

Touchless

By End-User / Application

Market Research

Healthcare

Media & Advertisement

Automotive

Others

By Company

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IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

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