

Global Affective Computing Market Data Survey Report 2015-2025

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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.

The global Affective Computing market will reach xxx Million USD in 2020 with CAGR xx% 2020-2025. The main contents of the report including:

Global market size and forecast

Regional market size, production data and export & import

Key manufacturers profile, products & services, sales data of business

Global market size by Major End-Use

Global market size by Major Type

Key manufacturers are included based on company profile, sales data and product specifications etc.:

IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

Major applications as follows:

Market Research

Healthcare

Media & Advertisement

Automotive

Others

Major Type as follows:

Touch-Based

Touchless

Regional market size, production data and export & import:

Asia-Pacific

North America

Europe

South America

Middle East & Africa

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