

Global and China Affective Computing Market Research by Company, Type & Application 2013-2025

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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.

Market Segment as follows:

By Type

Touch-Based

Touchless

By Application

Market Research

Healthcare

Media & Advertisement

Automotive

Others

By Company

IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

The main contents of the report including:

Section 1:

Product definition, type and application, global and China market overview;

Section 2:

Global and China Market competition by company;

Section 3:

Global and China sales revenue, volume and price by type;

Section 4:

Global and China sales revenue, volume and price by application;

Section 5:

China export and import;

Section 6:

Company information, business overview, sales data and product specifications;

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Industry chain and raw materials;

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