

Europe Affective Computing Market By Component (Software and Hardware), By Technology (Touch Based and Touchless), By End User (Healthcare, Media & Entertainment, BFSI, Automotive, IT & Telecom, Retail & E-commerce and Others), By Country, Industry Analysis and Forecast, 2020 - 2026

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Abstracts

The Europe Affective Computing Market would witness market growth of 35.4% CAGR during the forecast period (2020-2026).

Affective computing tries to lessen the distance between human feelings and machines by creating computational frameworks that recognize, respond, and express feelings. Computer researchers and significant parts in the market are inclined toward investing more amounts of energy on Affective computing to build up a profoundly intelligent computing system, which improves the proactive and intelligent human-machine connection. Increment in the selection of associated devices across different end-user verticals and ceaseless development in empowering technologies are foreseen to drive the market development during the forecast period. Notwithstanding, the absence of standardization and high creation cost is evaluated to hamper the market development. Sensors can easily identify changes or occasions in the environment and give a conforming output. Sensors are indispensable elements as they are accountable for deciphering, recognizing, processing, and replicating human feelings. Sensors discover many applications in flood and water level checking, traffic observing and controlling, environment observing, and tracking of animals, and accurate agriculture, among others. Progresses in sensing technologies, the developing selection of electronic devices, continued improvement of urban and smart cities, progresses in automation, and the developing inclination for IoT technology is required to drive the development of the sensors segment.

Based on Component, the market is segmented into Software and Hardware. Software segment is further classified across Speech Recognition, Enterprise Software, Face Recognition, Analytics Software and Others. Hardware segment is further segmented into Sensors, Storage Devices & Processors and Cameras & Others. Based on Technology, the market is segmented into Touch Based and Touchless. Based on End User, the market is segmented into Healthcare, Media & Entertainment, BFSI, Automotive, IT & Telecom, Retail & E-commerce and Others. Based on countries, the market is segmented into Germany, UK, France, Russia, Spain, Italy, and Rest of Europe.

The market research report covers the analysis of key stake holders of the market. Key companies profiled in the report include IBM Corporation, Microsoft Corporation, Google, Inc., Apple, Inc., Qualcomm, Inc., Elliptic Laboratories A/S, Cognitec Systems GmbH, GestureTek, Inc., Eyesight Technologies Ltd., and Vocalis Health.

Scope of the Study

Market Segmentation:

By Component

Software

- o Speech Recognition
- o Enterprise Software
- o Face Recognition
- o Analytics Software
- o Others

Hardware

- o Sensors
- o Storage Devices & Processors
- o Cameras & Others

By Technology

Touch Based

Touchless

By End User

Healthcare

Media & Entertainment

BFSI

Automotive

IT & Telecom

Retail & E-commerce

Others

By Country

Germany

UK

France

Russia

Spain

Italy

Rest of Europe

Companies Profiled

IBM Corporation

Microsoft Corporation

Google, Inc.

Apple, Inc.

Qualcomm, Inc.

Elliptic Laboratories A/S

Cognitec Systems GmbH

GestureTek, Inc.

Eyesight Technologies Ltd.

Vocalis Health

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