

LAMEA 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 Latin America, Middle East and Africa Affective Computing Market would witness market growth of 40.6% CAGR during the forecast period (2020-2026).

Affective computing dependent on speech recognition assists in decoding emotions from inputs to the type of speech utilizing real-time speech emotion detection. The framework includes speech segmentation, voice activity detection, and signal pre-processing future extraction, emotional categorization, and statistical analysis of the emotional frequency. The framework can distinguish real-time speech emotions for different applications, for example, web-based (online) learning. The interest for speech and voice recognition software is anticipated to observe huge development over the forecast period due to progresses in AI-and ML-based procedures and the combination of associated devices with personal assistants.

The expanding interest for touchless sensing-based biometric solutions and the continued rollout of cell phones with the recent controlling and following functionalities are anticipated to open new development doors for the touchless fragment. Despite the fact that the development of the touchless section is limited at present due to the high switchover costs coupled with client resistance, the outbreak of the COVID-19 pandemic is slowly making the way for the acceptance of touchless affective computing solutions.

The capability to utilize Affective computing to create feelings for treating autism-based diseases is another factor expected to drive the development of the market. The

growing demand for consumer electronics and IoT-based devices combined with the advancing needs for ease and comfort in product utilization is additionally expected to support the development of the market.

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 Brazil, Argentina, UAE, Saudi Arabia, South Africa, Nigeria, and Rest of LAMEA.

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, Congnitech 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

Brazil

Argentina

UAE

Saudi Arabia

South Africa

Nigeria

Rest of LAMEA

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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