

Global Touch-Based Affective Computing Market Growth (Status and Outlook) 2024-2030

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Abstracts

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According to our LPI (LP Information) latest study, the global Touch-Based Affective Computing market size was valued at US\$ 265.3 million in 2023. With growing demand in downstream market, the Touch-Based Affective Computing is forecast to a readjusted size of US\$ 402.1 million by 2030 with a CAGR of 6.1% during review period.

The research report highlights the growth potential of the global Touch-Based Affective Computing market. Touch-Based Affective Computing are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of Touch-Based Affective Computing. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the Touch-Based Affective Computing market.

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.

Key Features:

The report on Touch-Based Affective Computing market reflects various aspects and provide valuable insights into the industry.

Market Size and Growth: The research report provide an overview of the current size and growth of the Touch-Based Affective Computing market. It may include historical data, market segmentation by Type (e.g., Body Posture, Physiological Test), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the Touch-Based Affective Computing market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

Competitive Landscape: The research report provides analysis of the competitive landscape within the Touch-Based Affective Computing market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

Technological Developments: The research report can delve into the latest technological developments in the Touch-Based Affective Computing industry. This include advancements in Touch-Based Affective Computing technology, Touch-Based Affective Computing new entrants, Touch-Based Affective Computing new investment, and other innovations that are shaping the future of Touch-Based Affective Computing.

Downstream Procumbent Preference: The report can shed light on customer procumbent behaviour and adoption trends in the Touch-Based Affective Computing market. It includes factors influencing customer ' purchasing decisions, preferences for Touch-Based Affective Computing product.

Government Policies and Incentives: The research report analyse the impact of government policies and incentives on the Touch-Based Affective Computing market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting Touch-Based Affective Computing market. The report also evaluates the effectiveness of these policies in driving market growth.

Environmental Impact and Sustainability: The research report assess the environmental

impact and sustainability aspects of the Touch-Based Affective Computing market.

Market Forecasts and Future Outlook: Based on the analysis conducted, the research report provide market forecasts and outlook for the Touch-Based Affective Computing industry. This includes projections of market size, growth rates, regional trends, and predictions on technological advancements and policy developments.

Recommendations and Opportunities: The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and contribute to the growth and development of the Touch-Based Affective Computing market.

Market Segmentation:

Touch-Based Affective Computing market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Segmentation by type

Body Posture

Physiological Test

Other

Segmentation by application

Market Research

Healthcare

Media & Advertisement

Automotive

Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

Gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Touch-Based Affective Computing Market Size 2019-2030
 - 2.1.2 Touch-Based Affective Computing Market Size CAGR by Region 2019 VS 2023 VS 2030
- 2.2 Touch-Based Affective Computing Segment by Type
 - 2.2.1 Body Posture
 - 2.2.2 Physiological Test
 - 2.2.3 Other
- 2.3 Touch-Based Affective Computing Market Size by Type
 - 2.3.1 Touch-Based Affective Computing Market Size CAGR by Type (2019 VS 2023 VS 2030)
 - 2.3.2 Global Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)
- 2.4 Touch-Based Affective Computing Segment by Application
 - 2.4.1 Market Research
 - 2.4.2 Healthcare
 - 2.4.3 Media & Advertisement
 - 2.4.4 Automotive
 - 2.4.5 Others
- 2.5 Touch-Based Affective Computing Market Size by Application
 - 2.5.1 Touch-Based Affective Computing Market Size CAGR by Application (2019 VS 2023 VS 2030)
 - 2.5.2 Global Touch-Based Affective Computing Market Size Market Share by Application (2019-2024)

3 TOUCH-BASED AFFECTIVE COMPUTING MARKET SIZE BY PLAYER

- 3.1 Touch-Based Affective Computing Market Size Market Share by Players
 - 3.1.1 Global Touch-Based Affective Computing Revenue by Players (2019-2024)
 - 3.1.2 Global Touch-Based Affective Computing Revenue Market Share by Players (2019-2024)
- 3.2 Global Touch-Based Affective Computing Key Players Head office and Products Offered
- 3.3 Market Concentration Rate Analysis
 - 3.3.1 Competition Landscape Analysis
 - 3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)
- 3.4 New Products and Potential Entrants
- 3.5 Mergers & Acquisitions, Expansion

4 TOUCH-BASED AFFECTIVE COMPUTING BY REGIONS

- 4.1 Touch-Based Affective Computing Market Size by Regions (2019-2024)
- 4.2 Americas Touch-Based Affective Computing Market Size Growth (2019-2024)
- 4.3 APAC Touch-Based Affective Computing Market Size Growth (2019-2024)
- 4.4 Europe Touch-Based Affective Computing Market Size Growth (2019-2024)
- 4.5 Middle East & Africa Touch-Based Affective Computing Market Size Growth (2019-2024)

5 AMERICAS

- 5.1 Americas Touch-Based Affective Computing Market Size by Country (2019-2024)
- 5.2 Americas Touch-Based Affective Computing Market Size by Type (2019-2024)
- 5.3 Americas Touch-Based Affective Computing Market Size by Application (2019-2024)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC Touch-Based Affective Computing Market Size by Region (2019-2024)
- 6.2 APAC Touch-Based Affective Computing Market Size by Type (2019-2024)

6.3 APAC Touch-Based Affective Computing Market Size by Application (2019-2024)

6.4 China

6.5 Japan

6.6 Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe Touch-Based Affective Computing by Country (2019-2024)

7.2 Europe Touch-Based Affective Computing Market Size by Type (2019-2024)

7.3 Europe Touch-Based Affective Computing Market Size by Application (2019-2024)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Touch-Based Affective Computing by Region (2019-2024)

8.2 Middle East & Africa Touch-Based Affective Computing Market Size by Type (2019-2024)

8.3 Middle East & Africa Touch-Based Affective Computing Market Size by Application (2019-2024)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 GLOBAL TOUCH-BASED AFFECTIVE COMPUTING MARKET FORECAST

Global Touch-Based Affective Computing Market Growth (Status and Outlook) 2024-2030

- 10.1 Global Touch-Based Affective Computing Forecast by Regions (2025-2030)
 - 10.1.1 Global Touch-Based Affective Computing Forecast by Regions (2025-2030)
 - 10.1.2 Americas Touch-Based Affective Computing Forecast
 - 10.1.3 APAC Touch-Based Affective Computing Forecast
 - 10.1.4 Europe Touch-Based Affective Computing Forecast
 - 10.1.5 Middle East & Africa Touch-Based Affective Computing Forecast
- 10.2 Americas Touch-Based Affective Computing Forecast by Country (2025-2030)
 - 10.2.1 United States Touch-Based Affective Computing Market Forecast
 - 10.2.2 Canada Touch-Based Affective Computing Market Forecast
 - 10.2.3 Mexico Touch-Based Affective Computing Market Forecast
 - 10.2.4 Brazil Touch-Based Affective Computing Market Forecast
- 10.3 APAC Touch-Based Affective Computing Forecast by Region (2025-2030)
 - 10.3.1 China Touch-Based Affective Computing Market Forecast
 - 10.3.2 Japan Touch-Based Affective Computing Market Forecast
 - 10.3.3 Korea Touch-Based Affective Computing Market Forecast
 - 10.3.4 Southeast Asia Touch-Based Affective Computing Market Forecast
 - 10.3.5 India Touch-Based Affective Computing Market Forecast
 - 10.3.6 Australia Touch-Based Affective Computing Market Forecast
- 10.4 Europe Touch-Based Affective Computing Forecast by Country (2025-2030)
 - 10.4.1 Germany Touch-Based Affective Computing Market Forecast
 - 10.4.2 France Touch-Based Affective Computing Market Forecast
 - 10.4.3 UK Touch-Based Affective Computing Market Forecast
 - 10.4.4 Italy Touch-Based Affective Computing Market Forecast
 - 10.4.5 Russia Touch-Based Affective Computing Market Forecast
- 10.5 Middle East & Africa Touch-Based Affective Computing Forecast by Region (2025-2030)
 - 10.5.1 Egypt Touch-Based Affective Computing Market Forecast
 - 10.5.2 South Africa Touch-Based Affective Computing Market Forecast
 - 10.5.3 Israel Touch-Based Affective Computing Market Forecast
 - 10.5.4 Turkey Touch-Based Affective Computing Market Forecast
 - 10.5.5 GCC Countries Touch-Based Affective Computing Market Forecast
- 10.6 Global Touch-Based Affective Computing Forecast by Type (2025-2030)
- 10.7 Global Touch-Based Affective Computing Forecast by Application (2025-2030)

11 KEY PLAYERS ANALYSIS

11.1 IBM

11.1.1 IBM Company Information

- 11.1.2 IBM Touch-Based Affective Computing Product Offered
- 11.1.3 IBM Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
- 11.1.4 IBM Main Business Overview
- 11.1.5 IBM Latest Developments
- 11.2 Microsoft
 - 11.2.1 Microsoft Company Information
 - 11.2.2 Microsoft Touch-Based Affective Computing Product Offered
 - 11.2.3 Microsoft Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.2.4 Microsoft Main Business Overview
 - 11.2.5 Microsoft Latest Developments
- 11.3 Eyesight Technologies
 - 11.3.1 Eyesight Technologies Company Information
 - 11.3.2 Eyesight Technologies Touch-Based Affective Computing Product Offered
 - 11.3.3 Eyesight Technologies Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.3.4 Eyesight Technologies Main Business Overview
 - 11.3.5 Eyesight Technologies Latest Developments
- 11.4 Affectiva
 - 11.4.1 Affectiva Company Information
 - 11.4.2 Affectiva Touch-Based Affective Computing Product Offered
 - 11.4.3 Affectiva Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.4.4 Affectiva Main Business Overview
 - 11.4.5 Affectiva Latest Developments
- 11.5 NuraLogix
 - 11.5.1 NuraLogix Company Information
 - 11.5.2 NuraLogix Touch-Based Affective Computing Product Offered
 - 11.5.3 NuraLogix Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.5.4 NuraLogix Main Business Overview
 - 11.5.5 NuraLogix Latest Developments
- 11.6 Gestigon GmbH
 - 11.6.1 Gestigon GmbH Company Information
 - 11.6.2 Gestigon GmbH Touch-Based Affective Computing Product Offered
 - 11.6.3 Gestigon GmbH Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.6.4 Gestigon GmbH Main Business Overview

- 11.6.5 Gestigon GmbH Latest Developments
- 11.7 Crowd Emotion
 - 11.7.1 Crowd Emotion Company Information
 - 11.7.2 Crowd Emotion Touch-Based Affective Computing Product Offered
 - 11.7.3 Crowd Emotion Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.7.4 Crowd Emotion Main Business Overview
 - 11.7.5 Crowd Emotion Latest Developments
- 11.8 Beyond Verbal
 - 11.8.1 Beyond Verbal Company Information
 - 11.8.2 Beyond Verbal Touch-Based Affective Computing Product Offered
 - 11.8.3 Beyond Verbal Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.8.4 Beyond Verbal Main Business Overview
 - 11.8.5 Beyond Verbal Latest Developments
- 11.9 nViso
 - 11.9.1 nViso Company Information
 - 11.9.2 nViso Touch-Based Affective Computing Product Offered
 - 11.9.3 nViso Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.9.4 nViso Main Business Overview
 - 11.9.5 nViso Latest Developments
- 11.10 Cogito Corporation
 - 11.10.1 Cogito Corporation Company Information
 - 11.10.2 Cogito Corporation Touch-Based Affective Computing Product Offered
 - 11.10.3 Cogito Corporation Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.10.4 Cogito Corporation Main Business Overview
 - 11.10.5 Cogito Corporation Latest Developments
- 11.11 Kairos
 - 11.11.1 Kairos Company Information
 - 11.11.2 Kairos Touch-Based Affective Computing Product Offered
 - 11.11.3 Kairos Touch-Based Affective Computing Revenue, Gross Margin and Market Share (2019-2024)
 - 11.11.4 Kairos Main Business Overview
 - 11.11.5 Kairos Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Touch-Based Affective Computing Market Size CAGR by Region (2019 VS 2023 VS 2030) & (\$ Millions)

Table 2. Major Players of Body Posture

Table 3. Major Players of Physiological Test

Table 4. Major Players of Other

Table 5. Touch-Based Affective Computing Market Size CAGR by Type (2019 VS 2023 VS 2030) & (\$ Millions)

Table 6. Global Touch-Based Affective Computing Market Size by Type (2019-2024) & (\$ Millions)

Table 7. Global Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)

Table 8. Touch-Based Affective Computing Market Size CAGR by Application (2019 VS 2023 VS 2030) & (\$ Millions)

Table 9. Global Touch-Based Affective Computing Market Size by Application (2019-2024) & (\$ Millions)

Table 10. Global Touch-Based Affective Computing Market Size Market Share by Application (2019-2024)

Table 11. Global Touch-Based Affective Computing Revenue by Players (2019-2024) & (\$ Millions)

Table 12. Global Touch-Based Affective Computing Revenue Market Share by Player (2019-2024)

Table 13. Touch-Based Affective Computing Key Players Head office and Products Offered

Table 14. Touch-Based Affective Computing Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)

Table 15. New Products and Potential Entrants

Table 16. Mergers & Acquisitions, Expansion

Table 17. Global Touch-Based Affective Computing Market Size by Regions 2019-2024 & (\$ Millions)

Table 18. Global Touch-Based Affective Computing Market Size Market Share by Regions (2019-2024)

Table 19. Global Touch-Based Affective Computing Revenue by Country/Region (2019-2024) & (\$ millions)

Table 20. Global Touch-Based Affective Computing Revenue Market Share by Country/Region (2019-2024)

Table 21. Americas Touch-Based Affective Computing Market Size by Country (2019-2024) & (\$ Millions)

Table 22. Americas Touch-Based Affective Computing Market Size Market Share by Country (2019-2024)

Table 23. Americas Touch-Based Affective Computing Market Size by Type (2019-2024) & (\$ Millions)

Table 24. Americas Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)

Table 25. Americas Touch-Based Affective Computing Market Size by Application (2019-2024) & (\$ Millions)

Table 26. Americas Touch-Based Affective Computing Market Size Market Share by Application (2019-2024)

Table 27. APAC Touch-Based Affective Computing Market Size by Region (2019-2024) & (\$ Millions)

Table 28. APAC Touch-Based Affective Computing Market Size Market Share by Region (2019-2024)

Table 29. APAC Touch-Based Affective Computing Market Size by Type (2019-2024) & (\$ Millions)

Table 30. APAC Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)

Table 31. APAC Touch-Based Affective Computing Market Size by Application (2019-2024) & (\$ Millions)

Table 32. APAC Touch-Based Affective Computing Market Size Market Share by Application (2019-2024)

Table 33. Europe Touch-Based Affective Computing Market Size by Country (2019-2024) & (\$ Millions)

Table 34. Europe Touch-Based Affective Computing Market Size Market Share by Country (2019-2024)

Table 35. Europe Touch-Based Affective Computing Market Size by Type (2019-2024) & (\$ Millions)

Table 36. Europe Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)

Table 37. Europe Touch-Based Affective Computing Market Size by Application (2019-2024) & (\$ Millions)

Table 38. Europe Touch-Based Affective Computing Market Size Market Share by Application (2019-2024)

Table 39. Middle East & Africa Touch-Based Affective Computing Market Size by Region (2019-2024) & (\$ Millions)

Table 40. Middle East & Africa Touch-Based Affective Computing Market Size Market

Share by Region (2019-2024)

Table 41. Middle East & Africa Touch-Based Affective Computing Market Size by Type (2019-2024) & (\$ Millions)

Table 42. Middle East & Africa Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)

Table 43. Middle East & Africa Touch-Based Affective Computing Market Size by Application (2019-2024) & (\$ Millions)

Table 44. Middle East & Africa Touch-Based Affective Computing Market Size Market Share by Application (2019-2024)

Table 45. Key Market Drivers & Growth Opportunities of Touch-Based Affective Computing

Table 46. Key Market Challenges & Risks of Touch-Based Affective Computing

Table 47. Key Industry Trends of Touch-Based Affective Computing

Table 48. Global Touch-Based Affective Computing Market Size Forecast by Regions (2025-2030) & (\$ Millions)

Table 49. Global Touch-Based Affective Computing Market Size Market Share Forecast by Regions (2025-2030)

Table 50. Global Touch-Based Affective Computing Market Size Forecast by Type (2025-2030) & (\$ Millions)

Table 51. Global Touch-Based Affective Computing Market Size Forecast by Application (2025-2030) & (\$ Millions)

Table 52. IBM Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors

Table 53. IBM Touch-Based Affective Computing Product Offered

Table 54. IBM Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 55. IBM Main Business

Table 56. IBM Latest Developments

Table 57. Microsoft Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors

Table 58. Microsoft Touch-Based Affective Computing Product Offered

Table 59. Microsoft Main Business

Table 60. Microsoft Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 61. Microsoft Latest Developments

Table 62. Eyesight Technologies Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors

Table 63. Eyesight Technologies Touch-Based Affective Computing Product Offered

Table 64. Eyesight Technologies Main Business

Table 65. Eyesight Technologies Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)
Table 66. Eyesight Technologies Latest Developments
Table 67. Affectiva Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors
Table 68. Affectiva Touch-Based Affective Computing Product Offered
Table 69. Affectiva Main Business
Table 70. Affectiva Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)
Table 71. Affectiva Latest Developments
Table 72. NuraLogix Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors
Table 73. NuraLogix Touch-Based Affective Computing Product Offered
Table 74. NuraLogix Main Business
Table 75. NuraLogix Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)
Table 76. NuraLogix Latest Developments
Table 77. Gestigon GmbH Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors
Table 78. Gestigon GmbH Touch-Based Affective Computing Product Offered
Table 79. Gestigon GmbH Main Business
Table 80. Gestigon GmbH Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)
Table 81. Gestigon GmbH Latest Developments
Table 82. Crowd Emotion Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors
Table 83. Crowd Emotion Touch-Based Affective Computing Product Offered
Table 84. Crowd Emotion Main Business
Table 85. Crowd Emotion Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)
Table 86. Crowd Emotion Latest Developments
Table 87. Beyond Verbal Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors
Table 88. Beyond Verbal Touch-Based Affective Computing Product Offered
Table 89. Beyond Verbal Main Business
Table 90. Beyond Verbal Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)
Table 91. Beyond Verbal Latest Developments
Table 92. nViso Details, Company Type, Touch-Based Affective Computing Area

Served and Its Competitors

Table 93. nViso Touch-Based Affective Computing Product Offered

Table 94. nViso Main Business

Table 95. nViso Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 96. nViso Latest Developments

Table 97. Cogito Corporation Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors

Table 98. Cogito Corporation Touch-Based Affective Computing Product Offered

Table 99. Cogito Corporation Main Business

Table 100. Cogito Corporation Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 101. Cogito Corporation Latest Developments

Table 102. Kairos Details, Company Type, Touch-Based Affective Computing Area Served and Its Competitors

Table 103. Kairos Touch-Based Affective Computing Product Offered

Table 104. Kairos Touch-Based Affective Computing Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 105. Kairos Main Business

Table 106. Kairos Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. Touch-Based Affective Computing Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Touch-Based Affective Computing Market Size Growth Rate
2019-2030 (\$ Millions)

Figure 6. Touch-Based Affective Computing Sales by Geographic Region (2019, 2023 &
2030) & (\$ millions)

Figure 7. Touch-Based Affective Computing Sales Market Share by Country/Region
(2023)

Figure 8. Touch-Based Affective Computing Sales Market Share by Country/Region
(2019, 2023 & 2030)

Figure 9. Global Touch-Based Affective Computing Market Size Market Share by Type
in 2023

Figure 10. Touch-Based Affective Computing in Market Research

Figure 11. Global Touch-Based Affective Computing Market: Market Research
(2019-2024) & (\$ Millions)

Figure 12. Touch-Based Affective Computing in Healthcare

Figure 13. Global Touch-Based Affective Computing Market: Healthcare (2019-2024) &
(\$ Millions)

Figure 14. Touch-Based Affective Computing in Media & Advertisement

Figure 15. Global Touch-Based Affective Computing Market: Media & Advertisement
(2019-2024) & (\$ Millions)

Figure 16. Touch-Based Affective Computing in Automotive

Figure 17. Global Touch-Based Affective Computing Market: Automotive (2019-2024) &
(\$ Millions)

Figure 18. Touch-Based Affective Computing in Others

Figure 19. Global Touch-Based Affective Computing Market: Others (2019-2024) & (\$
Millions)

Figure 20. Global Touch-Based Affective Computing Market Size Market Share by
Application in 2023

Figure 21. Global Touch-Based Affective Computing Revenue Market Share by Player
in 2023

Figure 22. Global Touch-Based Affective Computing Market Size Market Share by
Regions (2019-2024)

Figure 23. Americas Touch-Based Affective Computing Market Size 2019-2024 (\$ Millions)

Figure 24. APAC Touch-Based Affective Computing Market Size 2019-2024 (\$ Millions)

Figure 25. Europe Touch-Based Affective Computing Market Size 2019-2024 (\$ Millions)

Figure 26. Middle East & Africa Touch-Based Affective Computing Market Size 2019-2024 (\$ Millions)

Figure 27. Americas Touch-Based Affective Computing Value Market Share by Country in 2023

Figure 28. United States Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 29. Canada Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 30. Mexico Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 31. Brazil Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 32. APAC Touch-Based Affective Computing Market Size Market Share by Region in 2023

Figure 33. APAC Touch-Based Affective Computing Market Size Market Share by Type in 2023

Figure 34. APAC Touch-Based Affective Computing Market Size Market Share by Application in 2023

Figure 35. China Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 36. Japan Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 37. Korea Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 38. Southeast Asia Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 39. India Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 40. Australia Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 41. Europe Touch-Based Affective Computing Market Size Market Share by Country in 2023

Figure 42. Europe Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)

Figure 43. Europe Touch-Based Affective Computing Market Size Market Share by Application (2019-2024)

Figure 44. Germany Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 45. France Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 46. UK Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 47. Italy Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 48. Russia Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 49. Middle East & Africa Touch-Based Affective Computing Market Size Market Share by Region (2019-2024)

Figure 50. Middle East & Africa Touch-Based Affective Computing Market Size Market Share by Type (2019-2024)

Figure 51. Middle East & Africa Touch-Based Affective Computing Market Size Market Share by Application (2019-2024)

Figure 52. Egypt Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 53. South Africa Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 54. Israel Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 55. Turkey Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 56. GCC Country Touch-Based Affective Computing Market Size Growth 2019-2024 (\$ Millions)

Figure 57. Americas Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 58. APAC Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 59. Europe Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 60. Middle East & Africa Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 61. United States Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 62. Canada Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 63. Mexico Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 64. Brazil Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 65. China Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 66. Japan Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 67. Korea Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 68. Southeast Asia Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 69. India Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 70. Australia Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 71. Germany Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 72. France Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 73. UK Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 74. Italy Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 75. Russia Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 76. Spain Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 77. Egypt Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 78. South Africa Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 79. Israel Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 80. Turkey Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 81. GCC Countries Touch-Based Affective Computing Market Size 2025-2030 (\$ Millions)

Figure 82. Global Touch-Based Affective Computing Market Size Market Share Forecast by Type (2025-2030)

Figure 83. Global Touch-Based Affective Computing Market Size Market Share Forecast by Application (2025-2030)

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