

Global Touchless Sensing and Gesturing Market (2010-2015)

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Abstracts

The report is divided into the touchless sensing market and the gesture recognition market. The touchless sensing market includes touchless sanitary equipment and touchless biometrics.

The touchless sensing market has gained momentum since a year and is increasing rapidly. The touchless sensing market is expected to reach \$3656.8 million by the end of 2015. The companies are realizing the potential of this market and answering the customer needs regarding better hygienic factors. The touchless biometrics market is also on the rise. The crime rates are increasing and the general public needs some sort of security which is foolproof. These biometric systems are more accurate than the touch-based biometric systems since they are independent of touch. The touchless fingerprint recognition system can take in a picture of a fingerprint even if the finger has a cut on it or in case of iris recognition and face recognition, the features of the iris or the face do not change over the years.

The gesture recognition market is expected to reach \$625 million in 2015 from \$200 million in 2010 at an expected CAGR of 25.6% from 2010 to 2015. The gesture recognition market was commercialized in the third quarter of 2010 with the launch of the Microsoft XBOX Kinect (hardware). Gesture recognition has their applications in a several sectors ranging from entertainment, consumer electronics, and transportation to healthcare. The market acceptance of this industry is very low since this is a new technology and the users are not aware of the technology as yet. However, this market is estimated to grow in the next seven to eight years.

Scope of the Report

This research report categorizes the global touchless sensing and gesture recognition market on the basis of different products, sensors used in these products, applications and geography; forecasting revenues, and analyzing trends in the touchless sensing as well as the gesture recognition market.

On the basis of applications

Applications such as gaming, consumer electronics, automotives, and transportation are discussed as well as the target applications.

On the basis of geography

North America, Europe, Asia-Pacific and ROW are covered in the report.

Each section will provide market data, market drivers, trends and opportunities, key players, and competitive outlook. This report will also provide market tables for covering the sub-segments and micro-markets. In addition, the report also provides more than 20 company profiles covering all the sub-segments.

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We conduct detailed market positioning, product positioning and competitive positioning. Entry strategies, gaps and opportunities are identified for all the stakeholders.

Comprehensive market analysis is carried out for the following sectors:

Pharmaceuticals, Medical Devices, Biotechnology, Semiconductor and Electronics, Energy and Power Supplies, Food and Beverages, Chemicals, Advanced Materials, Industrial Automation, and Telecom and IT. We also analyze retailers and super-retailers, technology providers, and research and development (R&D) companies.

Key questions answered

Which are the high-growth segments/cash cows and how is the market segmented in terms of applications and materials?

What are market estimates and forecasts; which markets are doing well and which are not?

Where are the gaps and opportunities; what is driving the market?

Which are the key playing fields? Which are the winning edge imperatives?

How is the competitive outlook; who are the main players in each of the segments; what are the key selling products; what are their strategic directives, operational strengths and product pipelines? Who is doing what?

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