

2D Gesture Recognition for Consumer Electronics Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of 2D Gesture Recognition for Consumer Electronics in global, including the following market information:

Global 2D Gesture Recognition for Consumer Electronics Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global 2D Gesture Recognition for Consumer Electronics Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five 2D Gesture Recognition for Consumer Electronics companies in 2021 (%)

The global 2D Gesture Recognition for Consumer Electronics market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Mouse Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of 2D Gesture Recognition for Consumer Electronics include Crunchfish AB, EyeSight Technologies, Intel, PointGrab, Samsung Electronics and Sony, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the 2D Gesture Recognition for Consumer Electronics manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global 2D Gesture Recognition for Consumer Electronics Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global 2D Gesture Recognition for Consumer Electronics Market Segment Percentages, by Type, 2021 (%)

Mouse

Remote Controls

Other Control Devices

Global 2D Gesture Recognition for Consumer Electronics Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global 2D Gesture Recognition for Consumer Electronics Market Segment Percentages, by Application, 2021 (%)

Smartphones

Smart TVs

Tablets

Desktop and Portable PCs

Other

Global 2D Gesture Recognition for Consumer Electronics Market, By Region and

Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global 2D Gesture Recognition for Consumer Electronics Market Segment
Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies 2D Gesture Recognition for Consumer Electronics revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies 2D Gesture Recognition for Consumer Electronics revenues share in global market, 2021 (%)

Key companies 2D Gesture Recognition for Consumer Electronics sales in global market, 2017-2022 (Estimated), (K Units)

Key companies 2D Gesture Recognition for Consumer Electronics sales share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Crunchfish AB

EyeSight Technologies

Intel

PointGrab

Samsung Electronics

Sony

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