

Touch-Based Affective Computing Market - Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/T8FA00D74F15EN.html>

Date: March 2022

Pages: 61

Price: US\$ 3,250.00 (Single User License)

ID: T8FA00D74F15EN

Abstracts

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.

This report contains market size and forecasts of Touch-Based Affective Computing in Global, including the following market information:

Global Touch-Based Affective Computing Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Touch-Based Affective Computing 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.

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

The global key manufacturers of Touch-Based Affective Computing include IBM, Microsoft, Eyesight Technologies, Affectiva, NuraLogix, Gestigon GmbH, Crowd Emotion, Beyond Verbal and nViso, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Touch-Based Affective Computing companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Touch-Based Affective Computing Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Touch-Based Affective Computing Market Segment Percentages, by Type, 2021 (%)

Body Posture

Physiological Test

Other

Global Touch-Based Affective Computing Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Touch-Based Affective Computing Market Segment Percentages, by Application, 2021 (%)

Market Research

Healthcare

Media & Advertisement

Automotive

Others

Global Touch-Based Affective Computing Market, By Region and Country, 2017-2022,
2023-2028 (\$ Millions)

Global Touch-Based Affective Computing 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 Touch-Based Affective Computing revenues in global market,
2017-2022 (estimated), (\$ millions)

Key companies Touch-Based Affective Computing revenues share in global market,

2021 (%)

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

IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

Gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Touch-Based Affective Computing Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Touch-Based Affective Computing Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL TOUCH-BASED AFFECTIVE COMPUTING OVERALL MARKET SIZE

- 2.1 Global Touch-Based Affective Computing Market Size: 2021 VS 2028
- 2.2 Global Touch-Based Affective Computing Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Touch-Based Affective Computing Players in Global Market
- 3.2 Top Global Touch-Based Affective Computing Companies Ranked by Revenue
- 3.3 Global Touch-Based Affective Computing Revenue by Companies
- 3.4 Top 3 and Top 5 Touch-Based Affective Computing Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Touch-Based Affective Computing Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Touch-Based Affective Computing Players in Global Market
 - 3.6.1 List of Global Tier 1 Touch-Based Affective Computing Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Touch-Based Affective Computing Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Touch-Based Affective Computing Market Size Markets, 2021 & 2028

4.1.2 Body Posture

4.1.3 Physiological Test

4.1.4 Other

4.2 By Type - Global Touch-Based Affective Computing Revenue & Forecasts

4.2.1 By Type - Global Touch-Based Affective Computing Revenue, 2017-2022

4.2.2 By Type - Global Touch-Based Affective Computing Revenue, 2023-2028

4.2.3 By Type - Global Touch-Based Affective Computing Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Touch-Based Affective Computing Market Size, 2021 & 2028

5.1.2 Market Research

5.1.3 Healthcare

5.1.4 Media & Advertisement

5.1.5 Automotive

5.1.6 Others

5.2 By Application - Global Touch-Based Affective Computing Revenue & Forecasts

5.2.1 By Application - Global Touch-Based Affective Computing Revenue, 2017-2022

5.2.2 By Application - Global Touch-Based Affective Computing Revenue, 2023-2028

5.2.3 By Application - Global Touch-Based Affective Computing Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Touch-Based Affective Computing Market Size, 2021 & 2028

6.2 By Region - Global Touch-Based Affective Computing Revenue & Forecasts

6.2.1 By Region - Global Touch-Based Affective Computing Revenue, 2017-2022

6.2.2 By Region - Global Touch-Based Affective Computing Revenue, 2023-2028

6.2.3 By Region - Global Touch-Based Affective Computing Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Touch-Based Affective Computing Revenue,

2017-2028

6.3.2 US Touch-Based Affective Computing Market Size, 2017-2028

6.3.3 Canada Touch-Based Affective Computing Market Size, 2017-2028

6.3.4 Mexico Touch-Based Affective Computing Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Touch-Based Affective Computing Revenue, 2017-2028

6.4.2 Germany Touch-Based Affective Computing Market Size, 2017-2028

6.4.3 France Touch-Based Affective Computing Market Size, 2017-2028

6.4.4 U.K. Touch-Based Affective Computing Market Size, 2017-2028

6.4.5 Italy Touch-Based Affective Computing Market Size, 2017-2028

6.4.6 Russia Touch-Based Affective Computing Market Size, 2017-2028

6.4.7 Nordic Countries Touch-Based Affective Computing Market Size, 2017-2028

6.4.8 Benelux Touch-Based Affective Computing Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Touch-Based Affective Computing Revenue, 2017-2028

6.5.2 China Touch-Based Affective Computing Market Size, 2017-2028

6.5.3 Japan Touch-Based Affective Computing Market Size, 2017-2028

6.5.4 South Korea Touch-Based Affective Computing Market Size, 2017-2028

6.5.5 Southeast Asia Touch-Based Affective Computing Market Size, 2017-2028

6.5.6 India Touch-Based Affective Computing Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Touch-Based Affective Computing Revenue,
2017-2028

6.6.2 Brazil Touch-Based Affective Computing Market Size, 2017-2028

6.6.3 Argentina Touch-Based Affective Computing Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Touch-Based Affective Computing Revenue,
2017-2028

6.7.2 Turkey Touch-Based Affective Computing Market Size, 2017-2028

6.7.3 Israel Touch-Based Affective Computing Market Size, 2017-2028

6.7.4 Saudi Arabia Touch-Based Affective Computing Market Size, 2017-2028

6.7.5 UAE Touch-Based Affective Computing Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 IBM

7.1.1 IBM Corporate Summary

7.1.2 IBM Business Overview

7.1.3 IBM Touch-Based Affective Computing Major Product Offerings

- 7.1.4 IBM Touch-Based Affective Computing Revenue in Global Market (2017-2022)
- 7.1.5 IBM Key News
- 7.2 Microsoft
 - 7.2.1 Microsoft Corporate Summary
 - 7.2.2 Microsoft Business Overview
 - 7.2.3 Microsoft Touch-Based Affective Computing Major Product Offerings
 - 7.2.4 Microsoft Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.2.5 Microsoft Key News
- 7.3 Eyesight Technologies
 - 7.3.1 Eyesight Technologies Corporate Summary
 - 7.3.2 Eyesight Technologies Business Overview
 - 7.3.3 Eyesight Technologies Touch-Based Affective Computing Major Product Offerings
 - 7.3.4 Eyesight Technologies Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.3.5 Eyesight Technologies Key News
- 7.4 Affectiva
 - 7.4.1 Affectiva Corporate Summary
 - 7.4.2 Affectiva Business Overview
 - 7.4.3 Affectiva Touch-Based Affective Computing Major Product Offerings
 - 7.4.4 Affectiva Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.4.5 Affectiva Key News
- 7.5 NuraLogix
 - 7.5.1 NuraLogix Corporate Summary
 - 7.5.2 NuraLogix Business Overview
 - 7.5.3 NuraLogix Touch-Based Affective Computing Major Product Offerings
 - 7.5.4 NuraLogix Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.5.5 NuraLogix Key News
- 7.6 Gestigon GmbH
 - 7.6.1 Gestigon GmbH Corporate Summary
 - 7.6.2 Gestigon GmbH Business Overview
 - 7.6.3 Gestigon GmbH Touch-Based Affective Computing Major Product Offerings
 - 7.6.4 Gestigon GmbH Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.6.5 Gestigon GmbH Key News
- 7.7 Crowd Emotion

- 7.7.1 Crowd Emotion Corporate Summary
- 7.7.2 Crowd Emotion Business Overview
- 7.7.3 Crowd Emotion Touch-Based Affective Computing Major Product Offerings
- 7.7.4 Crowd Emotion Touch-Based Affective Computing Revenue in Global Market (2017-2022)
- 7.7.5 Crowd Emotion Key News
- 7.8 Beyond Verbal
 - 7.8.1 Beyond Verbal Corporate Summary
 - 7.8.2 Beyond Verbal Business Overview
 - 7.8.3 Beyond Verbal Touch-Based Affective Computing Major Product Offerings
 - 7.8.4 Beyond Verbal Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.8.5 Beyond Verbal Key News
- 7.9 nViso
 - 7.9.1 nViso Corporate Summary
 - 7.9.2 nViso Business Overview
 - 7.9.3 nViso Touch-Based Affective Computing Major Product Offerings
 - 7.9.4 nViso Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.9.5 nViso Key News
- 7.10 Cogito Corporation
 - 7.10.1 Cogito Corporation Corporate Summary
 - 7.10.2 Cogito Corporation Business Overview
 - 7.10.3 Cogito Corporation Touch-Based Affective Computing Major Product Offerings
 - 7.10.4 Cogito Corporation Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.10.5 Cogito Corporation Key News
- 7.11 Kairos
 - 7.11.1 Kairos Corporate Summary
 - 7.11.2 Kairos Business Overview
 - 7.11.3 Kairos Touch-Based Affective Computing Major Product Offerings
 - 7.11.4 Kairos Touch-Based Affective Computing Revenue in Global Market (2017-2022)
 - 7.11.5 Kairos Key News

8 CONCLUSION

9 APPENDIX

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Touch-Based Affective Computing Market Opportunities & Trends in Global Market

Table 2. Touch-Based Affective Computing Market Drivers in Global Market

Table 3. Touch-Based Affective Computing Market Restraints in Global Market

Table 4. Key Players of Touch-Based Affective Computing in Global Market

Table 5. Top Touch-Based Affective Computing Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Touch-Based Affective Computing Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Touch-Based Affective Computing Revenue Share by Companies, 2017-2022

Table 8. Global Companies Touch-Based Affective Computing Product Type

Table 9. List of Global Tier 1 Touch-Based Affective Computing Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Touch-Based Affective Computing Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Touch-Based Affective Computing Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Touch-Based Affective Computing Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Touch-Based Affective Computing Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Touch-Based Affective Computing Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Touch-Based Affective Computing Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Touch-Based Affective Computing Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Touch-Based Affective Computing Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Touch-Based Affective Computing Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Touch-Based Affective Computing Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Touch-Based Affective Computing Revenue,

(US\$, Mn), 2017-2022

Table 21. By Country - North America Touch-Based Affective Computing Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Touch-Based Affective Computing Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Touch-Based Affective Computing Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Touch-Based Affective Computing Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Touch-Based Affective Computing Revenue, (US\$, Mn), 2023-2028

Table 30. IBM Corporate Summary

Table 31. IBM Touch-Based Affective Computing Product Offerings

Table 32. IBM Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 33. Microsoft Corporate Summary

Table 34. Microsoft Touch-Based Affective Computing Product Offerings

Table 35. Microsoft Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 36. Eyesight Technologies Corporate Summary

Table 37. Eyesight Technologies Touch-Based Affective Computing Product Offerings

Table 38. Eyesight Technologies Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 39. Affectiva Corporate Summary

Table 40. Affectiva Touch-Based Affective Computing Product Offerings

Table 41. Affectiva Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 42. NuraLogix Corporate Summary

Table 43. NuraLogix Touch-Based Affective Computing Product Offerings

Table 44. NuraLogix Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 45. Gestigon GmbH Corporate Summary

Table 46. Gestigon GmbH Touch-Based Affective Computing Product Offerings

Table 47. Gestigon GmbH Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 48. Crowd Emotion Corporate Summary

Table 49. Crowd Emotion Touch-Based Affective Computing Product Offerings

Table 50. Crowd Emotion Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 51. Beyond Verbal Corporate Summary

Table 52. Beyond Verbal Touch-Based Affective Computing Product Offerings

Table 53. Beyond Verbal Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 54. nViso Corporate Summary

Table 55. nViso Touch-Based Affective Computing Product Offerings

Table 56. nViso Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 57. Cogito Corporation Corporate Summary

Table 58. Cogito Corporation Touch-Based Affective Computing Product Offerings

Table 59. Cogito Corporation Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

Table 60. Kairos Corporate Summary

Table 61. Kairos Touch-Based Affective Computing Product Offerings

Table 62. Kairos Touch-Based Affective Computing Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

Figure 1. Touch-Based Affective Computing Segment by Type in 2021

Figure 2. Touch-Based Affective Computing Segment by Application in 2021

Figure 3. Global Touch-Based Affective Computing Market Overview: 2021

Figure 4. Key Caveats

Figure 5. Global Touch-Based Affective Computing Market Size: 2021 VS 2028 (US\$, Mn)

Figure 6. Global Touch-Based Affective Computing Revenue, 2017-2028 (US\$, Mn)

Figure 7. The Top 3 and 5 Players Market Share by Touch-Based Affective Computing Revenue in 2021

Figure 8. By Type - Global Touch-Based Affective Computing Revenue Market Share, 2017-2028

Figure 9. By Application - Global Touch-Based Affective Computing Revenue Market Share, 2017-2028

Figure 10. By Region - Global Touch-Based Affective Computing Revenue Market Share, 2017-2028

Figure 11. By Country - North America Touch-Based Affective Computing Revenue Market Share, 2017-2028

Figure 12. US Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 13. Canada Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 14. Mexico Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 15. By Country - Europe Touch-Based Affective Computing Revenue Market Share, 2017-2028

Figure 16. Germany Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 17. France Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 18. U.K. Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 19. Italy Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 20. Russia Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 21. Nordic Countries Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Touch-Based Affective Computing Revenue Market Share, 2017-2028

Figure 24. China Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 28. India Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Touch-Based Affective Computing Revenue Market Share, 2017-2028

Figure 30. Brazil Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Touch-Based Affective Computing Revenue Market Share, 2017-2028

Figure 33. Turkey Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Touch-Based Affective Computing Revenue, (US\$, Mn), 2017-2028

Figure 37. IBM Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Microsoft Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Eyesight Technologies Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Affectiva Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. NuraLogix Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Gestigon GmbH Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Crowd Emotion Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Beyond Verbal Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. nViso Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Cogito Corporation Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Kairos Touch-Based Affective Computing Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Touch-Based Affective Computing Market - Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/T8FA00D74F15EN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/T8FA00D74F15EN.html>