

Touchless Affective Computing Market - Global Outlook and Forecast 2022-2028

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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 Touchless Affective Computing in Global, including the following market information:

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

Global top five companies in 2021 (%)

The global Touchless 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.

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

The global key manufacturers of Touchless 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 Touchless 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 Touchless Affective Computing Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Touchless Affective Computing Market Segment Percentages, by Type, 2021 (%)

Speech Sentiment Analysis

Facial Expression Analysis

Other

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

Global Touchless Affective Computing Market Segment Percentages, by Application, 2021 (%)

Market Research

Healthcare

Media & Advertisement

Automotive

Others

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

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

Key companies Touchless 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

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