

Covid-19 Impact on Global Touch-Based Affective Computing Market Size, Status and Forecast 2020-2026

<https://marketpublishers.com/r/CA170F910336EN.html>

Date: June 2020

Pages: 95

Price: US\$ 3,900.00 (Single User License)

ID: CA170F910336EN

Abstracts

This report focuses on the global Touch-Based Affective Computing status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Touch-Based Affective Computing development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

The key players covered in this study

IBM

Microsoft

Eyesight Technologies

Affectiva

NuraLogix

Gestigon GmbH

Crowd Emotion

Beyond Verbal

nViso

Cogito Corporation

Kairos

Market segment by Type, the product can be split into

Body Posture

Physiological Test

Other

Market segment by Application, split into

Market Research

Healthcare

Media & Advertisement

Automotive

Others

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global Touch-Based Affective Computing status, future forecast, growth opportunity, key market and key players.

To present the Touch-Based Affective Computing development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of Touch-Based Affective Computing are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

Contents

1 REPORT OVERVIEW

1.1 Study Scope

1.2 Key Market Segments

1.3 Players Covered: Ranking by Touch-Based Affective Computing Revenue

1.4 Market Analysis by Type

1.4.1 Global Touch-Based Affective Computing Market Size Growth Rate by Type: 2020 VS 2026

1.4.2 Body Posture

1.4.3 Physiological Test

1.4.4 Other

1.5 Market by Application

1.5.1 Global Touch-Based Affective Computing Market Share by Application: 2020 VS 2026

1.5.2 Market Research

1.5.3 Healthcare

1.5.4 Media & Advertisement

1.5.5 Automotive

1.5.6 Others

1.6 Coronavirus Disease 2019 (Covid-19): Touch-Based Affective Computing Industry Impact

1.6.1 How the Covid-19 is Affecting the Touch-Based Affective Computing Industry

1.6.1.1 Touch-Based Affective Computing Business Impact Assessment - Covid-19

1.6.1.2 Supply Chain Challenges

1.6.1.3 COVID-19's Impact On Crude Oil and Refined Products

1.6.2 Market Trends and Touch-Based Affective Computing Potential Opportunities in the COVID-19 Landscape

1.6.3 Measures / Proposal against Covid-19

1.6.3.1 Government Measures to Combat Covid-19 Impact

1.6.3.2 Proposal for Touch-Based Affective Computing Players to Combat Covid-19 Impact

1.7 Study Objectives

1.8 Years Considered

2 GLOBAL GROWTH TRENDS BY REGIONS

2.1 Touch-Based Affective Computing Market Perspective (2015-2026)

2.2 Touch-Based Affective Computing Growth Trends by Regions

2.2.1 Touch-Based Affective Computing Market Size by Regions: 2015 VS 2020 VS 2026

2.2.2 Touch-Based Affective Computing Historic Market Share by Regions (2015-2020)

2.2.3 Touch-Based Affective Computing Forecasted Market Size by Regions (2021-2026)

2.3 Industry Trends and Growth Strategy

2.3.1 Market Top Trends

2.3.2 Market Drivers

2.3.3 Market Challenges

2.3.4 Porter's Five Forces Analysis

2.3.5 Touch-Based Affective Computing Market Growth Strategy

2.3.6 Primary Interviews with Key Touch-Based Affective Computing Players (Opinion Leaders)

3 COMPETITION LANDSCAPE BY KEY PLAYERS

3.1 Global Top Touch-Based Affective Computing Players by Market Size

3.1.1 Global Top Touch-Based Affective Computing Players by Revenue (2015-2020)

3.1.2 Global Touch-Based Affective Computing Revenue Market Share by Players (2015-2020)

3.1.3 Global Touch-Based Affective Computing Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

3.2 Global Touch-Based Affective Computing Market Concentration Ratio

3.2.1 Global Touch-Based Affective Computing Market Concentration Ratio (CR5 and HHI)

3.2.2 Global Top 10 and Top 5 Companies by Touch-Based Affective Computing Revenue in 2019

3.3 Touch-Based Affective Computing Key Players Head office and Area Served

3.4 Key Players Touch-Based Affective Computing Product Solution and Service

3.5 Date of Enter into Touch-Based Affective Computing Market

3.6 Mergers & Acquisitions, Expansion Plans

4 BREAKDOWN DATA BY TYPE (2015-2026)

4.1 Global Touch-Based Affective Computing Historic Market Size by Type (2015-2020)

4.2 Global Touch-Based Affective Computing Forecasted Market Size by Type (2021-2026)

5 TOUCH-BASED AFFECTIVE COMPUTING BREAKDOWN DATA BY APPLICATION (2015-2026)

5.1 Global Touch-Based Affective Computing Market Size by Application (2015-2020)

5.2 Global Touch-Based Affective Computing Forecasted Market Size by Application (2021-2026)

6 NORTH AMERICA

6.1 North America Touch-Based Affective Computing Market Size (2015-2020)

6.2 Touch-Based Affective Computing Key Players in North America (2019-2020)

6.3 North America Touch-Based Affective Computing Market Size by Type (2015-2020)

6.4 North America Touch-Based Affective Computing Market Size by Application (2015-2020)

7 EUROPE

7.1 Europe Touch-Based Affective Computing Market Size (2015-2020)

7.2 Touch-Based Affective Computing Key Players in Europe (2019-2020)

7.3 Europe Touch-Based Affective Computing Market Size by Type (2015-2020)

7.4 Europe Touch-Based Affective Computing Market Size by Application (2015-2020)

8 CHINA

8.1 China Touch-Based Affective Computing Market Size (2015-2020)

8.2 Touch-Based Affective Computing Key Players in China (2019-2020)

8.3 China Touch-Based Affective Computing Market Size by Type (2015-2020)

8.4 China Touch-Based Affective Computing Market Size by Application (2015-2020)

9 JAPAN

9.1 Japan Touch-Based Affective Computing Market Size (2015-2020)

9.2 Touch-Based Affective Computing Key Players in Japan (2019-2020)

9.3 Japan Touch-Based Affective Computing Market Size by Type (2015-2020)

9.4 Japan Touch-Based Affective Computing Market Size by Application (2015-2020)

10 SOUTHEAST ASIA

- 10.1 Southeast Asia Touch-Based Affective Computing Market Size (2015-2020)
- 10.2 Touch-Based Affective Computing Key Players in Southeast Asia (2019-2020)
- 10.3 Southeast Asia Touch-Based Affective Computing Market Size by Type (2015-2020)
- 10.4 Southeast Asia Touch-Based Affective Computing Market Size by Application (2015-2020)

11 INDIA

- 11.1 India Touch-Based Affective Computing Market Size (2015-2020)
- 11.2 Touch-Based Affective Computing Key Players in India (2019-2020)
- 11.3 India Touch-Based Affective Computing Market Size by Type (2015-2020)
- 11.4 India Touch-Based Affective Computing Market Size by Application (2015-2020)

12 CENTRAL & SOUTH AMERICA

- 12.1 Central & South America Touch-Based Affective Computing Market Size (2015-2020)
- 12.2 Touch-Based Affective Computing Key Players in Central & South America (2019-2020)
- 12.3 Central & South America Touch-Based Affective Computing Market Size by Type (2015-2020)
- 12.4 Central & South America Touch-Based Affective Computing Market Size by Application (2015-2020)

13 KEY PLAYERS PROFILES

13.1 IBM

- 13.1.1 IBM Company Details
- 13.1.2 IBM Business Overview and Its Total Revenue
- 13.1.3 IBM Touch-Based Affective Computing Introduction
- 13.1.4 IBM Revenue in Touch-Based Affective Computing Business (2015-2020)
- 13.1.5 IBM Recent Development

13.2 Microsoft

- 13.2.1 Microsoft Company Details
- 13.2.2 Microsoft Business Overview and Its Total Revenue
- 13.2.3 Microsoft Touch-Based Affective Computing Introduction
- 13.2.4 Microsoft Revenue in Touch-Based Affective Computing Business (2015-2020)
- 13.2.5 Microsoft Recent Development

13.3 Eyesight Technologies

13.3.1 Eyesight Technologies Company Details

13.3.2 Eyesight Technologies Business Overview and Its Total Revenue

13.3.3 Eyesight Technologies Touch-Based Affective Computing Introduction

13.3.4 Eyesight Technologies Revenue in Touch-Based Affective Computing Business (2015-2020)

13.3.5 Eyesight Technologies Recent Development

13.4 Affectiva

13.4.1 Affectiva Company Details

13.4.2 Affectiva Business Overview and Its Total Revenue

13.4.3 Affectiva Touch-Based Affective Computing Introduction

13.4.4 Affectiva Revenue in Touch-Based Affective Computing Business (2015-2020)

13.4.5 Affectiva Recent Development

13.5 NuraLogix

13.5.1 NuraLogix Company Details

13.5.2 NuraLogix Business Overview and Its Total Revenue

13.5.3 NuraLogix Touch-Based Affective Computing Introduction

13.5.4 NuraLogix Revenue in Touch-Based Affective Computing Business (2015-2020)

13.5.5 NuraLogix Recent Development

13.6 Gestigon GmbH

13.6.1 Gestigon GmbH Company Details

13.6.2 Gestigon GmbH Business Overview and Its Total Revenue

13.6.3 Gestigon GmbH Touch-Based Affective Computing Introduction

13.6.4 Gestigon GmbH Revenue in Touch-Based Affective Computing Business (2015-2020)

13.6.5 Gestigon GmbH Recent Development

13.7 Crowd Emotion

13.7.1 Crowd Emotion Company Details

13.7.2 Crowd Emotion Business Overview and Its Total Revenue

13.7.3 Crowd Emotion Touch-Based Affective Computing Introduction

13.7.4 Crowd Emotion Revenue in Touch-Based Affective Computing Business (2015-2020)

13.7.5 Crowd Emotion Recent Development

13.8 Beyond Verbal

13.8.1 Beyond Verbal Company Details

13.8.2 Beyond Verbal Business Overview and Its Total Revenue

13.8.3 Beyond Verbal Touch-Based Affective Computing Introduction

13.8.4 Beyond Verbal Revenue in Touch-Based Affective Computing Business

(2015-2020)

13.8.5 Beyond Verbal Recent Development

13.9 nViso

13.9.1 nViso Company Details

13.9.2 nViso Business Overview and Its Total Revenue

13.9.3 nViso Touch-Based Affective Computing Introduction

13.9.4 nViso Revenue in Touch-Based Affective Computing Business (2015-2020)

13.9.5 nViso Recent Development

13.10 Cogito Corporation

13.10.1 Cogito Corporation Company Details

13.10.2 Cogito Corporation Business Overview and Its Total Revenue

13.10.3 Cogito Corporation Touch-Based Affective Computing Introduction

13.10.4 Cogito Corporation Revenue in Touch-Based Affective Computing Business

(2015-2020)

13.10.5 Cogito Corporation Recent Development

13.11 Kairos

10.11.1 Kairos Company Details

10.11.2 Kairos Business Overview and Its Total Revenue

10.11.3 Kairos Touch-Based Affective Computing Introduction

10.11.4 Kairos Revenue in Touch-Based Affective Computing Business (2015-2020)

10.11.5 Kairos Recent Development

14 ANALYST'S VIEWPOINTS/CONCLUSIONS

15 APPENDIX

15.1 Research Methodology

15.1.1 Methodology/Research Approach

15.1.2 Data Source

15.2 Disclaimer

15.3 Author Details

List Of Tables

LIST OF TABLES

Table 1. Touch-Based Affective Computing Key Market Segments

Table 2. Key Players Covered: Ranking by Touch-Based Affective Computing Revenue

Table 3. Ranking of Global Top Touch-Based Affective Computing Manufacturers by Revenue (US\$ Million) in 2019

Table 4. Global Touch-Based Affective Computing Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026

Table 5. Key Players of Body Posture

Table 6. Key Players of Physiological Test

Table 7. Key Players of Other

Table 8. COVID-19 Impact Global Market: (Four Touch-Based Affective Computing Market Size Forecast Scenarios)

Table 9. Opportunities and Trends for Touch-Based Affective Computing Players in the COVID-19 Landscape

Table 10. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis

Table 11. Key Regions/Countries Measures against Covid-19 Impact

Table 12. Proposal for Touch-Based Affective Computing Players to Combat Covid-19 Impact

Table 13. Global Touch-Based Affective Computing Market Size Growth by Application (US\$ Million): 2020 VS 2026

Table 14. Global Touch-Based Affective Computing Market Size by Regions (US\$ Million): 2020 VS 2026

Table 15. Global Touch-Based Affective Computing Market Size by Regions (2015-2020) (US\$ Million)

Table 16. Global Touch-Based Affective Computing Market Share by Regions (2015-2020)

Table 17. Global Touch-Based Affective Computing Forecasted Market Size by Regions (2021-2026) (US\$ Million)

Table 18. Global Touch-Based Affective Computing Market Share by Regions (2021-2026)

Table 19. Market Top Trends

Table 20. Key Drivers: Impact Analysis

Table 21. Key Challenges

Table 22. Touch-Based Affective Computing Market Growth Strategy

Table 23. Main Points Interviewed from Key Touch-Based Affective Computing Players

Table 24. Global Touch-Based Affective Computing Revenue by Players (2015-2020)

(Million US\$)

Table 25. Global Touch-Based Affective Computing Market Share by Players
(2015-2020)

Table 26. Global Top Touch-Based Affective Computing Players by Company Type
(Tier 1, Tier 2 and Tier 3) (based on the Revenue in Touch-Based Affective Computing
as of 2019)

Table 27. Global Touch-Based Affective Computing by Players Market Concentration
Ratio (CR5 and HHI)

Table 28. Key Players Headquarters and Area Served

Table 29. Key Players Touch-Based Affective Computing Product Solution and Service

Table 30. Date of Enter into Touch-Based Affective Computing Market

Table 31. Mergers & Acquisitions, Expansion Plans

Table 32. Global Touch-Based Affective Computing Market Size by Type (2015-2020)
(Million US\$)

Table 33. Global Touch-Based Affective Computing Market Size Share by Type
(2015-2020)

Table 34. Global Touch-Based Affective Computing Revenue Market Share by Type
(2021-2026)

Table 35. Global Touch-Based Affective Computing Market Size Share by Application
(2015-2020)

Table 36. Global Touch-Based Affective Computing Market Size by Application
(2015-2020) (Million US\$)

Table 37. Global Touch-Based Affective Computing Market Size Share by Application
(2021-2026)

Table 38. North America Key Players Touch-Based Affective Computing Revenue
(2019-2020) (Million US\$)

Table 39. North America Key Players Touch-Based Affective Computing Market Share
(2019-2020)

Table 40. North America Touch-Based Affective Computing Market Size by Type
(2015-2020) (Million US\$)

Table 41. North America Touch-Based Affective Computing Market Share by Type
(2015-2020)

Table 42. North America Touch-Based Affective Computing Market Size by Application
(2015-2020) (Million US\$)

Table 43. North America Touch-Based Affective Computing Market Share by
Application (2015-2020)

Table 44. Europe Key Players Touch-Based Affective Computing Revenue (2019-2020)
(Million US\$)

Table 45. Europe Key Players Touch-Based Affective Computing Market Share

(2019-2020)

Table 46. Europe Touch-Based Affective Computing Market Size by Type (2015-2020)
(Million US\$)

Table 47. Europe Touch-Based Affective Computing Market Share by Type (2015-2020)

Table 48. Europe Touch-Based Affective Computing Market Size by Application
(2015-2020) (Million US\$)

Table 49. Europe Touch-Based Affective Computing Market Share by Application
(2015-2020)

Table 50. China Key Players Touch-Based Affective Computing Revenue (2019-2020)
(Million US\$)

Table 51. China Key Players Touch-Based Affective Computing Market Share
(2019-2020)

Table 52. China Touch-Based Affective Computing Market Size by Type (2015-2020)
(Million US\$)

Table 53. China Touch-Based Affective Computing Market Share by Type (2015-2020)

Table 54. China Touch-Based Affective Computing Market Size by Application
(2015-2020) (Million US\$)

Table 55. China Touch-Based Affective Computing Market Share by Application
(2015-2020)

Table 56. Japan Key Players Touch-Based Affective Computing Revenue (2019-2020)
(Million US\$)

Table 57. Japan Key Players Touch-Based Affective Computing Market Share
(2019-2020)

Table 58. Japan Touch-Based Affective Computing Market Size by Type (2015-2020)
(Million US\$)

Table 59. Japan Touch-Based Affective Computing Market Share by Type (2015-2020)

Table 60. Japan Touch-Based Affective Computing Market Size by Application
(2015-2020) (Million US\$)

Table 61. Japan Touch-Based Affective Computing Market Share by Application
(2015-2020)

Table 62. Southeast Asia Key Players Touch-Based Affective Computing Revenue
(2019-2020) (Million US\$)

Table 63. Southeast Asia Key Players Touch-Based Affective Computing Market Share
(2019-2020)

Table 64. Southeast Asia Touch-Based Affective Computing Market Size by Type
(2015-2020) (Million US\$)

Table 65. Southeast Asia Touch-Based Affective Computing Market Share by Type
(2015-2020)

Table 66. Southeast Asia Touch-Based Affective Computing Market Size by Application

(2015-2020) (Million US\$)

Table 67. Southeast Asia Touch-Based Affective Computing Market Share by Application (2015-2020)

Table 68. India Key Players Touch-Based Affective Computing Revenue (2019-2020) (Million US\$)

Table 69. India Key Players Touch-Based Affective Computing Market Share (2019-2020)

Table 70. India Touch-Based Affective Computing Market Size by Type (2015-2020) (Million US\$)

Table 71. India Touch-Based Affective Computing Market Share by Type (2015-2020)

Table 72. India Touch-Based Affective Computing Market Size by Application (2015-2020) (Million US\$)

Table 73. India Touch-Based Affective Computing Market Share by Application (2015-2020)

Table 74. Central & South America Key Players Touch-Based Affective Computing Revenue (2019-2020) (Million US\$)

Table 75. Central & South America Key Players Touch-Based Affective Computing Market Share (2019-2020)

Table 76. Central & South America Touch-Based Affective Computing Market Size by Type (2015-2020) (Million US\$)

Table 77. Central & South America Touch-Based Affective Computing Market Share by Type (2015-2020)

Table 78. Central & South America Touch-Based Affective Computing Market Size by Application (2015-2020) (Million US\$)

Table 79. Central & South America Touch-Based Affective Computing Market Share by Application (2015-2020)

Table 80. IBM Company Details

Table 81. IBM Business Overview

Table 82. IBM Product

Table 83. IBM Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)

Table 84. IBM Recent Development

Table 85. Microsoft Company Details

Table 86. Microsoft Business Overview

Table 87. Microsoft Product

Table 88. Microsoft Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)

Table 89. Microsoft Recent Development

Table 90. Eyesight Technologies Company Details

Table 91. Eyesight Technologies Business Overview
Table 92. Eyesight Technologies Product
Table 93. Eyesight Technologies Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)
Table 94. Eyesight Technologies Recent Development
Table 95. Affectiva Company Details
Table 96. Affectiva Business Overview
Table 97. Affectiva Product
Table 98. Affectiva Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)
Table 99. Affectiva Recent Development
Table 100. NuraLogix Company Details
Table 101. NuraLogix Business Overview
Table 102. NuraLogix Product
Table 103. NuraLogix Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)
Table 104. NuraLogix Recent Development
Table 105. Gestigon GmbH Company Details
Table 106. Gestigon GmbH Business Overview
Table 107. Gestigon GmbH Product
Table 108. Gestigon GmbH Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)
Table 109. Gestigon GmbH Recent Development
Table 110. Crowd Emotion Company Details
Table 111. Crowd Emotion Business Overview
Table 112. Crowd Emotion Product
Table 113. Crowd Emotion Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)
Table 114. Crowd Emotion Recent Development
Table 115. Beyond Verbal Business Overview
Table 116. Beyond Verbal Product
Table 117. Beyond Verbal Company Details
Table 118. Beyond Verbal Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)
Table 119. Beyond Verbal Recent Development
Table 120. nViso Company Details
Table 121. nViso Business Overview
Table 122. nViso Product
Table 123. nViso Revenue in Touch-Based Affective Computing Business (2015-2020)

(Million US\$)

Table 124. nViso Recent Development

Table 125. Cogito Corporation Company Details

Table 126. Cogito Corporation Business Overview

Table 127. Cogito Corporation Product

Table 128. Cogito Corporation Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)

Table 129. Cogito Corporation Recent Development

Table 130. Kairos Company Details

Table 131. Kairos Business Overview

Table 132. Kairos Product

Table 133. Kairos Revenue in Touch-Based Affective Computing Business (2015-2020) (Million US\$)

Table 134. Kairos Recent Development

Table 135. Research Programs/Design for This Report

Table 136. Key Data Information from Secondary Sources

Table 137. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

Figure 1. Global Touch-Based Affective Computing Market Share by Type: 2020 VS 2026

Figure 2. Body Posture Features

Figure 3. Physiological Test Features

Figure 4. Other Features

Figure 5. Global Touch-Based Affective Computing Market Share by Application: 2020 VS 2026

Figure 6. Market Research Case Studies

Figure 7. Healthcare Case Studies

Figure 8. Media & Advertisement Case Studies

Figure 9. Automotive Case Studies

Figure 10. Others Case Studies

Figure 11. Touch-Based Affective Computing Report Years Considered

Figure 12. Global Touch-Based Affective Computing Market Size YoY Growth 2015-2026 (US\$ Million)

Figure 13. Global Touch-Based Affective Computing Market Share by Regions: 2020 VS 2026

Figure 14. Global Touch-Based Affective Computing Market Share by Regions (2021-2026)

Figure 15. Porter's Five Forces Analysis

Figure 16. Global Touch-Based Affective Computing Market Share by Players in 2019

Figure 17. Global Top Touch-Based Affective Computing Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Touch-Based Affective Computing as of 2019)

Figure 18. The Top 10 and 5 Players Market Share by Touch-Based Affective Computing Revenue in 2019

Figure 19. North America Touch-Based Affective Computing Market Size YoY Growth (2015-2020) (Million US\$)

Figure 20. Europe Touch-Based Affective Computing Market Size YoY Growth (2015-2020) (Million US\$)

Figure 21. China Touch-Based Affective Computing Market Size YoY Growth (2015-2020) (Million US\$)

Figure 22. Japan Touch-Based Affective Computing Market Size YoY Growth (2015-2020) (Million US\$)

Figure 23. Southeast Asia Touch-Based Affective Computing Market Size YoY Growth

(2015-2020) (Million US\$)

Figure 24. India Touch-Based Affective Computing Market Size YoY Growth

(2015-2020) (Million US\$)

Figure 25. Central & South America Touch-Based Affective Computing Market Size YoY Growth (2015-2020) (Million US\$)

Figure 26. IBM Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 27. IBM Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 28. Microsoft Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 29. Microsoft Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 30. Eyesight Technologies Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 31. Eyesight Technologies Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 32. Affectiva Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 33. Affectiva Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 34. NuraLogix Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 35. NuraLogix Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 36. Gestigon GmbH Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 37. Gestigon GmbH Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 38. Crowd Emotion Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 39. Crowd Emotion Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 40. Beyond Verbal Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 41. Beyond Verbal Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 42. nViso Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 43. nViso Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 44. Cogito Corporation Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 45. Cogito Corporation Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 46. Kairos Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 47. Kairos Revenue Growth Rate in Touch-Based Affective Computing Business (2015-2020)

Figure 48. Bottom-up and Top-down Approaches for This Report

Figure 49. Data Triangulation

Figure 50. Key Executives Interviewed

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