

Global Digital Human Market Research Report 2023

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Abstracts

Digital Human represents of a human that can interact, communicate, and simulate human-like behaviors, often used in virtual environments, customer service, and entertainment.

According to QYResearch's new survey, global Digital Human market is projected to reach US\$ million in 2029, increasing from US\$ million in 2022, with the CAGR of % during the period of 2023 to 2029. Influencing issues, such as economy environments, COVID-19 and Russia-Ukraine War, have led to great market fluctuations in the past few years and are considered comprehensively in the whole Digital Human market research.

As an important force driving a new round of scientific and technological revolution, artificial intelligence has been of national strategic importance. Many governments introduces polices and increase capital investment to support AI companies. The Digital Europe plan adopted by the European Union will allocate ?9.2 billion on high-tech investments, such as supercomputing, artificial intelligence, and network security. In order to maintain its leading position, the United States will increase its investment in artificial intelligence research and development in non-defense fields, from US\$1.6 billion to US\$1.7 billion in 2022. According to the latest data released by IDC, global artificial intelligence revenue was US\$432.8 billion in 2022, a year-on-year increase of 19.6%, including software, hardware and services.

Report Scope

This report, based on historical analysis (2018-2022) and forecast calculation (2023-2029), aims to help readers to get a comprehensive understanding of global Digital Human market with multiple angles, which provides sufficient supports to readers' strategy and decision making.



By Company **Avatarworks** Deep Science Xmov Iflytek DataBaker Tecent Microsoft (Xiaoice) NetEase Fuxi Lab Baidu ByteDance (Volcengine) **LUSTER** FaceUnity Digital Domain Segment by Type Interactive Digital Human Non-interactive Digital Human

Segment by Application



	Pan-en	tertainment Field
	Medica	l Field
	Financi	al Field
	Others	
By Reg	gion	
	North A	america
		United States
		Canada
	Europe	
		Germany
		France
		UK
		Italy
		Russia
		Nordic Countries
		Rest of Europe
	Asia-Pa	acific
		China
		Japan



South Korea		
Southeast Asia		
India		
Australia		
Rest of Asia		
Latin America		
Mexico		
Brazil		
Rest of Latin America		
Middle East & Africa		
Turkey		
Saudi Arabia		
UAE		
Rest of MEA		
The Digital Human report covers below items:		
Chapter 1: Product Basic Information (Definition, Type and Application)		
Chapter 2: Global market size, regional market size. Market Opportunities and Challenges		
Chapter 3: Companies' Competition Patterns		

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Chapter 4: Product Type Analysis



Chapter 5: Product Application Analysis

Chapter 6 to 10: Country Level Value Analysis

Chapter 11: Companies' Outline

Chapter 12: Market Conclusions

Chapter 13: Research Methodology and Data Source



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