

# Haptic Interface Market 2016 market Share, competitor Strategy, Industry Trends, Forecast to 2022

*Global Haptic Interface Market Information, by Components (Hardware, Software), Segmentation by Application, by End Users - Forecast 2016-2022*

PUNE, MAHARASHTRA, INDIA, January 20, 2017 /EINPresswire.com/ -- Market Synopsis of Haptic Interface Market



Major key Players include Apple, Google, Haption SA, AAC Technologies, Immersion Corporation, 3D Systems, Nuance Communications”

*Market Research Future*

Haptic Interface is a technology, which allows a human to establish a connection with an electronic device such as computers and smartphones by the body sensations and body movements. Each action of body refers to certain tasks and assist the user by giving desired result. Features such as hands free use device, digital virtual assistance and scope in the virtual reality are playing the key role in the market driver.

#### Industry News

- In July 2016, Novasentis announced that the global partnership with Armor has been growing rapidly where

Armor has expanded the manufacturing of unique haptic actuators for wearable devices.

- In May 2016, ULTRAHAPTICS announced the partnership with Shinoda & Makino Lab, to work together on mid-air haptics.

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#### Key players

- Apple (U.S.),
- Google (U.S.),
- Haption SA (France),
- AAC Technologies (China),
- Immersion Corporation (U.S.),
- 3D Systems (U.S.),
- Nuance Communications (U.S.),
- Novasentis (U.S.),
- Ultrahaptics (U.K.),
- Qualcomm (U.S.).

Taste the market data and market information presented through more than 50 market data tables and figures spread in 110 numbers of pages of the project report. Avail the in-depth table of content TOC & market synopsis on “[Global Haptic Interface Market Research Report- Global Forecast 2022](#)”

Study Objective of [Global Haptic Interface Market](#)

- To provide detailed analysis of the market structure along with forecast of the various segments and

## sub-segments of the Global Haptic Interface Market

- To provide insights about factors affecting the market growth
- To analyze the Global Haptic Interface market based on various factors- value chain analysis, porter's five force analysis etc.
- To provide historical and forecast revenue of the market segments and sub-segments with respect to four main geographies and their countries- North America, Europe, Asia, and Rest of the World (ROW)
- To provide country level analysis of the market with respect to the current market size and future prospective
- To provide country level analysis of the market for segment by components, by end users and sub-segments
- To provide strategic profiling of key players in the market, comprehensively analyzing their core competencies, and drawing a competitive landscape for the market.

## Target Audience

- Actuators manufacturers
- Virtual Reality manufacturers
- Sensors Manufacturers
- Software Developers
- Interface Technology Developers

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The market is divided into the following segments based on geography:

### North America

- US
- Canada
- Mexico

### Europe

- Germany
- France
- Italy
- U.K
- Rest of Europe

### Asia– Pacific

- China
- India
- Japan
- Rest of Asia-Pacific

### RoW

- Brazil
- Argentina
- Egypt
- South Africa Others

## Key questions answered in this report

- What will the market size be in 2022 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?

- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

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