Global Gesture Recognition Market to grow at a projected CAGR of 30% during the forecast period of 2017 – 2022

Global Gesture Recognition Market Report enhances decision making capabilities & helps to create an effective counter strategies to gain competitive advantage.

SUITE 600, DALLAS, TEXAS, UNITED STATES, March 1, 2017 /EINPresswire.com/ --

The Global Gesture Recognition Market to grow at a projected CAGR of 30% during the forecast period of 2017 – 2022. Gesture recognition is the mathematical representation of human gestures via computing devices. These gestures can be in the form of voice recognition, lip movement, eye tracking, facial recognition and any other body movement. This technology brings a user closer to the device and removes the necessity of using an input device. The demand for this technology is growing steadily, with limited applications manifesting through smartphones and cameras as of now.

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The gesture recognition report deals with the 2D and 3D interface gesture recognition market for the period 2017 - 2022. The market is witnessing high growth because of cost-effectiveness but the lack of standard industry-specific policies may act as a hindrance in its growth.

The report also provides key insights into the strategies, market shares and solutions of key vendors like Cognitec, GestureTek, CogniVue, eyeSight, Omek, PointGrab, SoftKinetic, PrimeSense, Cross Match Technologies and Simplehuman LLC in the gesture recognition market.

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DRIVERS

The factors driving the growth of the gesture recognition market are:
The associated cost-effectiveness of the devices used to fulfill the purpose of recognizing different human gestures.
The growing number of smartphones, and other similar products.

RESTRAINTS

The factors restraining the growth of the gesture recognition market are:
There are still a few devices that lack in recording the exact data or suffer from minor software defects and various technological developments.
This little issue with the gesture recognition devices could affect the demand for these very devices in the market.

WHAT THE REPORT OFFERS

The report covers the entire market in five parts:
Section 1 is introductory and Section 2 gives an overview of the gesture recognition market. It delves into the technology snapshot, drivers and restraints, growth prospects of the industry and value-chain analysis of the industry.
Sections 3 and 4 break down the market by industries and regions and analyze the growth, trends and forecasts. The report also focuses on market share of major players, their products and services along with our analysts' views of the market. This is done in order to give a complete overview of the market to the reader and draw his or her own conclusions about the market.

Section 5 deals with the competition among gesture recognition solution vendors and comparison of their products. This section identifies the growth strategies adopted by some of the most active companies in this industry.
Section 6 analyzes key challenges in this market while Section 7 tells about the role played by business accelerators, mergers and acquisitions that have happened over the last year and the investment firms which are investing in this domain.

The last section gives a glimpse into what the future of the industry would be five years from now. It includes answers to questions like, what policies would impact the most and what growth strategies they think would be most successful, etc.

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