

The Gesture Recognition in Consumer Electronics Market is estimated to hit \$25.94 billion by 2023

The global gesture recognition in consumer electronics market had a revenue of around \$4.3 billion in 2017

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/EINPresswire.com/ -- According to the new market research report by [IndustryARC](#) titled “Gesture Recognition in

Consumer Electronics Market: By Products (Smartphones, Gaming Devices, Laptops, Television, Set Top Box); By Technology (Interactive Displays, Capacitive, IR, Ultrasonic, Electric Field, Image Sensor, MEMS) & By Geography – Forecast (2018-2023)”, the market is driven by the increasing demand for Gesture Recognition in Consumer Electronics across all the regions.

Asia-Pacific continues to lead the market share and growth during 2018-2023.

Asia-pacific holds the highest gesture recognition devices market share, and is estimated to grow at a CAGR of 40.6% from \$2.411 billion in 2017 to \$17.026 billion by 2023. The main reason for the growth of the market in this region is a heavily populated area, and is having major market share for computing devices.

Americas is one of the dominant markets in gesture recognition in the consumer electronics market. The main reason for the growth of this market is due to the use of sensors that are rapidly increasing in computing devices for different types of gestures. Also the key players are coming with new technologies and software applications pertaining to gesture recognition are being developed in order to cope up with the rising competition and to lead the market.

Selected / Sample Analysis done in the full Report:

Gesture recognition technology is based on the sensors, which is used in various electronic devices such as gaming devices, smartphones, tablets, laptops, PCs, smart televisions, set top boxes and wearable devices. Each and every product has its own lifespan. Smartphones and tablets hardware lifespan is about 3-5years, and the software involved in the smart phones should be updated every 3-5 months. Laptops and PCs hardware lifespan is about 5-6 years, and the apps and software applications need to be updated every 5-6 months that depends on the app that is used in the system. The life span of gaming devices with gesture technology is less which is around one year. Gaming gesture related software should be updated every 2-3 months, and usually depends on the app. Televisions generally have the lifespan of around 10 years, but if gesture control technology is introduced, it may decrease half of its life span.

To access / purchase the full report browse the link below

<https://industryarc.com/Report/81/gesture-recognition-in-consumer-electronics-market.html>

Excerpts on Market Growth Factors Mentioned in the Full Report:



The ease of using gesture recognition technology has led to the increasing adoption of this technology in various applications including aerospace, building automation, medical applications, and automobile applications. The growing adoption rate is projected to propel the market growth. Integration of gesture recognition systems in cars, trucks etc. are found to enhance the levels of safety of drivers and passengers by enabling the user to control various devices by simple gestures. This factor is expected to drive significant growth for the market.

Various sensing technologies are currently being developed to integrate gesture recognition in any kind of device with cameras, not just specific kind of cameras, but for a wide range without the need for any special hardware.

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<https://industryarc.com/support.php?id=81>

Key Players of the Gesture Recognition in Consumer Electronics Market:

The key player of gesture recognition market from different regions is Microsoft Corporation, and its gesture recognition market share is around 24% due to the gaming devices in which Kinect sensor plays the crucial role. Microsoft has its own hardware devices related to gesture recognition gaming consoles.

Samsung Electronics is the dominant in the smart-phone market, but in the gesture recognition market, it is holding second place next to the Microsoft Corporation. Samsung Electronics holds major market share in smart-phones and tablets in which gesture recognition technology is used.

Gesture Recognition in Consumer Electronics Market Report is segmented as below.

1. Gesture Recognition in Consumer Electronics Market By Types of Gesture Recognition:

- 1.1. [Hand Gesture Recognition](#)
- 1.2. Facial Expressions
- 1.3. Body Movements
- 1.4. Finger Gestures

2. Gesture Recognition in Consumer Electronics Market By Products:

- 2.1. Gaming Devices
- 2.2. Smartphones
- 2.3. Tablets
- 2.4. Laptops
- 2.5. PCs
- 2.6. Smart Televisions
- 2.7. Set Top Boxes
- 2.8. Wearable Devices
- 2.9. Others

3. Gesture Recognition in Consumer Electronics Market By Technology:

- 3.1. Interactive Displays
- 3.2. Camera based recognition 2D & 3D
- 3.3. Infrared Sensing
- 3.4. Capacitive SensingHand Gesture Recognition
- 3.5. Ultrasonic Sensing
- 3.6. Electric Near Field
- 3.7. MEMS
- 3.8. Others

4. Gesture Recognition in Consumer Electronics Market By Geography (Covers 14+ Countries)

5. Gesture Recognition in Consumer Electronics Market Entropy

Companies Cited / Interview Hand Gesture Recognition

1. Cognivue Corporation
2. Elliptic Labs
3. Eyesight Technology, Ltd.
4. Gesturetek, Inc.
5. Gestigon GmbH
6. Leap Motion
7. Lg Electronics Inc.
8. Microchip Technology Inc.
9. Movea Sa
10. Oblong Industries
11. Panasonic Corporation
12. Pointgrab
13. Qualcomm
14. Reactrix System, Inc.
15. Softkinetichand Gesture Recognition

Related Report:

A. Machine to Machine Communication Market

<https://industryarc.com/Report/15027/machine-to-machine-communication-market.html>

B. Industrial Internet of Things Market

[https://industryarc.com/Report/7385/industrial-internet-of-things-\(IIoT\)-market-report.html](https://industryarc.com/Report/7385/industrial-internet-of-things-(IIoT)-market-report.html)

What can you expect from the report?

The Gesture Recognition in Consumer Electronics Market Report is Prepared with the Main Agenda to Cover the following 20 points:

1. Market Size by Product Categories
2. Market trends
3. Manufacturer Landscape
4. Distributor Landscape
5. Pricing Analysis
6. Top 10 End user Analysis
7. Product Benchmarking
8. Product Developments
9. Mergers & Acquisition Analysis
10. Patent Analysis
11. Demand Analysis (By Revenue & Volume)
12. Country level Analysis (10+)
13. Competitor Analysis
14. Market Shares Analysis
15. Value Chain Analysis
16. Supply Chain Analysis
17. Strategic Analysis
18. Current & Future Market Landscape Analysis
19. Opportunity Analysis
20. Revenue and Volume Analysis

Any other major customizations can be discussed with our team, we can provide a separate quote based on your requirements. You can drop in an e-mail to sales@industryarc.com to discuss more about our consulting services.

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