



Global Gesture Control Interfaces Market Size, Share, Growth Analysis Forecast To 2024

Gesture Control Interfaces Global (Us, Eu, Japan & China) Market Professional Survey Report 2019 Analysis And Forecasts 2024

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Description

Touchless gesture recognition occurs when a user makes movements in the air (whether intentionally or unintentionally), rather than in contact with a trackpad, touchscreen, stylus, or similar surface interface. These gestures are uniquely distinguishable as human, and are recognized and interpreted by automated systems to deduce the user's intention or status. Gesture recognition technologies include 2D cameras, 3D cameras, infrared (IR), lidar, ultrasonics, radio frequency (RF), motion-sensing gloves, and accelerometers.

Substantial growth is anticipated in the fields of healthcare, smart buildings and smart appliances, phones and tablets, VR gaming, and enterprise AR. Modest growth is anticipated in automotive, 2D console gaming and sign language interpretation, while slight or negative change is anticipated in desktop and laptop computing.

In 2017, the global Gesture Control Interfaces market size was xx million US\$ and it is expected to reach xx million US\$ by the end of 2025, with a CAGR of xx% during 2018-2025. This report focuses on the global Gesture Control Interfaces status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Gesture Control Interfaces development in United States, Europe and China.

The key players covered in this study

GestureTek
Gestigon
Leap Gesture
EyeSight Technologies
Thalmic Labs
Intel
Apple
4tiitoo
Logbar
PointGrab
Nimble VR
Apotact Labs
ArcSoft

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Market segment by Type, the product can be split into

Wearable Based
Vision Based
Infrared Based
Electric Field Based
Ultrasonic Based

Market segment by Application, split into
Consumer Electronics
Automotive
Gaming and Entertainment
Healthcare
Defense
Others

Market segment by Regions/Countries, this report covers
United States
Europe
China
Japan
Southeast Asia
India
Central & South America

The study objectives of this report are:

To analyze global Gesture Control Interfaces status, future forecast, growth opportunity, key market and key players.
To present the Gesture Control Interfaces development in United States, Europe and China.
To strategically profile the key players and comprehensively analyze their development plan and strategies.
To define, describe and forecast the market by product type, market and key regions.

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Table of Contents

1 Report Overview
1.1 Study Scope
1.2 Key Market Segments
1.3 Players Covered
1.4 Market Analysis by Type
1.4.1 Global Gesture Control Interfaces Market Size Growth Rate by Type (2013-2025)
1.4.2 Wearable Based
1.4.3 Vision Based
1.4.4 Infrared Based
1.4.5 Electric Field Based
1.4.6 Ultrasonic Based
1.5 Market by Application
1.5.1 Global Gesture Control Interfaces Market Share by Application (2013-2025)
1.5.2 Consumer Electronics
1.5.3 Automotive
1.5.4 Gaming and Entertainment
1.5.5 Healthcare

- 1.5.6 Defense
- 1.5.7 Others
- 1.6 Study Objectives
- 1.7 Years Considered

2 Global Growth Trends

- 2.1 Gesture Control Interfaces Market Size
- 2.2 Gesture Control Interfaces Growth Trends by Regions
 - 2.2.1 Gesture Control Interfaces Market Size by Regions (2013-2025)
 - 2.2.2 Gesture Control Interfaces Market Share by Regions (2013-2018)
- 2.3 Industry Trends
 - 2.3.1 Market Top Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Opportunities

...

12 International Players Profiles

- 12.1 GestureTek
 - 12.1.1 GestureTek Company Details
 - 12.1.2 Company Description and Business Overview
 - 12.1.3 Gesture Control Interfaces Introduction
 - 12.1.4 GestureTek Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.1.5 GestureTek Recent Development
- 12.2 Gestigon
 - 12.2.1 Gestigon Company Details
 - 12.2.2 Company Description and Business Overview
 - 12.2.3 Gesture Control Interfaces Introduction
 - 12.2.4 Gestigon Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.2.5 Gestigon Recent Development
- 12.3 Leap Gesture
 - 12.3.1 Leap Gesture Company Details
 - 12.3.2 Company Description and Business Overview
 - 12.3.3 Gesture Control Interfaces Introduction
 - 12.3.4 Leap Gesture Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.3.5 Leap Gesture Recent Development
- 12.4 EyeSight Technologies
 - 12.4.1 EyeSight Technologies Company Details
 - 12.4.2 Company Description and Business Overview
 - 12.4.3 Gesture Control Interfaces Introduction
 - 12.4.4 EyeSight Technologies Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.4.5 EyeSight Technologies Recent Development
- 12.5 Thalmic Labs
 - 12.5.1 Thalmic Labs Company Details
 - 12.5.2 Company Description and Business Overview
 - 12.5.3 Gesture Control Interfaces Introduction
 - 12.5.4 Thalmic Labs Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.5.5 Thalmic Labs Recent Development
- 12.6 Intel
 - 12.6.1 Intel Company Details
 - 12.6.2 Company Description and Business Overview
 - 12.6.3 Gesture Control Interfaces Introduction
 - 12.6.4 Intel Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.6.5 Intel Recent Development
- 12.7 Apple
 - 12.7.1 Apple Company Details

- 12.7.2 Company Description and Business Overview
- 12.7.3 Gesture Control Interfaces Introduction
- 12.7.4 Apple Revenue in Gesture Control Interfaces Business (2013-2018)
- 12.7.5 Apple Recent Development
- 12.8 4tiitoo
 - 12.8.1 4tiitoo Company Details
 - 12.8.2 Company Description and Business Overview
 - 12.8.3 Gesture Control Interfaces Introduction
 - 12.8.4 4tiitoo Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.8.5 4tiitoo Recent Development
- 12.9 Logbar
 - 12.9.1 Logbar Company Details
 - 12.9.2 Company Description and Business Overview
 - 12.9.3 Gesture Control Interfaces Introduction
 - 12.9.4 Logbar Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.9.5 Logbar Recent Development
- 12.10 PointGrab
 - 12.10.1 PointGrab Company Details
 - 12.10.2 Company Description and Business Overview
 - 12.10.3 Gesture Control Interfaces Introduction
 - 12.10.4 PointGrab Revenue in Gesture Control Interfaces Business (2013-2018)
 - 12.10.5 PointGrab Recent Development
- 12.11 Nimble VR
- 12.12 Apotact Labs
- 12.13 ArcSoft

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