

3D Haptic Technology Market By Applications, By Technology, By End-Users, By Regions 2016-2027

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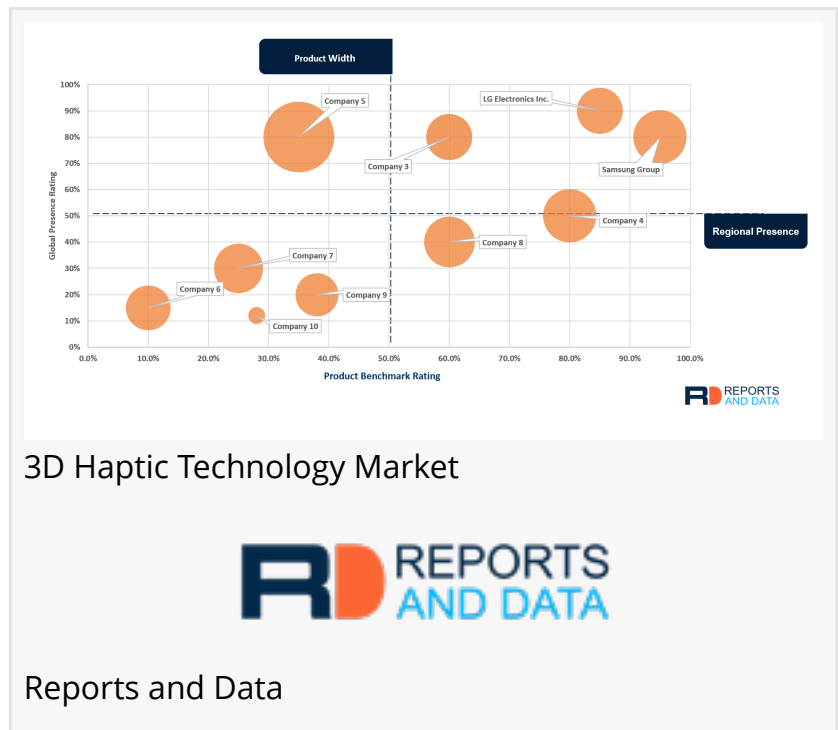
3D Haptic Technology can be referred to as 3D tactile feedback on the touch sensitivity. A sense of touch as a feedback with the help of tactile sensors can be experienced bundling this technology in any hardware for an immersive touch experience. 3D Haptic technology augments the human sense of touch by facilitating the technology of controlled haptic virtual objects. 3D haptic technology penetrates the human sensory organs such as haptic sensory systems, cutaneous, and kinaesthetic to create a multisensory virtually realistic experience for a super and more particle understanding of a certain object or situation.

The global 3D haptic technology market is growing at a substantial pace due to the growing demand for a three-dimensional sensation based on haptic technology in consumer electronics. The market penetration for virtual reality, which imitates the real-world experience in an artificially created environment is predominantly helping in spurring the growth of 3D haptic technology. Incorporating 3D haptic technology in any virtual reality device or virtual reality enhancing devices can efficiently heighten the overall experience and feeling. Consumer electronics, like video gaming devices, virtual reality devices, electronic displays, touch-enabled controlling systems, and other related accessories have extensive use of this technology.

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The market in North America is forecasted to retain its dominance market by 2027. However, due to extreme demand for the 3d haptic technology-based devices and extensive growth in consumer electronics applications, the Asia Pacific region is projected to grow with the fastest CAGR throughout the forecast period. China, Japan, and India are some of the most valuable contributors in this region.

Out of five human senses, touch possesses some of the most practical applications for



enhancing the adoptive experience and capable of conveying vital information. Our brains have the receptors that can interpret tactile simulations and can virtually measure the approximately measure the size, shape, texture, height, vibration, and movements. With the help of tactile responses, 3D haptic technology is supposedly the future of the touch technologies.

In the context of emphasizing the touch technologies, 3D haptic technology can expeditiously advance the touch technologies enabling and increasing the use of blind persons. Initially, the touch technologies are arguably limited to the persons having an eyesight. The revolutionary haptic technology can diminish the constraint of the touch technology market having enabled the blind persons to navigate through the touch screens.

The rising use of wearable devices has helped drive the market substantially. Haptic technology is being clubbed into the wearable devices. Smartwatches, wrist bands, fitness tracking wearables, eyewear, earphones, and others are continually being tried to incorporate advanced technologies to make more productive with extended features.

In Jan 2017, Robert Bosch GmbH showcased a concept car with Ultra Haptics at Consumer Electronics Show (CES). The concept car has been introduced with an advanced gesture-based controlling system with haptic feedback. The ultrasound technology of haptic is implemented to control the system. Bosch tied up with a UK based start-up company, who designed the Ultra Haptics.

European Region is forecasted to witness significant growth in the overall market, owing to the massive demand for the 3D haptic technology from the end-user consumer of electronic gadgets. Germany and the United Kingdom hold some of the most prominent players in this region.

Companies considered and profiled in this market study

SMK Electronics LTD, Samsung Group, LG Electronics Inc., Apple Inc., Synaptics, Microchip Technology Inc., Cypress Semiconductor Corporation, Precision Microdrives Limited, Texas Instruments Incorporated, and DescriptionJohnson Electric, among others.

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Segments covered in the report:

This report forecasts revenue growth at a global, regional & country level, and provides an analysis of the industry trends in each of the sub-segments from 2016 to 2027. For the purpose of this report, Reports and Data have segmented the global 3D Haptic Technology market on the basis of applications, technology, and region:

Applications Outlook (Revenue, USD Billion; Volume, Thousand Unit; 2016-2026)

- Electronics Display
- Virtual Reality
- Gaming Devices
- Touch Sensitive Controllers
- Healthcare Applications
- Advanced Robotics
- Automotive & Aviation Applications
- Others

Technology Outlook (Revenue, USD Billion; Volume, Thousand Unit; 2016-2026)

- Vibration
 - o Touch Sensitive
 - o Touch & Pressure Sensitive
- Force Feedback
- Non-Contact
 - o Air Vortex Rings
 - o Ultrasound Beams

End-Users Outlook (Revenue, USD Billion; Volume, Thousand Unit; 2016-2026)

- Consumer Electronics
- Healthcare
- Government & Defense
- Automotive Industries
- Marine & Aerospace
- Media & Gaming Industries
- Others

Regional Outlook (Revenue, USD Billion; Volume, Thousand Unit; 2016-2026)

- North America
 - o U.S
- Europe
 - o U.K
 - o France
- Asia Pacific
 - o China
 - o India
 - o Japan
- MEA
- Latin America
 - o Brazil

To identify the key trends in the industry, click on the link below:

<https://www.reportsanddata.com/report-detail/3d-haptic-technology-market>

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