

# Affective Computing Market Top Key Manufacturer , Analysis , Trends , Application , Share, Industry Outlook 2021-2028

*Affective Computing Market Size – USD 28.72 Billion in 2020, Market Growth – at a CAGR of 32.5%*

VANCOUVER, BC, CANADA, December 13, 2021 /EINPresswire.com/ -- The global [affective computing market](#) size is expected to reach USD 284.73 Billion at a steady CAGR of 32.5% in 2028, according to latest analysis by Emergen Research. Steady market revenue growth can be attributed to growing demand for telemedicine and increasing need to remotely assess patient's health. Remote monitoring of patients is a primary application of telemedicine. Use of affective competing through smart devices such as smart wearables in telemedicine enables a more cost-effective and rapid means of assessing current state and need for medication for a patient at a distance. In addition, telemedicine providers focusing on specialized areas, including telepsychiatry, can particularly gain from affective computing, which enables psychiatrists/psychologists to comprehend feelings and emotional states of their patients even though the patient is physically not present or are unable to describe their emotions to a psychologist.

The report offers insightful information about the market dynamics of the Affective Computing Market . It offers SWOT analysis, PESTEL analysis, and Porter's Five Forces analysis to present a better understanding of the Affective Computing Market , competitive landscape, factors affecting it, and to predict the growth of the industry. It also offers the impact of various market factors along with the effects of the regulatory framework on the growth of the Affective Computing Market .

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Affective computing technology is garnering considerable traction in the gaming industry, especially, in developing games that feature emotionally-rich interactive storytelling content or conversational agents. Affective computing can help games interact more naturally with the player by using computer vision to recognize their emotions through facial expressions and adapt accordingly.

Contactless affective computing technology deploys radio waves to identify a person's feelings and recognize one emotional state, including sadness, pleasure, anger, and joy. Contactless affective computing technology uses rebounding radio waves to measure an individual's heart rate and breathing pattern without even establishing any contact with their body. Affective computing market in North America accounted for the largest revenue share in 2020, attributed to high adoption of advanced technologies, high implementation of Artificial Intelligence in end-use industries such as BFSI, e-commerce, healthcare, and information technology. In addition, presence of leading providers of affective computing solution providers in countries in the region are causative of the steady market growth.

Companies profiled in the global Affective Computing Market :

Microsoft Corporation, Affectiva, Google LLC, Elliptic Laboratories A/S, Apple Inc., Cognitec Systems GmbH, Sony Depthsensing Solutions, International Business Machine Corporation, Qualcomm Technologies Inc., and Cipia Vision Ltd.

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The primary aim of the report is to offer market overview, product scope, growth prospects, and risks. The report also offers in-depth information about each player in the global Affective Computing Market along with its global standing, financial status, product launch, business expansion plans among others. The market players are focused on developing various strategies such as partnerships, mergers and acquisitions, joint ventures, product launches, and research and development investments.

Key questions answered :

What is the market value of the overall Affective Computing Market and its segments?  
What is the market value and volume at the regional and the country level?  
What are the key segments and sub-segments in the market?  
Which is the largest sub-segment in each segment in the scope of the study?  
What are the attractive segments and geographies to invest in?  
What are the macroeconomic indicators impacting the country's dynamics?  
Which are the major players present in each region and their key strategies?

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## Segmental Analysis

The global Affective Computing Market is broadly segmented on the basis of different product types, application range, end-use industries, key regions, and an intensely competitive landscape. This section of the report is solely targeted at readers looking to select the most appropriate and lucrative segments of the Affective Computing Market in a strategic manner. The segmental analysis also helps companies interested in this sector make optimal business decisions and achieve their desired goals

Emergen Research has segmented the global affective computing market on the basis of offering, technology, industry vertical, and region:

Offering Outlook (Revenue, USD Billion; 2018–2028)

Hardware

Cameras

Sensors

Storage Devices

Others

Technology Outlook (Revenue, USD Billion; 2018–2028)

Contactless

Contact-based

Industry Vertical Outlook (Revenue, USD Billion; 2018–2028)

Healthcare

Retail

Automotive

Media & Entertainment

BFSI

IT & Telecommunication

Government

Others

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Global Affective Computing Market Geographical Landscape - Synopsis:

The report closely studies the growth trajectory of the global Affective Computing Market . It brings to light the global dominance of the leading regional segments, including North America, Asia Pacific, Europe, Latin America, and the Middle East & Africa.

The study elaborates on the crucial information pertaining to the regional market share. It simultaneously focuses on the significant details about the growth patterns of each regional market.

Moreover, the report encases an exhaustive geographical study of the market, emphasizing the business growth prospects and market barriers for each of the key market regions.

#### Reasons to Buy:

To capture future market growth opportunities that can disrupt the market in future.

To improve your marketing strategies with added credibility

To gain a detailed view of market's current scenario

To track strategies adopted by other market players and understand market's profit and loss

#### Table of Contents:

Chapter 1 includes an introduction of the global Affective Computing Market , along with a comprehensive market overview, market scope, product offerings, and an investigation of the market drivers, growth opportunities, risks, restraints, and other vital factors.

Chapter 2 offers an in-depth analysis of the key manufacturers engaged in this business vertical, along with their sales and revenue estimations.

Chapter 3 elaborates on the highly competitive terrain of the market, highlighting the key manufacturers and vendors.

In Chapter 4, our team has fragmented the market on the basis of regions, underscoring the sales, revenue, and market share of each region over the forecast timeline.

Chapters 5 and 6 have laid emphasis on the market segmentation based on product type and application

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Eric Lee

Emergen Research

+91 90210 91709

[sales@emerenresearch.com](mailto:sales@emerenresearch.com)

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