

Global Affective Computing Market 2017 Share, Trend, Segmentation and Forecast to 2022

Affective Computing, also referred to as emotional artificial intelligence is an interaction of human and computer in which computer has the capacity

PUNE, INDIA, January 12, 2017 /EINPresswire.com/ -- [Affective Computing](#), also referred to as emotional artificial intelligence is an interaction of human and computer in which computer has the capacity to detect a user's emotions and other stimuli and respond to them accordingly. Affective computing uses disciplines like engineering and computer sciences with neuroscience, psychophysiology, sociology, neuroscience, values and ethics, in order to identify, comprehend the process and emulate human affects and emotions. The device can understand the emotions of humans, analyze and help them to take decisions accordingly.

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For instance, the device can interpret when a student encounters some problem while learning a particular subject and then, it can redirect the student to various forms of resources that can aid the student to solve the problem. Many ancillary devices such as cameras or sensors provide the input data to various algorithms to identify a user's emotional condition. The affective computing solutions can also reciprocate to subtle or subconscious clues of users with the help of appropriate IT systems and devices and provide users with effective interactions.

Market Outlook

Affective computing can be employed in various applications such as in e-learning systems where a computer can identify that user is having problems in understanding and can provide profound explanations or additional information; or e-therapy where a user requires services such as counseling, advice related to health problems or psychological problems through online mode. Moreover, customer's judgment of their psychological state can be obtained through his gestures, facial expressions, and postures. The market for global affective computing will be driven by increased use of wearable devices and enhanced internet connectivity. Increased requirement to map human emotions in order to comprehend human behavior for business to operate effectively will also significantly drive the affective computing market. On the other hand, huge expenditure costs involved in the manufacturing of affective computing systems can hinder the market growth.

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Geographic Outlook

Many techniques and methodologies have been applied to provide computers with the ability to interpret feeling and respond to them accordingly. Computers devices can be provided with training to detect trends in the rhythm, pitch, and intensity in human beings voices. Programming can be done in order to identify the mood of a conversation and whether the participants are angry, frustrated or angry. Geographically stating, Asia Pacific region is one of the major region markets for affective

computing solutions along with North America and Europe due to enhanced utilization of wearable devices and expansion of various sectors which uses affective computing extensively.

Research Methodology

Firstly, the report provides a brief introduction of the market and deals with detailed research methodology for calculating market size and forecasts, secondary data sources used and the primary inputs which were taken for data validation. This section also outlines various segmentations which have been covered as part of the report.

Market Dynamics

Next, the section provides comprehensive market dynamics through an overview section along with growth drivers, challenges, and opportunities which exist in the current market. This section of the report also provides supplier and industry outlook; key industry, global and regional regulations which are determining the market growth and a brief technological aspect of Affective Computing. Complete industry analysis has also been covered by Porter's five forces model as a part of this report section.

Segmentation

Thirdly, Affective Computing Market has been segmented by solutions (software, hardware), vertical and geography as follows:

By TechnologyTouchless

Touch-Based

By SolutionsSoftwareGesture Recognition

Speech Recognition

Enterprise Software

Facial Expression Recognition

Neural Analytics

Others

By HardwareStorage Devices and Processors

Sensors

Cameras

Others

By VerticalHealthcare

Media and Entertainment

Government and Defense

Education

Leisure and Hospitality

Communication and Technology

Retail

Others

By GeographyAmericasNorth America

South America

Europe Middle East and AfricaEurope

The Middle East and Africa

Asia Pacific

Market Players

Finally, competitive intelligence section deals with major players in the market, their market shares,

growth strategies, products, financials, and recent investments among others. Key industry players profiled as part of this section are Affectiva, Real eyes, THRIVE Learning System and Sension, Inc among others.

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