Global Gesture Recognition Market Research Report: Information by Technology (Sensor, 2D Gesture Technology and 3D Gesture Technology), Application (Automotive, Healthcare, Consumer Electronics, Transportation, Commercial, IT/Telecom and others), Product (Touchless and Touch-Based) and Region (North America, Europe, Asia-Pacific and RoW) - Forecast till 2023

Market Snapshot

The Global Gesture Recognition Market is expected to expand at a 27.58% CAGR during the forecast period 2017–2023.

Gesture recognition is a technology that recognizes human gesture to communicate and control electronic devices. Gesture refers to movements of hands, fingers, body, and other physiological controls. This technology uses various sensors, namely, infrared sensors and image sensors to recognize and interact with the devices. Processes manufacturers incorporating gesture recognition, the emergence of gesture as a new way of communicating with machines, development of motion control gaming, and growing consumer electronics market are the factors contributing to the growth of gesture recognition market. However, technical challenges in 3D gesture interaction and limited hardware capabilities are the factors hampering market growth.

Motion-control in the gaming industry has gained traction in the global gaming console market. The use of motion controllers in gaming helps the gamer use natural hand gestures to control games. The usage of this technology helps increase the awareness about gesture recognition-based gaming consoles. It is also considered as the first step towards gesture recognition for gaming. Major console manufacturers such as Microsoft, Sony, and Nintendo have developed numerous motion controllers that are widely used in the industry. For instance, Sony's PlayStation Move can be used with its PlayStation Eye camera, and up to four such motion controllers can be connected at once to enable multiplayer gaming. Nintendo's Wii Remote is a motion controller that can be used with Wii U game consoles.

Based on application, the global market for gesture recognition is dominated by the consumer electronics segment and also expected to grow with the fastest CAGR of 30.37% during the forecast period. Gesture recognition has a wide application area across the consumer electronics segment. Growing penetration of smartphones and other smart devices is a major driver for the global gesture recognition market due to the growing use of gesture recognition technology in smartphones. The ever increasing per capita disposable income of consumers around the world has driven the global demand for smartphones and other smart devices with gesture recognition capabilities.

Based on technology, the global market for gesture recognition is dominated by sensor technology, whereas the 3D technology segment is expected to grow with the fastest CAGR of 30.65% during the forecast period. 3D gesture technology is majorly used for Computer Generated Images (CGI) and animation, which requires substantial computing power.

Based on product, the global market for gesture recognition is dominated by the touch-based product type, whereas the touchless product is expected to grow with the fastest CAGR of 32.42% during the forecast period. Touchless hand gesture enables communication using simple hand movements such as right swipe, left swipe, swipe up, swipe down, push in, and push out, without touching the screen of the device, which enhances the overall user experience.
Regional Analysis

Global Gesture Recognition Market Share, by Region, 2017 (%)

![Chart showing regional market shares for gesture recognition.]

Source: - MRFR Analysis

The global gesture recognition market, by region, has been segmented into North America, Europe, Asia-Pacific, and the rest of the world.

North America accounted for the largest market share of **38.55%** in **2016**, with a market value of **USD 1.85 billion**; the market is expected to register **26.76% CAGR** during the forecast period. Europe was the second-largest market in **2017**, valued at **USD 1.86 billion**. Asia-Pacific is projected to grow at the highest **CAGR of 30.28%** during the forecast period. The growth of the market in the region is driven by the technological advancements and early adoption of gesture recognition technology in the region.

**Companies Covered**

The key players of the global gesture recognition market are Microsoft Corporation (US), Intel Corporation (US), Apple Inc. (US), Iris guard (UK), Qualcomm Incorporated (US), Omron Corporation (Japan), SoftKinetic Inc. (Belgium), Texas Instruments (US), and Infineon Technologies AG (Germany).

**Market Segmentation**

- By Technology – Sensor, 2D Gesture Technology, and 3D Gesture Technology
- By Application – Automotive, Healthcare, Consumer Electronics, Transportation, Commercial, IT/Telecom and Others
- By Product – Touchless and Touch-Based

**Key questions addressed by the report**

- What was the historic market size (2016)?
- Which segmentation (Technology/ Application/ Product) is driving the market?
- What will be the growth rate by 2023?
- Who are the key players in this market?
- What are the strategies adopted by key players?
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