

Global Haptics Market - Technologies and Applications

This report analyzes the global haptics market across the period 2022-2032, with 2025 as the base year and forecasts through 2032. The study segments the market by type (vibrotactile, tactile, kinesthetic, other haptics), actuator type (ERM, LRA, VCM, piezoelectric, other emerging), and application (smartphones, gaming & entertainment, other consumer electronics, metaverse, wearables, automotive & transportation, and other applications including healthcare, military, robotics, etc.). The geographic scope spans four major regions: North America, Europe, Asia-Pacific, and Rest of World, with detailed coverage of 11 individual countries.

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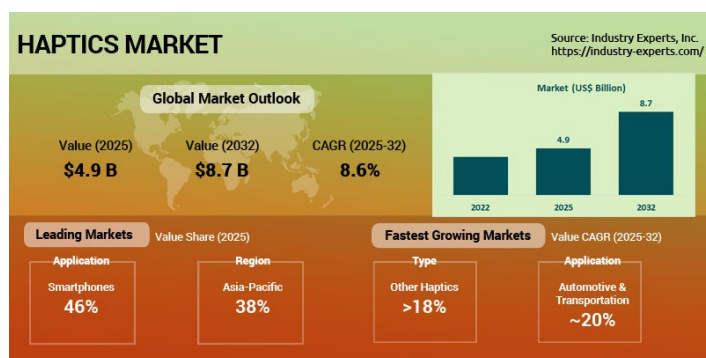
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Global Haptics Market Trends and Outlook

The global haptics market is poised for significant growth, expanding from US\$4.9 billion in 2025 to nearly US\$8.7 billion by 2032, at a CAGR of 8.6%. Growth is underpinned by rising adoption of advanced haptic feedback technologies in smartphones, gaming, automotive, wearables, healthcare, and the metaverse. While smartphones remain the largest market, demand is shifting towards automotive applications and immersive digital experiences, reflecting the industry's transition beyond traditional mobile use cases.

The market is driven by several factors, including the proliferation of touch-based interfaces, growing consumer demand for immersive experiences, advancements in actuator technology (LRAs, piezoelectric, VCAs), and integration of haptics with AR/VR devices. Automotive and transportation emerge as the fastest-growing domain, while Asia-Pacific leads geographically, supported by its dominant electronics manufacturing ecosystem. As industries embrace metaverse wearables, healthcare simulations, robotics, and accessibility solutions, haptics is increasingly positioned as a core enabler of next-generation human-machine interfaces.



Global Haptics Market Report Scope

This report analyzes the global haptics market across the period 2022-2032, with 2025 as the base year and forecasts through 2032. The study segments the market by type (vibrotactile, tactile, kinesthetic, other haptics), actuator type (ERM, LRA, VCM, piezoelectric, other emerging), and application (smartphones, gaming & entertainment, other consumer electronics, metaverse, wearables, automotive & transportation, and other applications including healthcare, military, robotics, etc.). The geographic scope spans four major regions: North America, Europe, Asia-Pacific, and Rest of World, with detailed coverage of 11 individual countries.

Key Metrics

Historical Period:	2022-2024
Base Year:	2025
Forecast Period:	2025-2032
Units:	Value market in US\$
Companies Mentioned:	40

Haptics Market by Geographic Region

- North America (The United States, Canada and Mexico)
- Europe (France, Germany, Italy, Spain, the United Kingdom and Rest of Europe)
- Asia-Pacific (China, Japan, South Korea and Rest of Asia-Pacific)
- Rest of World

Haptics Market by Type

- Vibrotactile Haptics
- Tactile Haptics
- Kinesthetic Haptics
- Other Haptics (including contactless haptics, thermal haptics etc.)

Haptics Market by Actuator Type

- Eccentric Rotating Mass (ERM) Motors
- Linear Resonant Actuators (LRA)
- Voice Coil Actuators (VCAs) also referred to as Voice Coil Motors (VCMs)
- Piezoelectric Actuators (PA) (ceramic, composite, and polymer-based)
- Other Actuators (including other tactile, kinesthetic, forced impact, microfluidic systems, and other emerging)

Haptics Market by Application

- Smartphones
- Gaming & Entertainment
- Other Consumer Electronics (includes laptops, notebooks & tablets)
- Metaverse (includes VR, AR and XR)
- Wearables (including smart devices)
- Automotive & Transportation
- Other Applications (robotics, healthcare, military and other emerging)

SAMPLE COMPANY PROFILE

GREWUS GmbH (GERMANY)

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Business Profile

GREWUS GmbH is a company that develops and produces innovative acoustic and haptic components. GREWUS is a Tier 1 and Tier 2 supplier whose products have applications in various industries like automotive, commercial vehicles, e-mobility, home appliances, medical technology, gaming, and consumer electronics. GREWUS is part of the BeStar Holdings and houses 1,000 employees across the word, running six production facilities and four sales locations. GREWUS owns development labs that are meant for hardware design, simulation, measurement technology, as well as prototype and demonstrator construction. The product portfolio of the company comprises of speakers, piezo elements, microphones, ultrasonic sensors, exciters, and electromagnetic actuators. Additionally, the company also offers in-house manufacturing of tooling, housings, and module assembly. GREWUS has close tie-ups with TÜV, audit teams, universities, and industry partners, and is also an active member of communities like DVN, the Haptics Alliance, Audio Foundry, and the Haptic Industry Forum. Due to its recognition as competence center for haptic feedback, GREWUS hosts the interactive HAPTICS Conference, which is a platform for discourse about the future of human-machine interaction (HMI). The company was established in 2007, and is headquartered in Hamburg, Germany. GREWUS is a market leader in Germany and is also the third-largest provider in Europe in the field of acoustics and haptics.

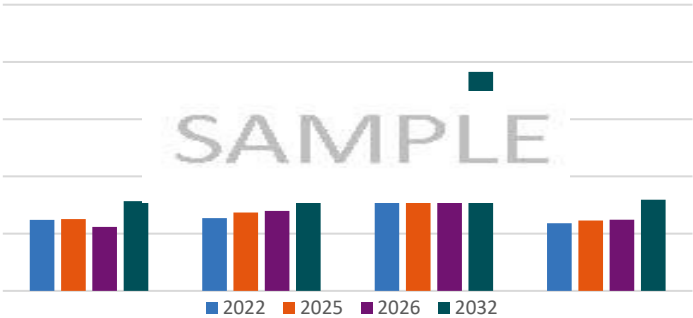
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SAMPLE TABLE/CHART

Glance at 2022, 2025 and 2032 Global Haptics Market Share (%) by Haptics Type - Vibrotactile Haptics, Tactile Haptics, Kinesthetic Haptics and Other Haptics



Global Vibrotactile Haptics Market Analysis (2022-2032) by Geographic Region - North America, Europe, Asia-Pacific and Rest of World in US\$ Million



KEY PLAYERS PROFILED

- 3D Systems
- AAC Technologies
- Aito Bv
- Alps Alpine
- bHaptics Inc.
- Boreas Technologies
- Cirrus Logic Inc.
- D-BOX technology
- Dot Incorporation
- Force Dimension
- Fundamental XR
- General Vibration Corporation

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