

Haptic Feedback Gloves and Suits

ANMD-MRS19-190 · Extended Reality & Digital Experience

A Global Sustainability Due Diligence & Market Research Study

History 2020–2024 · Base Year 2025 · Forecast 2025–2032 · Outlooks 2035 / 2040 / 2050 · Currency US\$

WHY THIS REPORT

Haptic feedback gloves and suits add the sense of touch to immersive experiences — using vibrotactile, force-feedback and thermal actuators to let users feel virtual objects, textures and forces. Spanning gloves, full-body suits and force-feedback devices, they close the sensory gap that vision-and-audio-only XR leaves open. This decision-grade study sizes the global market three ways — value, units shipped and actuators deployed — across device form, feedback technology, application and end-user, across seven regions and four scenarios to 2032, with outlooks to 2050.

SUSTAINABILITY & SDG IMPACT — THE ANMD LENS

Sustainability here is capability and human-factors. Haptics improves training realism and skill transfer, while raising well-being, safety and electronic-waste questions that responsible design must address.

Mapped Sustainable Development Goals:

SDG 9 Industry & Innovation	SDG 8 Decent Work & Growth	SDG 3 Good Health
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Measurable sustainability outcomes assessed:

- More realistic training and touch-dependent skill transfer
- Deeper immersion for design, simulation and research
- Improved learning and safety outcomes
- Device e-waste, user safety and well-being, and access equity as material risks

Framework alignment: Double materiality mapped to GRI, SASB, ISSB, TCFD, TNFD, CSRD and the EU Taxonomy, with greenwashing and SDG-washing screens applied throughout.

WHAT'S INSIDE AT A GLANCE

53 Chapters	9 Report Parts	7 Regions Covered	40+ Country Markets
2025–32 Forecast Horizon	4 Forward Scenarios	25+ Companies Profiled	5 SDGs Mapped

REPORT COVERAGE

Geographic scope: North America, Europe, Asia Pacific, Latin America, Africa, Middle East and Rest of World — with named country intelligence. North America is the enterprise-haptics leader (United States) on training-and-simulation demand and leading force-feedback developers; Europe scales on automotive and industrial design; Asia Pacific is the fastest-growing engine on consumer-haptics and manufacturing; other regions assessed on their own merits.

MARKET OVERVIEW

From research novelty toward enterprise training and simulation tooling.

Haptic feedback is moving from research novelty toward enterprise training and simulation tooling. Demand is driven by realistic skills training, design and research applications, against cost-versus-fidelity trade-offs, comfort and donning friction, and content gaps. The market is read three ways — value, units shipped and actuators deployed — and forecast under four scenarios, each region reported separately.

- **North America leads enterprise haptics** — training-and-simulation demand and leading force-feedback glove developers
- **Europe scales on industrial design** — automotive and industrial design and research applications
- **Asia Pacific grows fastest** — South Korea, China and Japan, on consumer-haptics and gaming with manufacturing
- **Force-feedback fidelity is the differentiator** — realistic force and texture — beyond simple vibration — unlocks high-value training and design use cases

REGIONAL OUTLOOK

Across seven reporting regions, the report separates deployment leaders from high-growth and emerging markets — each profiled in full rather than aggregated into Rest of World.

Region	Stage	Lead Country Markets & Drivers
North America	Enterprise-haptics leader	United States, Canada — tech-vendor base, enterprise adoption, funding
Europe	Industrial-design-led	Germany, France, United Kingdom, Netherlands — automotive & industrial design
Asia Pacific	Fastest growth	China, Japan, South Korea, India — consumer-haptics, gaming, manufacturing
Middle East	Emerging	Saudi Arabia, UAE — digital strategy, sovereign investment, smart projects
Latin America	Frontier	Brazil, Mexico — enterprise pilots, training adoption
Africa	Frontier	South Africa, Kenya — early enterprise and training adoption

KEY MARKET DRIVERS & RESTRAINTS

Drivers	Restraints
• Realistic skills-training demand • Touch-dependent skill transfer • Industrial-design & research needs • Force-feedback & actuator advances • Immersion & simulation-realism demand	• Cost & fidelity-vs-price trade-off • Bulk, comfort & donning friction • Durability & maintenance • Limited content & integration support • Standardisation & ecosystem gaps

SEGMENTATION SNAPSHOT

By Device Form	Gloves · full-body suits · force-feedback devices
By Feedback Technology	Vibrotactile · force-feedback · thermal feedback
By Application	Training / simulation · gaming · industrial design · research
By End User	Training / simulation · gaming · industrial design · research
By Business Model	Hardware sale · SaaS · data · managed service
By Scale	Pilot · departmental · enterprise / national-scale

TABLE OF CONTENTS — PARTS & CHAPTERS

The full report is organised into nine parts across 53 chapters, listed below. Detailed sub-headings, country tables and directories are provided in the full report.

Part I — Report Foundation, Discovery and Strategic Intelligence

- › Chapter 1. Scope, Methodology and Report Architecture
- › Chapter 2. Industry Discovery Summary — Haptic Feedback Gloves and Suits
- › Chapter 3. Executive Intelligence and Decision Dashboard
- › Chapter 4. Strategic Findings, Materiality and Investment Verdict Preview

Part II — Market Intelligence, Sizing, Forecasting and Segmentation

- › Chapter 5. Industry Overview and Market Evolution
- › Chapter 6. Market Dynamics
- › Chapter 7. Global Market Size and Forecast, 2020–2032
- › Chapter 8. Market Segmentation Analysis
- › Chapter 9. End-User and Demand-Side Intelligence
- › Chapter 10. Pricing, Cost and Commercial Model Intelligence

Part III — Regional and Country Intelligence

- › Chapter 11. Global Regional Intelligence Framework
- › Chapter 12. North America Market Intelligence
- › Chapter 13. Europe Market Intelligence
- › Chapter 14. Asia Pacific Market Intelligence
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- › Chapter 20. Emerging and Next-Generation Technology Intelligence
- › Chapter 21. Category-Specific Intelligence Module
- › Chapter 22. Research, Innovation and Funding Landscape

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- › Chapter 25. Mergers, Acquisitions, Partnerships and Ecosystem Intelligence
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Part VIII — Scenario, Future Intelligence and Final Due Diligence Verdict

- › Chapter 42. Scenario Analysis and Future Intelligence
- › Chapter 43. Sustainability Due Diligence Framework and Data-Room Index
- › Chapter 44. Risk Register, RAG Rating and Anti-Greenwashing Screen
- › Chapter 45. Bottom-Line Verdict and Strategic Recommendations
- › Chapter 46. Implementation Roadmap and Stakeholder Playbooks

Part IX — Annexes, Directories and Reference Material

- › Chapter 47. Methodology Annex
- › Chapter 48. Corporate Directory and Company Intelligence Annex
- › Chapter 49. Patent Directory and Patent Intelligence Annex
- › Chapter 50. Project Intelligence Annex
- › Chapter 51. Forecast Annex
- › Chapter 52. Sustainability KPI Annex
- › Chapter 53. Reference Annexes

COMPETITIVE & INVESTMENT SNAPSHOT

The competitive field spans high-fidelity force-feedback specialists, consumer-and-suit haptics makers, and mid-air and glove innovators. Deal activity — M&A, technology acquisition and platform expansion — signals a market consolidating around scalable, bankable, deployment-ready solutions.

Representative players profiled in the full report:

HaptX, Inc. · bHaptics Inc. · Teslasuit (VR Electronics Ltd) · SenseGlove B.V. · Ultraleap Limited · and further profiled haptics and actuator players

Investment intelligence: venture, infrastructure, development, climate and blended finance, green bonds and sustainability-linked loans — culminating in a bankability assessment and a clear investment verdict.

KEY QUESTIONS THIS REPORT ANSWERS

- ? How large is the global haptic feedback market, and how fast will it grow to 2032?
- ? Which regions, device forms and technologies offer the strongest risk-adjusted opportunity?
- ? How do force-feedback fidelity, comfort and cost change usefulness and adoption?
- ? Who leads, and where is the competitive and patent white space?
- ? Is the investment case bankable — and under what conditions?
- ? How does the category align with the SDGs, user safety and digital-wellbeing standards?

WHY ANMD — THE DIFFERENCE

Most market studies stop at tonnes and revenue. This report is built as a sustainability due diligence instrument — fusing market sizing with ESG, SDG, climate, carbon-integrity and natural-capital intelligence and a decision-ready bankability verdict in a single architecture.

- **Triangulated sizing** — every market read three ways (value (US\$), units shipped and actuators deployed) so value, capacity and volume views reconcile rather than conflict.
- **Region-honest forecasting** — Latin America, Africa and the Middle East reported in full, never hidden inside Rest of World, every forecast resolved to the 2025 base year.
- **Integrated evidence base** — company, patent and project databases linked to the analysis, with published-filing patents and FTO treated as an indicator, not a legal conclusion.
- **No-fabrication discipline** — every estimate carries a data-confidence rating and disclosed sources; gaps are flagged for further diligence, never filled with invented numbers.
- **Anti-greenwashing rigour** — SDG-washing and greenwashing screens plus claim-substantiation checks built into the ESG and project analysis.
- **Decision-first structure** — 9 Parts and 53 Chapters culminating in stakeholder playbooks and a clear, conditions-based investment verdict.

WHO SHOULD BUY THIS REPORT

Investors and venture / PE funds, training and simulation providers, industrial-design and research teams, haptics and actuator developers, system integrators, policymakers, lenders and ESG teams, plus strategic corporate planners and decision-makers.

Access the Full Report

The complete report delivers all 53 chapters in full, with every sub-heading, country table, company and patent directory, forecast model and due diligence checklist.

Purchase at www.anewmarketdynamics.com · Standard & Premium licences · Single-Site (SSL) and Global-Site (GSL) options at checkout.

Want the Complete Detailed Table of Contents?

This prospectus lists the nine parts and 53 chapters. The complete detailed table of contents — every sub-heading, country table, exhibit, company and patent directory and annex — is available on request to registered users. To receive it, register with your official company email at www.anewmarketdynamics.com. The full detailed table of contents will be sent directly to your registered company email address.