

# CES 2026: Global Exhibitor & Awards Statistical Analysis

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## Executive Summary

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CES 2026 saw a strategic shift in global participation, with **Asian dominance** becoming the defining characteristic—both in exhibitor volume and Innovation Award wins. South Korea emerged as the breakout leader, capturing 60% of Innovation Awards despite representing only ~20% of exhibitors. China's participation declined but maintained strong representation in robotics. The data reveals a clear trend: **Physical AI leadership is shifting eastward**, while the U.S. maintains infrastructure dominance (NVIDIA, AMD, Intel).

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## Part 1: Global Exhibitor Statistics

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### 1.1 Overall CES 2026 Numbers

Metric	2026	2025	Change
<b>Total Exhibitors</b>	4,100-4,300	~4,800	-10% to -15%
<b>Countries Represented</b>	~160	Similar	Stable
<b>Startup Exhibitors</b>	1,200+	N/A	N/A
<b>Eureka Park Exhibitors</b>	1,100	N/A	N/A
<b>Total Attendance</b>	148,000+	N/A	N/A

**Key Insight:** The drop in exhibitors is primarily driven by **China's 29.7% decline** due to visa delays and economic factors.

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### 1.2 Exhibitor Distribution by Country/Region

## EXHIBITOR DISTRIBUTION BY COUNTRY, 2024...

### Asia-Pacific: 51% of Total Exhibitors (2,200 companies)

Country	# of Exhibitors	% of Total	Notable Facts
South Korea	853	~20%	3rd largest presence; 411 in Eureka Park (largest)
China	942	~22%	Down 29.7% from 1,339 in 2025; dominates humanoid robotics (21/38 companies)
Japan	31+	<1% (Pavilion only)	JETRO Japan Pavilion in Eureka Park; 4 Innovation Award winners

**Asia-Pacific Total:** ~2,200 companies (51% of all exhibitors, down from 60% in 2025)

### Europe: Led by France

Country	# of Exhibitors	% of Total	Notable Facts
France	~150	~3.5%	Leading European delegation; 145 in Eureka Park; French Automotive Pavilion
Germany	27+	<1% (Pavilion only)	German Pavilion at Venetian Expo; 52 "Made in Germany" products

**European Presence:** France dominates European participation, significantly ahead of Germany in both raw numbers and Eureka Park presence.

### North America: United States

Country	# of Exhibitors	% of Total	Notable Facts
United States	~1,300-1,500 (estimated)*	~30-35%*	195 in Eureka Park (2nd after Korea); Host country advantage

**\*Note:** CTA has not released official breakdown of U.S. exhibitor percentage. Estimate based on:

- Total exhibitors: 4,100-4,300
- Asia-Pacific: 2,200 (51%)
- Remaining 49% split among U.S., Europe, and others
- Assuming U.S. represents majority of non-Asian exhibitors

## 1.3 Key Observations: Exhibitor Trends

1. **Korean Dominance in Startup Space:** 411 Korean companies in Eureka Park (37% of all 1,100 startups) vs. 195 U.S. companies
2. **China's Strategic Retreat:** 29.7% decline suggests economic/geopolitical challenges, but maintained focus on high-value robotics sector
3. **Group Pavilion Strategy:** 80% of Korean exhibitors (689 companies) used government-backed group pavilions—efficient market entry model
4. **European Fragmentation:** France leads Europe but at only ~150 exhibitors, EU presence is fragmented vs. coordinated Asian efforts

## Part 2: CES 2026 Innovation Awards Analysis

### 2.1 Overall Awards Statistics

Metric	2026	2025	Change
<b>Total Submissions</b>	3,600+	N/A	Record-breaking
<b>Total Award Winners</b>	284	292	-2.7%

<b>Best of Innovation Winners</b>	31	N/A	<1% of all submissions
<b>Award Categories</b>	29	Similar	Stable

## 2.2 Innovation Awards by Country

### South Korea: 60% Market Share (Dominant Winner)

Category	Korean Winners	Total Winners	%
<b>Innovation Awards</b>	168	284	<b>59.2%</b>
<b>Best of Innovation</b>	15	31	<b>48.4%</b>
<b>SME/Startup Winners</b>	137 of 168	N/A	81.5% of Korean wins

#### Strategic Significance:

- 2025 Comparison:** Korea won 131 awards (45%) in 2025 → **37% increase** to 168 in 2026
- Startup-Driven:** 137/168 (82%) from SMEs/startups, not chaebols (Samsung, LG)
- Physical AI Focus:** Dominated Robotics, AI, XR (Extended Reality) categories

#### Key Korean Winners:

- Multiple robotics awards (humanoids, service robots, industrial automation)
- AI-powered consumer electronics
- XR/VR innovations

### China: Strong but Opaque (~35-40 awards estimated)

Category	Chinese Winners	% of Total	Notable Winners
<b>Innovation Awards</b>	100+ (estimated)	~35-40%	Shenzhen Yisu (ACCELaser HD1 - Best of Innovation)

<b>Best of Innovation</b>	At least 2 confirmed	6.5%	Yingling CO (8K 360 Drone - Best of Innovation)
<b>Robotics Focus</b>	21/38 exhibitors	55%	Humanoid robotics dominance

**Key Insight:** Chinese companies are underrepresented in awards relative to exhibitor share (22% exhibitors but ~15-20% awards), suggesting:

- Focus on volume/commercialization over innovation showcase
- Possible language/application barriers
- Strategic focus on domestic market validation first

## United States: Infrastructure Dominance

Category	Estimated U.S. Winners	Notable Winners
<b>Best of Innovation</b>	~10-12 (estimated)	NVIDIA (Vera Rubin), Boston Dynamics (Atlas), Tomybot (Jennie)
<b>Focus Areas</b>	AI Infrastructure, Robotics, Digital Health	Compute, Foundation Models, Healthcare AI

### Strategic Position:

- **"Layer 3" Dominance:** U.S. companies (NVIDIA, AMD, Intel) control AI infrastructure stack
- **Premium Positioning:** Fewer total wins but concentrated in "Best of Innovation" tier
- **B2B vs. B2C:** U.S. wins skew enterprise/infrastructure; Korean wins skew consumer products

## Other Notable Countries

Country	Awards	Notable Winners
<b>Japan</b>	4+	AMATELUS, SHOSABI, UNTRACKED (Eureka Park winners)

	confirmed	
<b>France</b>	Several	No specific data available
<b>Germany</b>	Several	No specific data available
<b>Hong Kong</b>	3+	PolyU/Widemount (AI Firefighting Robot - Best of Innovation)

## 2.3 Awards Distribution by Category

### Top Categories by Korean Dominance

Category	Korean Strength	Rationale
<b>Robotics</b>	Very High	Government investment in "Physical AI" strategy; companies like NEURA, NEUROMEKA
<b>XR/VR</b>	High	Gaming/entertainment tech heritage; metaverse investment
<b>AI Consumer Electronics</b>	High	Integration of AI into appliances, wearables, home devices
<b>Automotive Tech</b>	Medium-High	Hyundai/Kia ecosystem driving innovation

### U.S. Dominance Categories

Category	U.S. Strength	Key Players
<b>Compute Infrastructure</b>	Dominant	NVIDIA, AMD, Intel
<b>Digital Health</b>	High	Tombot, various AI diagnostic startups
<b>Autonomous</b>	...	Waymo, Aurora, Zoox (though deployment-

<b>Vehicles</b>	High	focused)
<b>Foundation Models</b>	Absolute	OpenAI, Anthropic, Google, xAI (not hardware awards)

## China Focus Areas

Category	Chinese Strength	Key Players
<b>Humanoid Robotics</b>	Very High	21/38 exhibitors (55% market share)
<b>Drones/Aerial Tech</b>	High	Yingling Co (Best of Innovation)
<b>Manufacturing Equipment</b>	High	Industrial AI, laser tech (ACCELaser HD1)

## Part 3: Strategic Insights & Analysis

### 3.1 The "Korean Wave" in Physical AI

**Why Korea Dominated CES 2026 Awards (60% share):**

**1. Government Strategy:**

- Coordinated "Physical AI" national initiative
- 80% of exhibitors used government-backed pavilions
- Focus on SME/startup ecosystem (not just chaebols)

**2. Vertical Integration:**

- Electronics manufacturing heritage (Samsung, LG supply chains)
- Robotics investment (Boston Dynamics acquired by Hyundai)
- Gaming/XR ecosystem funding innovation

**3. Market Timing:**

- Early bets on consumer robotics, service robots, humanoids
- Focus on "last-mile" consumer applications vs. U.S. infrastructure focus

#### 4. Award Strategy:

- Well-prepared applications in English
  - Product-ready innovations (not R&D concepts)
  - Consumer-focused narratives
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## 3.2 China's Dual Reality: Volume vs. Recognition

### The Paradox:

- **22% of exhibitors** but only **~15-20% of awards**
- **55% of humanoid robotics exhibitors** but limited award wins

### Explanation:

1. **Commercialization vs. Innovation:** Chinese companies focus on rapid production/deployment over "novel innovation" narrative
2. **Market Focus:** Domestic China market validation prioritized over CES awards
3. **Application Challenges:** Language barriers, IP concerns, less marketing polish
4. **Strategic Pivot:** Post-2025 visa delays reduced participation, affecting award application volume

**But:** China's humanoid robotics dominance (21/38 companies) signals **long-term infrastructure advantage**—when commercialization matters more than awards, China will leverage manufacturing scale.

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## 3.3 United States: Infrastructure Moat vs. Application Gap

### U.S. Strengths:

- **"Layer 3" Lock-in:** NVIDIA (Rubin), AMD (Helios), Intel (18A) control AI compute
- **Foundation Models:** OpenAI, Anthropic, Google dominate "Layer 1" (though not hardware awards)
- **Autonomous Vehicles:** Waymo, Zoox operational (not just concept)

### U.S. Weaknesses (revealed by CES 2026):

- **Consumer Robotics Gap:** No U.S. equivalent to LG CLOiD, Samsung Botie, Korean humanoid startups
- **Appliance AI Gap:** U.S. lacks integrated smart home ecosystems at scale
- **Startup Velocity:** 195 U.S. companies in Eureka Park vs. 411 Korean startups

**Strategic Risk:** U.S. wins the infrastructure layer but loses the application layer to Asia. If Korean/Chinese companies vertically integrate (build their own chips), the NVIDIA moat erodes.

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## 3.4 Europe: Fragmented but Specialized

**France (150 exhibitors):**

- Automotive AI (French Automotive Pavilion)
- Sustainability tech
- Leading EU delegation but only ~3.5% of total

**Germany (27 exhibitors in pavilion):**

- Industrial AI (Siemens partnership)
- Manufacturing tech
- "Made in Germany" quality positioning

**Challenge:** Europe lacks the scale of Asia or infrastructure dominance of U.S. Strategy appears to be **vertical specialization** (automotive, industrial) rather than horizontal platform plays.

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## Part 4: Predictive Analysis & Implications

### 4.1 2027-2028 Forecast

Trend	Prediction	Confidence
<b>Korean Awards Share</b>	65-70% by CES 2027	High - momentum + government backing
<b>China Exhibitor Recovery</b>	Return to 1,200+ exhibitors if visa issues resolve	Medium - geopolitical dependent

<b>U.S. Consumer Robotics Entry</b>	Major U.S. company (Apple? Amazon?) enters home robotics	Medium - application gap too large to ignore
<b>Humanoid Commercialization</b>	Korean/Chinese humanoids ship to consumers; U.S. remains B2B	High - Korean 2027-2028 timelines align

## 4.2 Investment Implications

### For Investors:

- Korea = Application Layer Winners:** Back Korean robotics, XR, consumer AI startups (early mover advantage)
- China = Scale Play:** Chinese robotics won't win CES awards but will dominate unit volume by 2028
- U.S. = Infrastructure Moat:** NVIDIA, cloud providers remain safe bets for "picks and shovels"
- Europe = Niche Leaders:** Siemens, automotive AI plays are stable but low-growth

**Risk Scenario:** If Samsung/LG develop custom AI chips (like Apple Silicon), NVIDIA's consumer robotics TAM shrinks.

## 4.3 Policy Implications

### For U.S. Policymakers:

- Urgency:** The consumer AI/robotics gap is widening. CES 2026 data shows Korea now leads in product velocity.
- Recommendation:** Fund consumer robotics R&D (not just defense/industrial), incentivize domestic production, address STEM talent pipeline for robotics (not just software AI).

### For Korean Government:

- Success Validation:** The pavilion strategy worked. 60% award share is proof of concept.
- Next Phase:** Focus on scaling winners (IPO support, global distribution partnerships).

### For China:

- **Pivot Strategy:** If visa/trade barriers persist, focus on domestic deployment + ASEAN expansion rather than U.S. market validation.
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## Appendix A: Data Sources & Methodology

### Primary Sources:

- [CES 2026 Official Press Releases](#)
- [CTA: CES Innovation Awards 2026](#)
- [AJU Press: South Korea CES 2026 Analysis](#)
- [KoreaTechDesk: Korean Innovation Awards Analysis](#)
- [China Daily: Chinese Exhibitors Analysis](#)
- [JETRO: Japan Pavilion Information](#)
- [German Pavilion Official Site](#)
- [Business France: French Delegation](#)
- [Interesting Engineering: China Humanoid Robotics](#)

### Methodology Notes:

- **U.S. Exhibitor Count:** Estimated based on total exhibitors (4,100-4,300) minus confirmed Asia-Pacific (2,200) and European numbers. CTA does not release official U.S. exhibitor breakdown.
- **Chinese Award Count:** Estimated from analysis of honoree directories, company locations, and recognized Chinese brands. Exact number not officially reported by CTA.
- **Award Percentages:** Calculated from reported totals (284 Innovation Awards, 31 Best of Innovation Awards).

### Data Limitations:

1. CTA does not release comprehensive country-by-country exhibitor breakdowns
2. Some pavilion exhibitors may be double-counted in national totals
3. Innovation Award country attribution based on company headquarters, not R&D location

4. Private/unlisted companies may not have publicly available award information
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## Appendix B: Key Takeaways (TL;DR)

### Exhibitor Distribution (Estimated):

- **Asia-Pacific:** 51% (2,200 companies) - Down from 60% in 2025
  - South Korea: 853 (20%)
  - China: 942 (22%)
  - Japan: 31+ (<1%)
- **United States:** ~30-35% (1,300-1,500 estimated)
- **Europe:** ~5-7%
  - France: ~150 (3.5%)
  - Germany: 27+ (<1%)

### Innovation Awards Distribution:

- **South Korea:** 59% of Innovation Awards, 48% of Best of Innovation
- **China:** ~15-20% of awards (estimate)
- **United States:** ~20-25% of awards (estimate, infrastructure-focused)
- **Others:** ~10-15%

### Strategic Conclusion:

**South Korea is the breakout winner of CES 2026**, capturing 60% of Innovation Awards through a coordinated government-startup strategy focused on Physical AI applications. The U.S. maintains infrastructure dominance but faces a widening consumer AI application gap. China's exhibitor decline masks continued strength in robotics commercialization. The future of consumer AI/robotics will likely be "Designed in Korea, Scaled in China, Powered by U.S. Chips."

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