

# **In-flight Entertainment and Connectivity Market by Type (Hardware, Services (Connectivity service, Entertainment service)), Connectivity Technology (Satellite and Air-to-ground connectivity) - Global Opportunity Analysis and Industry Forecast, 2017-2023**

<https://marketpublishers.com/r/IC747E8F665EN.html>

Date: April 2017

Pages: 150

Price: US\$ 4,999.00 (Single User License)

ID: IC747E8F665EN

## **Abstracts**

In-flight entertainment and connectivity (IFEC) refers to the onboard internet service offered by airlines to business and commercial aircraft passengers. This service can be accessed via personal electronic devices (PEDs) such as smartphone, laptops, and smartphones, and laptops for the internet surfing, playing games, watching movies, and serials.

The in-flight entertainment and connectivity market is segmented on the basis of type, connectivity technology, and geography. Based on type, the in-flight entertainment and connectivity market is bifurcated into hardware and services. Among the types, the hardware segment contributed the maximum market share in 2015, owing to the deployment of advanced networking systems and other systems such as electronic devices by airlines especially in the emerging markets.

Currently, among connectivity technologies, the air-to-ground (A2G) networking technology is leading the market. However, by the end of 2023, the satellite segment is projected to surpass the air-to-ground segment owing to increase in airliners' spending on deployment of satellites networking technology to offer uninterrupted and high speed Internet services to air passengers.

The in-flight entertainment and connectivity market is analyzed based on four regions, namely North America, Europe, Asia-Pacific, and LAMEA. Among regions, North America dominated the market owing large number of connected aircraft in the region. In addition, the market in Asia-Pacific is projected to grow at the highest CAGR of

around 21.0% during the forecast period, owing to significant increase in number of connected aircraft and air passengers.

Prominent market players-operating in the in-flight entertainment and connectivity industry-have adopted product launch, partnership, geographical expansion, and acquisition as their key strategies to facilitate business growth and expansion across the globe. The key players profiled in the in-flight entertainment and connectivity market are EchoStar Corporation, Global Eagle Entertainment Inc., Gogo Inc., Honeywell International Inc., Kymeta Corporation, Panasonic Corporation, SITA (OnAir), Thales Group, Thikom Solutions Inc., and ViaSat Inc.

## KEY BENEFITS

The study provides an in-depth analysis of the in-flight entertainment and connectivity market along with current and future trends to elucidate the imminent investment pockets.

Information regarding key drivers, restraints, and opportunities along with their impact analysis on the in-flight entertainment and connectivity market is provided in the report.

Porter's Five Forces analysis illustrates the potency of buyers and suppliers operating in the in-flight entertainment and connectivity industry.

The quantitative analysis of the global market from 2017 to 2023 is provided in the report to determine the in-flight entertainment and connectivity market size and potential.

### In-Flight Entertainment & Connectivity (IFEC) Market Key Segments:

The in-flight entertainment and connectivity market is segmented based on type, connectivity technology, and geography.

#### BY TYPE

Hardware

Services

Connectivity service

Entertainment service

## BY CONNECTIVITY TECHNOLOGY

Satellite connectivity

Air-to-ground connectivity

## BY REGION

North America

U.S.

Canada

Mexico

Europe

Germany

UK

France

Rest of Europe

Asia-Pacific

China

Japan

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

## **KEY MARKET PLAYERS PROFILED IN THE REPORT**

EchoStar Corporation

Global Eagle Entertainment Inc.

Gogo Inc.

Honeywell International Inc.

Kymeta Corporation

Panasonic Corporation

SITA (OnAir)

Thales Group

Thikom Solutions Inc.

ViaSat Inc.

## Contents

### CHAPTER 1 INTRODUCTION

- 1.1. REPORT DESCRIPTION
- 1.2. KEY BENEFITS
- 1.3. KEY MARKET SEGMENTS
- 1.4. RESEARCH METHODOLOGY
  - 1.4.1. Primary research
  - 1.4.2. Secondary research
  - 1.4.3. Analyst tools and models

### CHAPTER 2 EXECUTIVE SUMMARY

- 2.1. CXO PERSPECTIVE

### CHAPTER 3 MARKET OVERVIEW

- 3.1. MARKET DEFINITION AND SCOPE
- 3.2. KEY FINDINGS
  - 3.2.1. Top impacting factors
  - 3.2.2. Top investment pockets
- 3.3. PORTERS FIVE FORCES ANALYSIS
  - 3.3.1. High bargaining power of suppliers
  - 3.3.2. Low threat of new entrants
  - 3.3.3. Moderate threat of substitutes
  - 3.3.4. High competitive rivalry
  - 3.3.5. Low bargaining power among buyers
- 3.4. MARKET DYNAMICS
  - 3.4.1. Drivers
    - 3.4.1.1. Advancement in Connectivity Technologies in Developed Regions
    - 3.4.1.2. Supportive Policies to Use Personal Electronics Devices Onboard
    - 3.4.1.3. Growth in Number of Airline Passengers
  - 3.4.2. Restraints
    - 3.4.2.1. High Cost Associated with Networking Technologies and Connectivity Hardware
    - 3.4.2.2. Data Privacy and Security Issues
  - 3.4.3. Opportunities
    - 3.4.3.1. Huge Untapped Market Opportunity in Developing Regions

## **CHAPTER 4 IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY TYPE**

### 4.1. OVERVIEW

### 4.2. HARDWARE

- 4.2.1. Key market trends
- 4.2.2. Key growth factors and opportunities
- 4.2.3. Market size and forecast

### 4.3. SERVICE

- 4.3.1. Connectivity service
  - 4.3.1.1. Key market trends
- 4.3.2. Key growth factors and opportunities
- 4.3.3. Market size and forecast
- 4.3.4. Entertainment service
  - 4.3.4.1. Key market trends
- 4.3.5. Key growth factors and opportunities
- 4.3.6. Market size and forecast

## **CHAPTER 5 IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY CONNECTIVITY TECHNOLOGY**

### 5.1. OVERVIEW

### 5.2. SATELLITE TECHNOLOGY

- 5.2.1. Key market trends
- 5.2.2. Key growth factors and opportunities
- 5.2.3. Market size and forecast

### 5.3. AIR-TO-GROUND

- 5.3.1. Key market trends
- 5.3.2. Key growth factors and opportunities
- 5.3.3. Market size and forecast

## **CHAPTER 6 IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY REGION**

### 6.1. OVERVIEW

### 6.2. NORTH AMERICA

- 6.2.1. Key market trends
- 6.2.2. Key growth factors and opportunities
- 6.2.3. Market size and forecast

- 6.2.3.1. U.S.
  - 6.2.3.1.1. Market size and forecast
- 6.2.3.2. Canada
  - 6.2.3.2.1. Market size and forecast
- 6.2.3.3. Mexico
  - 6.2.3.3.1. Market size and forecast
- 6.3. EUROPE
  - 6.3.1. Key market trends
  - 6.3.2. Key growth factors and opportunities
  - 6.3.3. Market size and forecast
    - 6.3.3.1. UK
      - 6.3.3.1.1. Market size and forecast
    - 6.3.3.2. Germany
      - 6.3.3.2.1. Market size and forecast
    - 6.3.3.3. France
      - 6.3.3.3.1. Market size and forecast
    - 6.3.3.4. Rest of Europe
      - 6.3.3.4.1. Market size and forecast
- 6.4. ASIA-PACIFIC
  - 6.4.1. Key market trends
  - 6.4.2. Key growth factors and opportunities
  - 6.4.3. Market size and forecast
    - 6.4.3.1. China
      - 6.4.3.1.1. Market size and forecast
    - 6.4.3.2. Japan
      - 6.4.3.2.1. Market size and forecast
    - 6.4.3.3. Rest of Asia-Pacific
      - 6.4.3.3.1. Market size and forecast
- 6.5. LAMEA
  - 6.5.1. Key market trends
  - 6.5.2. Key growth factors and opportunities
  - 6.5.3. Market size and forecast
    - 6.5.3.1. Latin America
      - 6.5.3.1.1. Market size and forecast
    - 6.5.3.2. Middle East
      - 6.5.3.2.1. Market size and forecast
    - 6.5.3.3. Africa
      - 6.5.3.3.1. Market size and forecast

## **CHAPTER 7 COMPANY PROFILES**

### **7.1. EHOSTAR CORPORATION**

- 7.1.1. Company overview
- 7.1.2. Company snapshot
- 7.1.3. Operating business segments
- 7.1.4. Product portfolio
- 7.1.5. Business performance
- 7.1.6. Key strategic moves & developments

### **7.2. GLOBAL EAGLE ENTERTAINMENT INC.**

- 7.2.1. Company overview
- 7.2.2. Company snapshot
- 7.2.3. Operating business segments
- 7.2.4. Product portfolio
- 7.2.5. Business performance
- 7.2.6. Key strategic moves & developments

### **7.3. GOGO INC.**

- 7.3.1. Company overview
- 7.3.2. Company snapshot
- 7.3.3. Operating business segments
- 7.3.4. Product portfolio
- 7.3.5. Business performance
- 7.3.6. Key strategic moves & developments

### **7.4. HONEYWELL INTERNATIONAL INC.**

- 7.4.1. Company overview
- 7.4.2. Company snapshot
- 7.4.3. Operating business segments
- 7.4.4. Product portfolio

### **7.5. KYMETA CORPORATION**

- 7.5.1. Company overview
- 7.5.2. Company snapshot
- 7.5.3. Operating business segments
- 7.5.4. Product portfolio
- 7.5.5. Key strategic moves & developments

### **7.6. PANASONIC CORPORATION**

- 7.6.1. Company overview
- 7.6.2. Company snapshot
- 7.6.3. Operating business segments
- 7.6.4. Product portfolio



- 7.6.5. Business performance
- 7.6.6. Key strategic moves & developments
- 7.7. SITA (ONAIR)
  - 7.7.1. Company overview
  - 7.7.2. Company snapshot
  - 7.7.3. Operating business segments
  - 7.7.4. Product portfolio
  - 7.7.5. Business performance
  - 7.7.6. Key strategic moves and developments
- 7.8. THALES GROUP
  - 7.8.1. Company overview
  - 7.8.2. Company snapshot
  - 7.8.3. Operating business segments
  - 7.8.4. Product portfolio
  - 7.8.5. Business performance
  - 7.8.6. Key strategic moves & developments
- 7.9. THIKOM SOLUTIONS INC.
  - 7.9.1. Company overview
  - 7.9.2. Company snapshot
  - 7.9.3. Operating business segments
  - 7.9.4. Product portfolio
  - 7.9.5. Business performance
  - 7.9.6. Key strategic moves & developments
- 7.10. VIASAT INC.
  - 7.10.1. Company overview
  - 7.10.2. Company snapshot
  - 7.10.3. Operating business segments
  - 7.10.4. Product portfolio
  - 7.10.5. Business performance
  - 7.10.6. Key strategic moves & developments

## List Of Tables

### LIST OF TABLES

TABLE 1. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY TYPE, 2016-2023 (\$MILLION)

TABLE 2. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET FOR HARDWARE SEGMENT, BY REGION, 2016-2023 (\$MILLION)

TABLE 3. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET FOR CONNECTIVITY SERVICE SUB-SEGMENT, BY REGION, 2016-2023 (\$MILLION)

TABLE 4. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET FOR ENTERTAINMENT SERVICE SEGMENT, BY REGION, 2016-2023 (\$MILLION)

TABLE 5. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY CONNECTIVITY TECHNOLOGY, 2016-2023 (\$MILLION)

TABLE 6. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET FOR SATELLITE TECHNOLOGY SEGMENT, BY REGION, 2016-2023 (\$MILLION)

TABLE 7. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET FOR AIR-TO-GROUND TECHNOLOGY SEGMENT, BY REGION, 2016-2023 (\$MILLION)

TABLE 8. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY REGION, 2016-2023 (\$MILLION)

TABLE 9. NORTH AMERICA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY TYPE, 2016-2023 (\$MILLION)

TABLE 10. NORTH AMERICA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY SERVICE, 2016-2023 (\$MILLION)

TABLE 11. NORTH AMERICA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY CONNECTIVITY TECHNOLOGY, 2016-2023 (\$MILLION)

TABLE 12. NORTH AMERICA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY COUNTRY, 2016-2023 (\$MILLION)

TABLE 13. EUROPE IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY TYPE, 2016-2023 (\$MILLION)

TABLE 14. EUROPE IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY SERVICE, 2016-2023 (\$MILLION)

TABLE 15. EUROPE IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY CONNECTIVITY TECHNOLOGY, 2016-2023 (\$MILLION)

TABLE 16. EUROPE IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY COUNTRY, 2016-2023 (\$MILLION)

TABLE 17. ASIA-PACIFIC IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY TYPE, 2016-2023 (\$MILLION)

TABLE 18. ASIA-PACIFIC IN-FLIGHT ENTERTAINMENT & CONNECTIVITY

MARKET, BY SERVICE, 2016-2023 (\$MILLION)

TABLE 19. ASIA-PACIFIC IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY CONNECTIVITY TECHNOLOGY, 2016-2023 (\$MILLION)

TABLE 20. ASIA-PACIFIC IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY COUNTRY, 2016-2023 (\$MILLION)

TABLE 21. LAMEA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY TYPE, 2016-2023 (\$MILLION)

TABLE 22. LAMEA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY SERVICE, 2016-2023 (\$MILLION)

TABLE 23. LAMEA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY CONNECTIVITY TECHNOLOGY, 2016-2023 (\$MILLION)

TABLE 24. LAMEA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY COUNTRY, 2016-2023 (\$MILLION)

TABLE 25. ECHOSTAR CORPORATION: COMPANY SNAPSHOT

TABLE 26. ECHOSTAR CORPORATION: OPERATING SEGMENTS

TABLE 27. ECHOSTAR CORPORATION: PRODUCT PORTFOLIO

TABLE 28. GLOBAL EAGLE ENTERTAINMENT INC.: COMPANY SNAPSHOT

TABLE 29. GLOBAL EAGLE ENTERTAINMENT INC.: OPERATING SEGMENTS

TABLE 30. GLOBAL EAGLE ENTERTAINMENT INC.: PRODUCT PORTFOLIO

TABLE 31. GOGO INC.: COMPANY SNAPSHOT

TABLE 32. GOGO INC.: OPERATING SEGMENTS

TABLE 33. GOGO INC.: PRODUCT PORTFOLIO

TABLE 34. HONEYWELL INTERNATIONAL INC.: COMPANY SNAPSHOT

TABLE 35. HONEYWELL INTERNATIONAL INC.: OPERATING SEGMENTS

TABLE 36. HONEYWELL INTERNATIONAL INC.: PRODUCT PORTFOLIO

TABLE 37. KYMETA CORPORATION: COMPANY SNAPSHOT

TABLE 38. KYMETA CORPORATION: OPERATING SEGMENTS

TABLE 39. KYMETA CORPORATION: PRODUCT PORTFOLIO

TABLE 40. PANASONIC CORPORATION: COMPANY SNAPSHOT

TABLE 41. PANASONIC CORPORATION: OPERATING SEGMENTS

TABLE 42. PANASONIC CORPORATION: PRODUCT PORTFOLIO

TABLE 43. SITA (ONAIR): COMPANY SNAPSHOT

TABLE 44. SITA (ONAIR): OPERATING SEGMENTS

TABLE 45. SITA (ONAIR): PRODUCT PORTFOLIO

TABLE 46. THALES GROUP: COMPANY SNAPSHOT

TABLE 47. THALES GROUP: OPERATING SEGMENTS

TABLE 48. THALES GROUP: PRODUCT PORTFOLIO

TABLE 49. THIKOM SOLUTIONS INC.: COMPANY SNAPSHOT

TABLE 50. THIKOM SOLUTIONS INC.: OPERATING SEGMENTS

TABLE 51. THIKOM SOLUTIONS INC.: PRODUCT PORTFOLIO  
TABLE 52. VIASAT INC.: COMPANY SNAPSHOT  
TABLE 53. VIASAT INC.: OPERATING SEGMENTS  
TABLE 54. VIASAT INC.: PRODUCT PORTFOLIO

## List Of Figures

### LIST OF FIGURES

FIGURE 1. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET SEGMENTATION

FIGURE 2. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET OVERVIEW, 2016 & 2023

FIGURE 3. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY REGION, 2016 & 2023

FIGURE 4. TOP IMPACTING FACTORS

FIGURE 5. KEY INVESTMENT POCKETS

FIGURE 6. CONNECTED AIRCRAFT BY REGION, 2016 & 2023 (%)

FIGURE 7. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY TYPE

FIGURE 8. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY HARDWARE, 2016-2023 (\$MILLION)

FIGURE 9. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY SERVICE, 2016-2023 (\$MILLION)

FIGURE 10. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY ENTERTAINMENT SERVICE, 2016-2023 (\$MILLION)

FIGURE 11. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY CONNECTIVITY TECHNOLOGY

FIGURE 12. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY SATELLITE TECHNOLOGY, 2016-2023 (\$MILLION)

FIGURE 13. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY AIR-TO-GROUND TECHNOLOGY, 2016-2023 (\$MILLION)

FIGURE 14. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY REGION, 2016(%)

FIGURE 15. NORTH AMERICA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET

FIGURE 16. U.S. IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 17. CANADA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 18. MEXICO IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 19. EUROPE IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET

FIGURE 20. UK IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 21. GERMANY IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 22. FRANCE IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 23. REST OF EUROPE IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 24. ASIA-PACIFIC IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET

FIGURE 25. CHINA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 26. JAPAN IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 27. REST OF ASIA-PACIFIC IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 28. LAMEA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET

FIGURE 29. LATIN AMERICA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 30. MIDDLE EAST IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 31. AFRICA IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, 2016-2023 (\$MILLION)

FIGURE 32. ECHOSTAR CORPORATION: REVENUE, 2014-2016 (\$MILLION)

FIGURE 33. ECHOSTAR CORPORATION: REVENUE SHARE BY SEGMENT, 2016 (%)

FIGURE 34. ECHOSTAR CORPORATION: REVENUE SHARE BY GEOGRAPHY, 2016 (%)

FIGURE 35. ECHOSTAR CORPORATION: STRATEGY SHARE, 2014-2017 (%)

FIGURE 36. GLOBAL EAGLE ENTERTAINMENT INC.: REVENUE, 2014-2016 (\$MILLION)

FIGURE 37. GLOBAL EAGLE ENTERTAINMENT INC.: REVENUE SHARE BY SEGMENT, 2016 (%)

FIGURE 38. GLOBAL EAGLE ENTERTAINMENT INC.: REVENUE SHARE BY GEOGRAPHY, 2016 (%)

FIGURE 39. GLOBAL EAGLE ENTERTAINMENT INC.: STRATEGY SHARE, 2014-2016 (%)

FIGURE 40. GOGO INC.: REVENUE, 2013-2015 (\$MILLION)

FIGURE 41. GOGO INC.: REVENUE SHARE BY SEGMENT, 2015 (%)

FIGURE 42. GOGO INC.: REVENUE SHARE BY GEOGRAPHY, 2015 (%)

FIGURE 43. GOGO INC.: STRATEGY SHARE, 2014-2016 (%)

FIGURE 44. KYMETA CORPORATION: STRATEGY SHARE, 2014-2016 (%)

FIGURE 45. PANASONIC CORPORATION: REVENUE, 2014-2016 (\$MILLION)

FIGURE 46. PANASONIC CORPORATION: REVENUE SHARE BY SEGMENT, 2016 (%)

FIGURE 47. PANASONIC CORPORATION: REVENUE SHARE BY GEOGRAPHY, 2016 (%)

FIGURE 48. PANASONIC CORPORATION: STRATEGY SHARE, 2014-2016 (%)

FIGURE 49. SITA (ONAIR): REVENUE, 2014-2016 (\$MILLION)

FIGURE 50. SITA (ONAIR): REVENUE SHARE BY SEGMENT, 2016 (%)

FIGURE 51. SITA (ONAIR): REVENUE SHARE BY GEOGRAPHY, 2016 (%)

FIGURE 52. SITA (ONAIR): STRATEGY SHARE, 2014-2016 (%)

FIGURE 53. THALES GROUP: REVENUE, 2014-2016 (\$MILLION)

FIGURE 54. THALES GROUP: REVENUE SHARE BY SEGMENT, 2016 (%)

FIGURE 55. THALES GROUP: REVENUE SHARE BY GEOGRAPHY, 2016 (%)

FIGURE 56. THALES GROUP: STRATEGY SHARE, 2014-2016 (%)

FIGURE 57. THIKOM SOLUTIONS INC. ABC: REVENUE, 2013-2015 (\$MILLION)

FIGURE 58. THIKOM SOLUTIONS INC.: REVENUE SHARE BY SEGMENT, 2015 (%)

FIGURE 59. THIKOM SOLUTIONS INC.: REVENUE SHARE BY GEOGRAPHY, 2015 (%)

FIGURE 60. THIKOM SOLUTIONS INC.: STRATEGY SHARE, 2014-2016 (%)

FIGURE 61. VIASAT INC.: REVENUE, 2013-2015 (\$MILLION)

FIGURE 62. VIASAT INC.: REVENUE SHARE BY SEGMENT, 2015 (%)

FIGURE 63. VIASAT INC.: STRATEGY SHARE, 2014-2016 (%)

## I would like to order

Product name: In-flight Entertainment and Connectivity Market by Type (Hardware, Services (Connectivity service, Entertainment service)), Connectivity Technology (Satellite and Air-to-ground connectivity) - Global Opportunity Analysis and Industry Forecast, 2017-2023

Product link: <https://marketpublishers.com/r/IC747E8F665EN.html>

Price: US\$ 4,999.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/IC747E8F665EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below



and fax the completed form to +44 20 7900 3970