

# **Global In-flight Entertainment & Connectivity Market Size study, byOffering Type (IFE, IFC), By Component (Hardware, Connectivity, Content), By Aircraft Type (Narrow-Body Aircraft (NBA), Wide-Body Aircraft (WBA), Very Large Aircraft (VLA)) and Regional Forecasts 2022-2028**

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## **Abstracts**

Global In-flight Entertainment & Connectivity Market is valued at approximately XX in 2021 and is anticipated to grow with a healthy growth rate of more than xx% over the forecast period 2022-2028. In-flight entertainment and connectivity (IFEC) systems play a key role in providing consumers with updated onboard wireless connectivity solutions and services, replacing traditional seatback screens with a moderately personalised approach responding to specific passenger needs. Furthermore, innovations in seat design, connectivity, and real-time data have a favourable impact on the in-flight entertainment and connectivity business. The key providers are focusing on improving a wide range of delivery services in order to meet increased demand. In-flight entertainment and connectivity (IFEC) is the onboard internet service provided by airlines to passengers on business and commercial aeroplanes. This service is available through personal electronic devices (PEDs) such as smartphones and laptops for internet surfing, gaming, and streaming movies and serials. IFEC systems appear to work without any visible cables. The wiring is hidden within the aircraft walls, beginning at the top panel, near the oxygen masks and air conditioning controls. These wires are then linked to the power units, which are arranged in rows along the sidewall of the aircraft. For instance, Panasonic revealed its 'eXO IFE/wIFE mix in-flight entertainment solution,' which lets carriers tailor their aircraft composition for aloft IFE, wireless IFE, embedded IFE, or all three services. Airlines should be able to simply replace their existing IFE equipment with modern systems using such technology. Companies such

as ViaSat Inc. and Gogo LLC have begun providing plans with high-speed Wi-Fi connectivity, increasing customer demand for wireless in-flight entertainment and networking services on short-haul flights. However, delays in IFE installation/ frequent upgrade expected to hinder the use of wireless communication and connectivity services.

The key regions considered for the global In-flight Entertainment & Connectivity market study include Asia Pacific, North America, Europe, Latin America, and Rest of the World. North America dominated the entire market for in-flight entertainment and connectivity. Regional airlines in wealthier nations are projected to boost their use of such technologies, keeping the regional business growing. During the projection period, Asia Pacific is expected to grow at a rapid pace. As passenger traffic grows, so does the demand for aircraft equipped with next-generation entertainment and communication systems.

Major market players included in this report are:

BAE Systems

Cobham plc.

Collins Aerospace

Eutelsat Communications

Global Eagle Entertainment Inc.

Gogo LLC

Honeywell International Inc.

Inmarsat plc.

Iridium Communications Inc.

Panasonic Corporation

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Component:

Hardware

Connectivity

Content

By Aircraft Type:

Narrow-Body Aircraft (NBA)

Wide-Body Aircraft (WBA)

Very Large Aircraft (VLA)

By Offering Type:

In-flight Entertainment (IFE)

In-flight Connectivity (IFC)

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019, 2020

Base year – 2021

Forecast period – 2022 to 2028

Target Audience of the Global In-flight Entertainment & Connectivity Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors

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