

Global In-flight Entertainment & Connectivity Market Size study, by Offering 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

Contents

CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Global & Segmental Market Estimates & Forecasts, 2020-2028 (USD Million)
 - 1.2.1. In-flight Entertainment & Connectivity Market, by Region, 2020-2028 (USD Million)
 - 1.2.2. In-flight Entertainment & Connectivity Market, Component, 2020-2028 (USD Million)
 - 1.2.3. In-flight Entertainment & Connectivity Market, by Aircraft Type, 2020-2028 (USD Million)
 - 1.2.4. In-flight Entertainment & Connectivity Market, by Offering Type, 2020-2028 (USD Million)
- 1.3. Key Trends
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. GLOBAL IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET DEFINITION AND SCOPE

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
 - 2.2.1. Scope of the Study
 - 2.2.2. Industry Evolution
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

CHAPTER 3. GLOBAL IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET DYNAMICS

- 3.1. In-flight Entertainment & Connectivity Market Impact Analysis (2020-2028)
 - 3.1.1. Market Drivers
 - 3.1.1.1. Elevation of IFEC as a major revenue source by the airlines
 - 3.1.1.2. Surging demand for commercial aviation & fleet expansion
 - 3.1.2. Market Challenges
 - 3.1.2.1. Delays in IFE installation/ frequent upgrade
 - 3.1.3. Market Opportunities
 - 3.1.3.1. Emergence of BYOD & New IFE solutions

CHAPTER 4. GLOBAL IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET INDUSTRY ANALYSIS

- 4.1. Porter's 5 Force Model
 - 4.1.1. Bargaining Power of Suppliers
 - 4.1.2. Bargaining Power of Buyers
 - 4.1.3. Threat of New Entrants
 - 4.1.4. Threat of Substitutes
 - 4.1.5. Competitive Rivalry
 - 4.1.6. Futuristic Approach to Porter's 5 Force Model (2018-2028)
- 4.2. PEST Analysis
 - 4.2.1. Political
 - 4.2.2. Economical
 - 4.2.3. Social
 - 4.2.4. Technological
- 4.3. Investment Adoption Model
- 4.4. Analyst Recommendation & Conclusion
- 4.5. Top investment opportunity
- 4.6. Top winning strategies

CHAPTER 5. RISK ASSESSMENT: COVID-19 IMPACT

- 5.1.1. Assessment of the overall impact of COVID-19 on the industry
- 5.1.2. Pre COVID-19 and post COVID-19 market scenario

CHAPTER 6. GLOBAL IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, COMPONENT

- 6.1. Market Snapshot
- 6.2. Global In-flight Entertainment & Connectivity Market Component, Performance - Potential Analysis
- 6.3. Global In-flight Entertainment & Connectivity Market Estimates & Forecasts Component, 2018-2028 (USD Million)
- 6.4. In-flight Entertainment & Connectivity Market, Sub Segment Analysis
 - 6.4.1. Hardware
 - 6.4.2. Connectivity
 - 6.4.3. Content

CHAPTER 7. GLOBAL IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY AIRCRAFT TYPE

7.1. Market Snapshot

7.2. Global In-flight Entertainment & Connectivity Market by Aircraft Type, Performance - Potential Analysis

7.3. Global In-flight Entertainment & Connectivity Market Estimates & Forecasts by Aircraft Type, 2018-2028 (USD Million)

7.4. In-flight Entertainment & Connectivity Market, Sub Segment Analysis

7.4.1. Narrow-Body Aircraft (NBA)

7.4.2. Wide-Body Aircraft (WBA)

7.4.3. Very Large Aircraft (VLA)

CHAPTER 8. GLOBAL IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, BY OFFERING TYPE

8.1. Market Snapshot

8.2. Global In-flight Entertainment & Connectivity Market by Offering Type, Performance - Potential Analysis

8.3. Global In-flight Entertainment & Connectivity Market Estimates & Forecasts by Offering Type, 2018-2028 (USD Million)

8.4. In-flight Entertainment & Connectivity Market, Sub Segment Analysis

8.4.1. In-flight Entertainment (IFE)

8.4.2. In-flight Connectivity (IFC)

CHAPTER 9. GLOBAL IN-FLIGHT ENTERTAINMENT & CONNECTIVITY MARKET, REGIONAL ANALYSIS

9.1. In-flight Entertainment & Connectivity Market, Regional Market Snapshot

9.2. North America In-flight Entertainment & Connectivity Market

9.2.1. U.S. In-flight Entertainment & Connectivity Market

9.2.1.1. Component breakdown estimates & forecasts, 2018-2028

9.2.1.2. Aircraft Type breakdown estimates & forecasts, 2018-2028

9.2.1.3. Offering Type breakdown estimates & forecasts, 2018-2028

9.2.2. Canada In-flight Entertainment & Connectivity Market

9.3. Europe In-flight Entertainment & Connectivity Market Snapshot

9.3.1. U.K. In-flight Entertainment & Connectivity Market

9.3.2. Germany In-flight Entertainment & Connectivity Market

9.3.3. France In-flight Entertainment & Connectivity Market

- 9.3.4. Spain In-flight Entertainment & Connectivity Market
- 9.3.5. Italy In-flight Entertainment & Connectivity Market
- 9.3.6. Rest of Europe In-flight Entertainment & Connectivity Market
- 9.4. Asia-Pacific In-flight Entertainment & Connectivity Market Snapshot
 - 9.4.1. China In-flight Entertainment & Connectivity Market
 - 9.4.2. India In-flight Entertainment & Connectivity Market
 - 9.4.3. Japan In-flight Entertainment & Connectivity Market
 - 9.4.4. Australia In-flight Entertainment & Connectivity Market
 - 9.4.5. South Korea In-flight Entertainment & Connectivity Market
 - 9.4.6. Rest of Asia Pacific In-flight Entertainment & Connectivity Market
- 9.5. Latin America In-flight Entertainment & Connectivity Market Snapshot
 - 9.5.1. Brazil In-flight Entertainment & Connectivity Market
 - 9.5.2. Mexico In-flight Entertainment & Connectivity Market
- 9.6. Rest of The World In-flight Entertainment & Connectivity Market

CHAPTER 10. COMPETITIVE INTELLIGENCE

- 10.1. Top Market Strategies
- 10.2. Company Profiles
 - 10.2.1. BAE Systems
 - 10.2.1.1. Key Information
 - 10.2.1.2. Overview
 - 10.2.1.3. Financial (Subject to Data Availability)
 - 10.2.1.4. Aircraft Type Summary
 - 10.2.1.5. Recent Developments
 - 10.2.2. Cobham plc.
 - 10.2.3. Collins Aerospace
 - 10.2.4. Eutelsat Communications
 - 10.2.5. Global Eagle Entertainment Inc.
 - 10.2.6. Gogo LLC
 - 10.2.7. Honeywell International Inc.
 - 10.2.8. Inmarsat plc.
 - 10.2.9. Iridium Communications Inc.
 - 10.2.10. Panasonic Corporation

CHAPTER 11. RESEARCH PROCESS

- 11.1. Research Process
 - 11.1.1. Data Mining

- 11.1.2. Analysis
- 11.1.3. Market Estimation
- 11.1.4. Validation
- 11.1.5. Publishing
- 11.2. Research Attributes
- 11.3. Research Assumption

List Of Tables

LIST OF TABLES

- TABLE 1. Global In-flight Entertainment & Connectivity Market, report scope
- TABLE 2. Global In-flight Entertainment & Connectivity Market estimates & forecasts by Region 2018-2028 (USD Million)
- TABLE 3. Global In-flight Entertainment & Connectivity Market estimates & forecasts by Component 2018-2028 (USD Million)
- TABLE 4. Global In-flight Entertainment & Connectivity Market estimates & forecasts by Aircraft Type 2018-2028 (USD Million)
- TABLE 5. Global In-flight Entertainment & Connectivity Market estimates & forecasts by Offering Type 2018-2028 (USD Million)
- TABLE 6. Global In-flight Entertainment & Connectivity Market by segment, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 7. Global In-flight Entertainment & Connectivity Market by region, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 8. Global In-flight Entertainment & Connectivity Market by segment, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 9. Global In-flight Entertainment & Connectivity Market by region, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 10. Global In-flight Entertainment & Connectivity Market by segment, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 11. Global In-flight Entertainment & Connectivity Market by region, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 12. Global In-flight Entertainment & Connectivity Market by segment, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 13. Global In-flight Entertainment & Connectivity Market by region, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 14. Global In-flight Entertainment & Connectivity Market by segment, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 15. Global In-flight Entertainment & Connectivity Market by region, estimates & forecasts, 2018-2028 (USD Million)
- TABLE 16. U.S. In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)
- TABLE 17. U.S. In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)
- TABLE 18. U.S. In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 19. Canada In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 20. Canada In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 21. Canada In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 22. UK In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 23. UK In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 24. UK In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 25. Germany In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 26. Germany In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 27. Germany In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 28. RoE In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 29. RoE In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 30. RoE In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 31. China In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 32. China In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 33. China In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 34. India In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 35. India In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 36. India In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 37. Japan In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 38. Japan In-flight Entertainment & Connectivity Market estimates & forecasts

by segment 2018-2028 (USD Million)

TABLE 39. Japan In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 40. RoAPAC In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 41. RoAPAC In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 42. RoAPAC In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 43. Brazil In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 44. Brazil In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 45. Brazil In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 46. Mexico In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 47. Mexico In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 48. Mexico In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 49. RoLA In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 50. RoLA In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 51. RoLA In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 52. Row In-flight Entertainment & Connectivity Market estimates & forecasts, 2018-2028 (USD Million)

TABLE 53. Row In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 54. Row In-flight Entertainment & Connectivity Market estimates & forecasts by segment 2018-2028 (USD Million)

TABLE 55. List of secondary sources, used in the study of global In-flight Entertainment & Connectivity Market

TABLE 56. List of primary sources, used in the study of global In-flight Entertainment & Connectivity Market

TABLE 57. Years considered for the study

TABLE 58. Exchange rates considered

List Of Figures

LIST OF FIGURES

FIG 1. Global In-flight Entertainment & Connectivity Market, research methodology

FIG 2. Global In-flight Entertainment & Connectivity Market, market estimation techniques

FIG 3. Global market size estimates & forecast methods

FIG 4. Global In-flight Entertainment & Connectivity Market, key trends 2021

FIG 5. Global In-flight Entertainment & Connectivity Market, growth prospects 2022-2028

FIG 6. Global In-flight Entertainment & Connectivity Market, porters 5 force model

FIG 7. Global In-flight Entertainment & Connectivity Market, pest analysis

FIG 8. Global In-flight Entertainment & Connectivity Market, value chain analysis

FIG 9. Global In-flight Entertainment & Connectivity Market by segment, 2018 & 2028 (USD Million)

FIG 10. Global In-flight Entertainment & Connectivity Market by segment, 2018 & 2028 (USD Million)

FIG 11. Global In-flight Entertainment & Connectivity Market by segment, 2018 & 2028 (USD Million)

FIG 12. Global In-flight Entertainment & Connectivity Market by segment, 2018 & 2028 (USD Million)

FIG 13. Global In-flight Entertainment & Connectivity Market by segment, 2018 & 2028 (USD Million)

FIG 14. Global In-flight Entertainment & Connectivity Market, regional snapshot 2018 & 2028

FIG 15. North America In-flight Entertainment & Connectivity Market 2018 & 2028 (USD Million)

FIG 16. Europe In-flight Entertainment & Connectivity Market 2018 & 2028 (USD Million)

FIG 17. Asia Pacific In-flight Entertainment & Connectivity Market 2018 & 2028 (USD Million)

FIG 18. Latin America In-flight Entertainment & Connectivity Market 2018 & 2028 (USD Million)

FIG 19. Global In-flight Entertainment & Connectivity Market, company market share analysis (2021)

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