

Global Wireless In-Flight Entertainment (W-IFE)s Market Size study, by Aircraft (Narrow Body, Wide Body, Regional Jet), by Fitment (Retro Fit, Line Fit), by Hardware , By Technology and by Regional Forecasts 2018-2025

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Abstracts

Global Wireless In-Flight Entertainment (W-IFE)s Market to reach USD 3.6 billion by 2025.

Global Wireless In-Flight Entertainment (W-IFE)s Market valued approximately USD 920 Million in 2016 is anticipated to grow with a healthy growth rate of more than 16.40% over the forecast period 2017-2025. Wireless In Flight Entertainment Market is expected to witness substantial growth over the next eight years. The growth can be attributed to the increasing prominence of wireless connectivity and the growing adoption of Bring Your Own Device (BYOD) trend among the public.

Growing inclination toward the use of personal electronic device onboard has supplemented the surging adoption of wireless in-flight entertainment and connectivity services. These services can be easily accessed on the personal devices of passengers or airline-provided portable/embedded media interface devices.

Installation of W-IFE systems in aircraft can benefit airlines as well as passengers. For airlines, these systems can help increase their revenues and augment the return on investments. The current regulatory scenario has witnessed significant transformation towards the adoption of wireless IFE systems as they enable airlines to allow passengers' usage of Portable Electronic Devices (PEDs) that were earlier prohibited as a part of regulatory obligations. The convergence of In-Flight Entertainment (IFE) and In-Flight Connectivity (IFC) segments has brought about numerous opportunities in

the W-IFE arena, ranging from streaming of live movies and other Audio-Video (AVOD) content in PEDs to portable digital media tablets streaming live content, thereby complementing the BYOD era

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 Aircraft:

Narrow Body

Wide Body

Regional Jet

By Fitment:

Retro Fit

Line Fit

By Hardware:

Antennas

WAPs

Modems

By Technology:

ATG

Ku-Band

L-band

Ka-Band

By Regions:

North America

U.S.

Canada

Europe

UK

Germany

Asia Pacific

China

India

Japan

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2015, 2016

Base year – 2017

Forecast period – 2018 to 2025

The industry is seeming to be fairly competitive. Some of the leading market players include Bluebox Avionics Ltd, Cornerstone OnDemand Inc., Gogo.Inc, Inflight Dublin, Ltd, Lufthansa Systems GmbH, Panasonic Corporation, Rockwell Collins Inc, SITA OnAir, Thales Group SA., BAE SYSTEM PLC and so on. Acquisitions and effective mergers are some of the strategies adopted by the key manufacturers. New product launches and continuous technological innovations are the key strategies adopted by the major players.

Target Audience of the Global Wireless In-Flight Entertainment (W-IFE)s 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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