

Global In-car entertainment (ICE) Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global In-car entertainment (ICE) market size is expected to reach \$ 31800 million by 2029, rising at a market growth of 3.8% CAGR during the forecast period (2023-2029).

Automotive is a key driver of this industry. According to data from the World Automobile Organization (OICA), global automobile production and sales in 2017 reached their peak in the past 10 years, at 97.3 million and 95.89 million respectively. In 2018, the global economic expansion ended, and the global auto market declined as a whole. In 2022, there will wear units 81.6 million vehicles in the world. At present, more than 90% of the world's automobiles are concentrated in the three continents of Asia, Europe and North America, of which Asia automobile production accounts for 56% of the world, Europe accounts for 20%, and North America accounts for 16%. The world major automobile producing countries include China, the United States, Japan, South Korea, Germany, India, Mexico, and Others countries; among them, China is the largest automobile producing country in the world, accounting for about 32%. Japan is the world's largest car exporter, exporting more than 3.5 million vehicles in 2022.

In-car entertainment (ICE), or in-vehicle infotainment (IVI), is a collection of hardware and software in automobiles that provides audio or video entertainment. In car entertainment originated with car audio systems that consisted of radios and cassette or CD players, and now includes automotive navigation systems, video players, USB and Bluetooth connectivity, carputers, in-car internet, and WiFi. Once controlled by simple dashboards knobs and dials, ICE systems can include steering wheel audio controls, handsfree voice control, touch-sensitive preset buttons, and even touch screens on higher-end units. Latest models of In-car entertainment systems are coming equipped with rear-view cameras along with side cameras for better safety.

This report studies the global In-car entertainment (ICE) demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for In-car entertainment (ICE), and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of In-car entertainment (ICE) that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global In-car entertainment (ICE) total market, 2018-2029, (USD Million)

Global In-car entertainment (ICE) total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: In-car entertainment (ICE) total market, key domestic companies and share, (USD Million)

Global In-car entertainment (ICE) revenue by player and market share 2018-2023, (USD Million)

Global In-car entertainment (ICE) total market by Type, CAGR, 2018-2029, (USD Million)

Global In-car entertainment (ICE) total market by Application, CAGR, 2018-2029, (USD Million).

This reports profiles major players in the global In-car entertainment (ICE) market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include HARMAN, Panasonic, Bosch, Denso Corporation, Alpine, Continental, Visteon, Hyundai Mobis and LG, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices

used in analyzing the World In-car entertainment (ICE) market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global In-car entertainment (ICE) Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global In-car entertainment (ICE) Market, Segmentation by Type

Entertainment

Telematics

Software

Global In-car entertainment (ICE) Market, Segmentation by Application

Passenger Car

Commercial Vehicle

Companies Profiled:

HARMAN

Panasonic

Bosch

Denso Corporation

Alpine

Continental

Visteon

Hyundai Mobis

LG

Pioneer

Marelli

Joyson

Desay SV

Clarion

Dhautoaware

Motrex Co

Key Questions Answered

1. How big is the global In-car entertainment (ICE) market?
2. What is the demand of the global In-car entertainment (ICE) market?
3. What is the year over year growth of the global In-car entertainment (ICE) market?
4. What is the total value of the global In-car entertainment (ICE) market?
5. Who are the major players in the global In-car entertainment (ICE) market?

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