

Global In-Car Entertainment (Infotainment) (ICE) Systems Market 2018 by Manufacturers, Regions, Type and Application, Forecast to 2023

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Abstracts

In-Car Entertainment also known as ICE or in-vehicle infotainment (IVI) is an assembly of hardware devices inbuilt into automobiles. This assembly offers audio, visual and audiovisual entertainment. In addition it provides automotive navigation systems (SatNav). Functions of IVI system include playing media such as Freeview, TV, CDs, DVDs, USB optional surround sound, DSP systems. Increasingly common trends in IVI system is installation of video game consoles into the vehicle.

Scope of the Report:

The worldwide market for In-Car Entertainment (Infotainment) (ICE) Systems is expected to grow at a CAGR of roughly xx% over the next five years, will reach xx million US\$ in 2023, from xx million US\$ in 2017, according to a new GIR (Global Info Research) study.

This report focuses on the In-Car Entertainment (Infotainment) (ICE) Systems in global market, especially in North America, Europe and Asia-Pacific, South America, Middle East and Africa. This report categorizes the market based on manufacturers, regions, type and application.

Market Segment by Manufacturers, this report covers

Harman International (U.S.)

Pioneer (Japan)

JVC-Kenwood (Japan)

Deplhi (Japan)

Denso (Japan)

Alpine (Japan)

Bosch (Germany)

TomTom (The Netherlands)

Garmin (U.S.)

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia etc.)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Wifi

Bluetooth

Market Segment by Applications, can be divided into

Personal car

Commerical car

There are 15 Chapters to deeply display the global In-Car Entertainment (Infotainment) (ICE) Systems market.

Chapter 1, to describe In-Car Entertainment (Infotainment) (ICE) Systems Introduction, product scope, market overview, market opportunities, market risk, market driving force;

Chapter 2, to analyze the top manufacturers of In-Car Entertainment (Infotainment) (ICE) Systems, with sales, revenue, and price of In-Car Entertainment (Infotainment) (ICE) Systems, in 2016 and 2017;

Chapter 3, to display the competitive situation among the top manufacturers, with sales, revenue and market share in 2016 and 2017;

Chapter 4, to show the global market by regions, with sales, revenue and market share of In-Car Entertainment (Infotainment) (ICE) Systems, for each region, from 2013 to 2018;

Chapter 5, 6, 7, 8 and 9, to analyze the market by countries, by type, by application and by manufacturers, with sales, revenue and market share by key countries in these regions;

Chapter 10 and 11, to show the market by type and application, with sales market share and growth rate by type, application, from 2013 to 2018;

Chapter 12, In-Car Entertainment (Infotainment) (ICE) Systems market forecast, by regions, type and application, with sales and revenue, from 2018 to 2023;

Chapter 13, 14 and 15, to describe In-Car Entertainment (Infotainment) (ICE) Systems sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source

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