

Global In-car Entertainment Unit Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our latest research, the global In-car Entertainment Unit market size will reach USD 34760 million in 2031, growing at a CAGR of 3.9% over the analysis period.

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.

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.

This report is a detailed and comprehensive analysis for global In-car Entertainment Unit market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global In-car Entertainment Unit market size and forecasts, in consumption value (\$ Million), 2020-2031

Global In-car Entertainment Unit market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global In-car Entertainment Unit market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global In-car Entertainment Unit market shares of main players, in revenue (\$ Million), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for In-car Entertainment Unit

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global In-car Entertainment Unit 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, LG, Pioneer, etc.

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

Market segmentation

In-car Entertainment Unit market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Entertainment

Telematics

Software

Market segment by Application

Passenger Car

Commercial Vehicle

Market segment by players, this report covers

HARMAN

Panasonic

Bosch

Denso Corporation

Alpine

Continental

Visteon

Hyundai Mobis

LG

Pioneer

Marelli

Joyson

Desay SV

Clarion

DhautoWare

Motrex Co

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe In-car Entertainment Unit product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of In-car Entertainment Unit, with revenue, gross margin, and global market share of In-car Entertainment Unit from 2020 to 2025.

Chapter 3, the In-car Entertainment Unit competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2020 to 2031

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2020 to 2025. and In-car Entertainment Unit market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of In-car Entertainment Unit.

Chapter 13, to describe In-car Entertainment Unit research findings and conclusion.

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