

Global In-Flight Entertainment and Connectivity Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

In-flight entertainment and Connectivity refers to the entertainment and Internet available to aircraft passengers during a flight.

SCOPE OF THE REPORT:

The key regions like North America, Europe, Asia-Pacific, Central & South America, Middle East and Africa.

The global In-Flight Entertainment and Connectivity market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of In-Flight Entertainment and Connectivity.

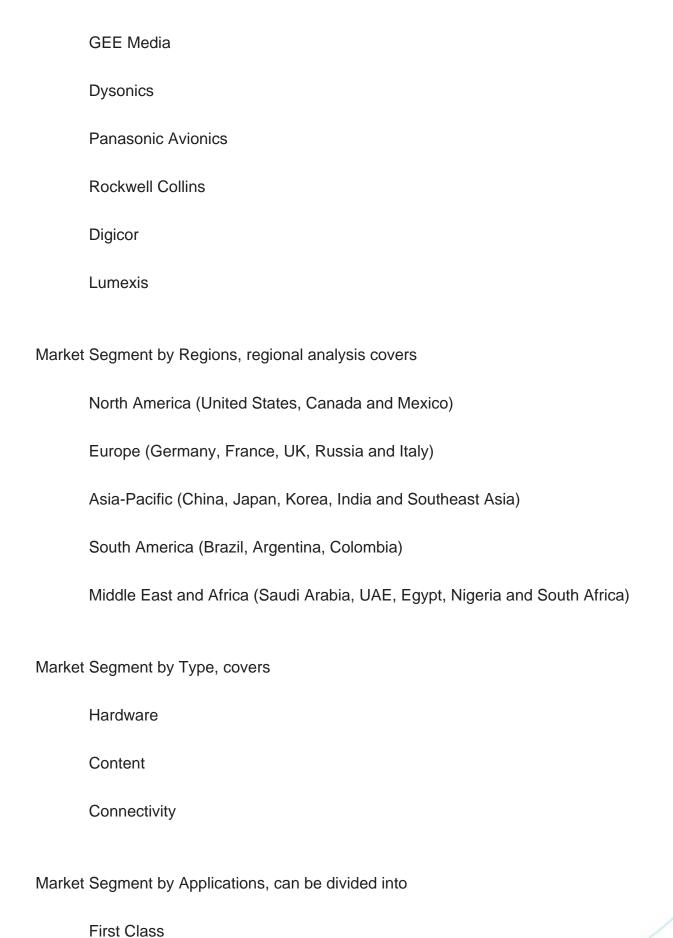
Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

This report studies the In-Flight Entertainment and Connectivity market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the In-Flight Entertainment and Connectivity market by product type and applications/end industries.

Market Segment by Companies, this report covers

Lufthansa Systems







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Economy Class

Other



Contents

1 IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY MARKET OVERVIEW

- 1.1 Product Overview and Scope of In-Flight Entertainment and Connectivity
- 1.2 Classification of In-Flight Entertainment and Connectivity by Types
- 1.2.1 Global In-Flight Entertainment and Connectivity Revenue Comparison by Types (2017-2023)
- 1.2.2 Global In-Flight Entertainment and Connectivity Revenue Market Share by Types in 2017
 - 1.2.3 Hardware
 - 1.2.4 Content
 - 1.2.5 Connectivity
- 1.3 Global In-Flight Entertainment and Connectivity Market by Application
- 1.3.1 Global In-Flight Entertainment and Connectivity Market Size and Market Share Comparison by Applications (2013-2023)
 - 1.3.2 First Class
 - 1.3.3 Business Class
 - 1.3.4 Economy Class
 - 1.3.5 Other
- 1.4 Global In-Flight Entertainment and Connectivity Market by Regions
- 1.4.1 Global In-Flight Entertainment and Connectivity Market Size (Million USD) Comparison by Regions (2013-2023)
- 1.4.1 North America (USA, Canada and Mexico) In-Flight Entertainment and Connectivity Status and Prospect (2013-2023)
- 1.4.2 Europe (Germany, France, UK, Russia and Italy) In-Flight Entertainment and Connectivity Status and Prospect (2013-2023)
- 1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) In-Flight Entertainment and Connectivity Status and Prospect (2013-2023)
- 1.4.4 South America (Brazil, Argentina, Colombia) In-Flight Entertainment and Connectivity Status and Prospect (2013-2023)
- 1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) In-Flight Entertainment and Connectivity Status and Prospect (2013-2023)
- 1.5 Global Market Size of In-Flight Entertainment and Connectivity (2013-2023)

2 MANUFACTURERS PROFILES

- 2.1 Lufthansa Systems
 - 2.1.1 Business Overview



- 2.1.2 In-Flight Entertainment and Connectivity Type and Applications
 - 2.1.2.1 Product A
 - 2.1.2.2 Product B
- 2.1.3 Lufthansa Systems In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)
- 2.2 GEE Media
 - 2.2.1 Business Overview
 - 2.2.2 In-Flight Entertainment and Connectivity Type and Applications
 - 2.2.2.1 Product A
 - 2.2.2.2 Product B
- 2.2.3 GEE Media In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)
- 2.3 Dysonics
 - 2.3.1 Business Overview
 - 2.3.2 In-Flight Entertainment and Connectivity Type and Applications
 - 2.3.2.1 Product A
 - 2.3.2.2 Product B
- 2.3.3 Dysonics In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)
- 2.4 Panasonic Avionics
 - 2.4.1 Business Overview
 - 2.4.2 In-Flight Entertainment and Connectivity Type and Applications
 - 2.4.2.1 Product A
 - 2.4.2.2 Product B
- 2.4.3 Panasonic Avionics In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)
- 2.5 Rockwell Collins
 - 2.5.1 Business Overview
 - 2.5.2 In-Flight Entertainment and Connectivity Type and Applications
 - 2.5.2.1 Product A
 - 2.5.2.2 Product B
- 2.5.3 Rockwell Collins In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)
- 2.6 Digicor
 - 2.6.1 Business Overview
 - 2.6.2 In-Flight Entertainment and Connectivity Type and Applications
 - 2.6.2.1 Product A
 - 2.6.2.2 Product B
- 2.6.3 Digicor In-Flight Entertainment and Connectivity Revenue, Gross Margin and



Market Share (2016-2017)

- 2.7 Lumexis
 - 2.7.1 Business Overview
 - 2.7.2 In-Flight Entertainment and Connectivity Type and Applications
 - 2.7.2.1 Product A
 - 2.7.2.2 Product B
- 2.7.3 Lumexis In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)

3 GLOBAL IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY MARKET COMPETITION, BY PLAYERS

- 3.1 Global In-Flight Entertainment and Connectivity Revenue and Share by Players (2013-2018)
- 3.2 Market Concentration Rate
- 3.2.1 Top 5 In-Flight Entertainment and Connectivity Players Market Share
- 3.2.2 Top 10 In-Flight Entertainment and Connectivity Players Market Share
- 3.3 Market Competition Trend

4 GLOBAL IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY MARKET SIZE BY REGIONS

- 4.1 Global In-Flight Entertainment and Connectivity Revenue and Market Share by Regions
- 4.2 North America In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 4.3 Europe In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 4.4 Asia-Pacific In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 4.5 South America In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 4.6 Middle East and Africa In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

5 NORTH AMERICA IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY REVENUE BY COUNTRIES

5.1 North America In-Flight Entertainment and Connectivity Revenue by Countries



(2013-2018)

- 5.2 USA In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 5.3 Canada In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 5.4 Mexico In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

6 EUROPE IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY REVENUE BY COUNTRIES

- 6.1 Europe In-Flight Entertainment and Connectivity Revenue by Countries (2013-2018)
- 6.2 Germany In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 6.3 UK In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 6.4 France In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 6.5 Russia In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 6.6 Italy In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

7 ASIA-PACIFIC IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY REVENUE BY COUNTRIES

- 7.1 Asia-Pacific In-Flight Entertainment and Connectivity Revenue by Countries (2013-2018)
- 7.2 China In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 7.3 Japan In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 7.4 Korea In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 7.5 India In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 7.6 Southeast Asia In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

8 SOUTH AMERICA IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY REVENUE



BY COUNTRIES

- 8.1 South America In-Flight Entertainment and Connectivity Revenue by Countries (2013-2018)
- 8.2 Brazil In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 8.3 Argentina In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 8.4 Colombia In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

9 MIDDLE EAST AND AFRICA REVENUE IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY BY COUNTRIES

- 9.1 Middle East and Africa In-Flight Entertainment and Connectivity Revenue by Countries (2013-2018)
- 9.2 Saudi Arabia In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 9.3 UAE In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 9.4 Egypt In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 9.5 Nigeria In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)
- 9.6 South Africa In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

10 GLOBAL IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY MARKET SEGMENT BY TYPE

- 10.1 Global In-Flight Entertainment and Connectivity Revenue and Market Share by Type (2013-2018)
- 10.2 Global In-Flight Entertainment and Connectivity Market Forecast by Type (2018-2023)
- 10.3 Hardware Revenue Growth Rate (2013-2023)
- 10.4 Content Revenue Growth Rate (2013-2023)
- 10.5 Connectivity Revenue Growth Rate (2013-2023)

11 GLOBAL IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY MARKET



SEGMENT BY APPLICATION

- 11.1 Global In-Flight Entertainment and Connectivity Revenue Market Share by Application (2013-2018)
- 11.2 In-Flight Entertainment and Connectivity Market Forecast by Application (2018-2023)
- 11.3 First Class Revenue Growth (2013-2018)
- 11.4 Business Class Revenue Growth (2013-2018)
- 11.5 Economy Class Revenue Growth (2013-2018)
- 11.6 Other Revenue Growth (2013-2018)

12 GLOBAL IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY MARKET SIZE FORECAST (2018-2023)

- 12.1 Global In-Flight Entertainment and Connectivity Market Size Forecast (2018-2023)
- 12.2 Global In-Flight Entertainment and Connectivity Market Forecast by Regions (2018-2023)
- 12.3 North America In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)
- 12.4 Europe In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)
- 12.5 Asia-Pacific In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)
- 12.6 South America In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)
- 12.7 Middle East and Africa In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

- 14.1 Methodology
- 14.2 Data Source



List Of Tables

LIST OF TABLES AND FIGURES

Figure In-Flight Entertainment and Connectivity Picture

Table Product Specifications of In-Flight Entertainment and Connectivity

Table Global In-Flight Entertainment and Connectivity and Revenue (Million USD)

Market Split by Product Type

Figure Global In-Flight Entertainment and Connectivity Revenue Market Share by Types in 2017

Figure Hardware Picture

Figure Content Picture

Figure Connectivity Picture

Table Global In-Flight Entertainment and Connectivity Revenue (Million USD) by Application (2013-2023)

Figure In-Flight Entertainment and Connectivity Revenue Market Share by Applications in 2017

Figure First Class Picture

Figure Business Class Picture

Figure Economy Class Picture

Figure Other Picture

Table Global Market In-Flight Entertainment and Connectivity Revenue (Million USD) Comparison by Regions 2013-2023

Figure North America In-Flight Entertainment and Connectivity Revenue (Million USD) and Growth Rate (2013-2023)

Figure Europe In-Flight Entertainment and Connectivity Revenue (Million USD) and Growth Rate (2013-2023)

Figure Asia-Pacific In-Flight Entertainment and Connectivity Revenue (Million USD) and Growth Rate (2013-2023)

Figure South America In-Flight Entertainment and Connectivity Revenue (Million USD) and Growth Rate (2013-2023)

Figure Middle East and Africa In-Flight Entertainment and Connectivity Revenue (Million USD) and Growth Rate (2013-2023)

Figure Global In-Flight Entertainment and Connectivity Revenue (Million USD) and Growth Rate (2013-2023)

Table Lufthansa Systems Basic Information, Manufacturing Base and Competitors
Table Lufthansa Systems In-Flight Entertainment and Connectivity Type and
Applications

Table Lufthansa Systems In-Flight Entertainment and Connectivity Revenue, Gross



Margin and Market Share (2016-2017)

Table GEE Media Basic Information, Manufacturing Base and Competitors

Table GEE Media In-Flight Entertainment and Connectivity Type and Applications

Table GEE Media In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)

Table Dysonics Basic Information, Manufacturing Base and Competitors

Table Dysonics In-Flight Entertainment and Connectivity Type and Applications

Table Dysonics In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)

Table Panasonic Avionics Basic Information, Manufacturing Base and Competitors Table Panasonic Avionics In-Flight Entertainment and Connectivity Type and Applications

Table Panasonic Avionics In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)

Table Rockwell Collins Basic Information, Manufacturing Base and Competitors
Table Rockwell Collins In-Flight Entertainment and Connectivity Type and Applications
Table Rockwell Collins In-Flight Entertainment and Connectivity Revenue, Gross Margin
and Market Share (2016-2017)

Table Digicor Basic Information, Manufacturing Base and Competitors

Table Digicor In-Flight Entertainment and Connectivity Type and Applications

Table Digicor In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)

Table Lumexis Basic Information, Manufacturing Base and Competitors

Table Lumexis In-Flight Entertainment and Connectivity Type and Applications

Table Lumexis In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2016-2017)

Table Global In-Flight Entertainment and Connectivity Revenue (Million USD) by Players (2013-2018)

Table Global In-Flight Entertainment and Connectivity Revenue Share by Players (2013-2018)

Figure Global In-Flight Entertainment and Connectivity Revenue Share by Players in 2016

Figure Global In-Flight Entertainment and Connectivity Revenue Share by Players in 2017

Figure Global Top 5 Players In-Flight Entertainment and Connectivity Revenue Market Share in 2017

Figure Global Top 10 Players In-Flight Entertainment and Connectivity Revenue Market Share in 2017

Figure Global In-Flight Entertainment and Connectivity Revenue (Million USD) and



Growth Rate (%) (2013-2018)

Table Global In-Flight Entertainment and Connectivity Revenue (Million USD) by Regions (2013-2018)

Table Global In-Flight Entertainment and Connectivity Revenue Market Share by Regions (2013-2018)

Figure Global In-Flight Entertainment and Connectivity Revenue Market Share by Regions (2013-2018)

Figure Global In-Flight Entertainment and Connectivity Revenue Market Share by Regions in 2017

Figure North America In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Europe In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Asia-Pacific In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure South America In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Middle East and Africa In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Table North America In-Flight Entertainment and Connectivity Revenue by Countries (2013-2018)

Table North America In-Flight Entertainment and Connectivity Revenue Market Share by Countries (2013-2018)

Figure North America In-Flight Entertainment and Connectivity Revenue Market Share by Countries (2013-2018)

Figure North America In-Flight Entertainment and Connectivity Revenue Market Share by Countries in 2017

Figure USA In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Canada In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Mexico In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Table Europe In-Flight Entertainment and Connectivity Revenue (Million USD) by Countries (2013-2018)

Figure Europe In-Flight Entertainment and Connectivity Revenue Market Share by Countries (2013-2018)

Figure Europe In-Flight Entertainment and Connectivity Revenue Market Share by Countries in 2017



Figure Germany In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure UK In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure France In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Russia In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Italy In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Table Asia-Pacific In-Flight Entertainment and Connectivity Revenue (Million USD) by Countries (2013-2018)

Figure Asia-Pacific In-Flight Entertainment and Connectivity Revenue Market Share by Countries (2013-2018)

Figure Asia-Pacific In-Flight Entertainment and Connectivity Revenue Market Share by Countries in 2017

Figure China In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Japan In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Korea In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure India In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Southeast Asia In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Table South America In-Flight Entertainment and Connectivity Revenue by Countries (2013-2018)

Table South America In-Flight Entertainment and Connectivity Revenue Market Share by Countries (2013-2018)

Figure South America In-Flight Entertainment and Connectivity Revenue Market Share by Countries (2013-2018)

Figure South America In-Flight Entertainment and Connectivity Revenue Market Share by Countries in 2017

Figure Brazil In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Argentina In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Colombia In-Flight Entertainment and Connectivity Revenue and Growth Rate



(2013-2018)

Table Middle East and Africa In-Flight Entertainment and Connectivity Revenue (Million USD) by Countries (2013-2018)

Table Middle East and Africa In-Flight Entertainment and Connectivity Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa In-Flight Entertainment and Connectivity Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa In-Flight Entertainment and Connectivity Revenue Market Share by Countries in 2017

Figure Saudi Arabia In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure UAE In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Egypt In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure Nigeria In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Figure South Africa In-Flight Entertainment and Connectivity Revenue and Growth Rate (2013-2018)

Table Global In-Flight Entertainment and Connectivity Revenue (Million USD) by Type (2013-2018)

Table Global In-Flight Entertainment and Connectivity Revenue Share by Type (2013-2018)

Figure Global In-Flight Entertainment and Connectivity Revenue Share by Type (2013-2018)

Figure Global In-Flight Entertainment and Connectivity Revenue Share by Type in 2017 Table Global In-Flight Entertainment and Connectivity Revenue Forecast by Type (2018-2023)

Figure Global In-Flight Entertainment and Connectivity Market Share Forecast by Type (2018-2023)

Figure Global Hardware Revenue Growth Rate (2013-2018)

Figure Global Content Revenue Growth Rate (2013-2018)

Figure Global Connectivity Revenue Growth Rate (2013-2018)

Table Global In-Flight Entertainment and Connectivity Revenue by Application (2013-2018)

Table Global In-Flight Entertainment and Connectivity Revenue Share by Application (2013-2018)

Figure Global In-Flight Entertainment and Connectivity Revenue Share by Application (2013-2018)



Figure Global In-Flight Entertainment and Connectivity Revenue Share by Application in 2017

Table Global In-Flight Entertainment and Connectivity Revenue Forecast by Application (2018-2023)

Figure Global In-Flight Entertainment and Connectivity Market Share Forecast by Application (2018-2023)

Figure Global First Class Revenue Growth Rate (2013-2018)

Figure Global Business Class Revenue Growth Rate (2013-2018)

Figure Global Economy Class Revenue Growth Rate (2013-2018)

Figure Global Other Revenue Growth Rate (2013-2018)

Figure Global In-Flight Entertainment and Connectivity Revenue (Million USD) and Growth Rate Forecast (2018 -2023)

Table Global In-Flight Entertainment and Connectivity Revenue (Million USD) Forecast by Regions (2018-2023)

Figure Global In-Flight Entertainment and Connectivity Revenue Market Share Forecast by Regions (2018-2023)

Figure North America In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)

Figure Europe In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)

Figure Asia-Pacific In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)

Figure South America In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)

Figure Middle East and Africa In-Flight Entertainment and Connectivity Revenue Market Forecast (2018-2023)



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