+44 20 8123 2220
info@marketpublishers.com

Global In-vehicle Entertainment and Information Systems Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

https://marketpublishers.com/r/G57696D448CEN.html
Date: January 2019
Pages: 123
Price: US$ 3,480.00 (Single User License)
ID: G57696D448CEN

Abstracts

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 audiosystems 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.

Scope of the Report:

This report studies the In-vehicle Entertainment and Information Systems 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-vehicle Entertainment and Information Systems market by product type and applications/end industries.
In-vehicle apps feature infotainment, safety, convenience, travel, and assistance-based services (navigation). They allow remote access and usability of automotive and related features in the vehicle. These apps can be installed or are pre-installed on the vehicle's infotainment system.
The global In-vehicle Entertainment and Information Systems 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-vehicle Entertainment and Information Systems.

+44 20 8123 2220
info@marketpublishers.com

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%.

Market Segment by Companies, this report covers

Alpine Electronics

Continental

Garmin

Harman

Panasonic

Pioneer

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)

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

Market Segment by Type, covers

QNX-based System

Linux-based System

Microsoft-based System

+44 20 8123 2220
info@marketpublishers.com

Android-based System

Market Segment by Applications, can be divided into

Economical Car

Luxury Car

Industrial Car

+44 20 8123 2220
info@marketpublishers.com

Contents

1 IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS MARKET OVERVIEW

1.1 Product Overview and Scope of In-vehicle Entertainment and Information Systems
1.2 Classification of In-vehicle Entertainment and Information Systems by Types
  1.2.1 Global In-vehicle Entertainment and Information Systems Revenue Comparison by Types (2017-2023)
  1.2.2 Global In-vehicle Entertainment and Information Systems Revenue Market Share by Types in 2017
  1.2.3 QNX-based System
  1.2.4 Linux-based System
  1.2.5 Microsoft-based System
  1.2.6 Android-based System
1.3 Global In-vehicle Entertainment and Information Systems Market by Application
  1.3.1 Global In-vehicle Entertainment and Information Systems Market Size and Market Share Comparison by Applications (2013-2023)
  1.3.2 Economical Car
  1.3.3 Luxury Car
  1.3.4 Industrial Car
1.4 Global In-vehicle Entertainment and Information Systems Market by Regions
  1.4.1 Global In-vehicle Entertainment and Information Systems Market Size (Million USD) Comparison by Regions (2013-2023)
  1.4.1 North America (USA, Canada and Mexico) In-vehicle Entertainment and Information Systems Status and Prospect (2013-2023)
  1.4.2 Europe (Germany, France, UK, Russia and Italy) In-vehicle Entertainment and Information Systems Status and Prospect (2013-2023)
  1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) In-vehicle Entertainment and Information Systems Status and Prospect (2013-2023)
  1.4.4 South America (Brazil, Argentina, Colombia) In-vehicle Entertainment and Information Systems Status and Prospect (2013-2023)
  1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) In-vehicle Entertainment and Information Systems Status and Prospect (2013-2023)
1.5 Global Market Size of In-vehicle Entertainment and Information Systems (2013-2023)

2 MANUFACTURERS PROFILES

+44 20 8123 2220
info@marketpublishers.com

2.1 Alpine Electronics
2.1.1 Business Overview
2.1.2 In-vehicle Entertainment and Information Systems Type and Applications
2.1.2.1 Product A
2.1.2.2 Product B
2.1.3 Alpine Electronics In-vehicle Entertainment and Information Systems Revenue, Gross Margin and Market Share (2016-2017)
2.2 Continental
2.2.1 Business Overview
2.2.2 In-vehicle Entertainment and Information Systems Type and Applications
2.2.2.1 Product A
2.2.2.2 Product B
2.2.3 Continental In-vehicle Entertainment and Information Systems Revenue, Gross Margin and Market Share (2016-2017)
2.3 Garmin
2.3.1 Business Overview
2.3.2 In-vehicle Entertainment and Information Systems Type and Applications
2.3.2.1 Product A
2.3.2.2 Product B
2.3.3 Garmin In-vehicle Entertainment and Information Systems Revenue, Gross Margin and Market Share (2016-2017)
2.4 Harman
2.4.1 Business Overview
2.4.2 In-vehicle Entertainment and Information Systems Type and Applications
2.4.2.1 Product A
2.4.2.2 Product B
2.4.3 Harman In-vehicle Entertainment and Information Systems Revenue, Gross Margin and Market Share (2016-2017)
2.5 Panasonic
2.5.1 Business Overview
2.5.2 In-vehicle Entertainment and Information Systems Type and Applications
2.5.2.1 Product A
2.5.2.2 Product B
2.5.3 Panasonic In-vehicle Entertainment and Information Systems Revenue, Gross Margin and Market Share (2016-2017)
2.6 Pioneer
2.6.1 Business Overview
2.6.2 In-vehicle Entertainment and Information Systems Type and Applications
2.6.2.1 Product A

+44 20 8123 2220
info@marketpublishers.com

2.6.2.2 Product B
2.6.3 Pioneer In-vehicle Entertainment and Information Systems Revenue, Gross Margin and Market Share (2016-2017)

3 GLOBAL IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS MARKET COMPETITION, BY PLAYERS

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

4 GLOBAL IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS MARKET SIZE BY REGIONS

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

5 NORTH AMERICA IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS REVENUE BY COUNTRIES

5.1 North America In-vehicle Entertainment and Information Systems Revenue by Countries (2013-2018)
5.2 USA In-vehicle Entertainment and Information Systems Revenue and Growth Rate (2013-2018)
5.3 Canada In-vehicle Entertainment and Information Systems Revenue and Growth Rate (2013-2018)

+44 20 8123 2220
info@marketpublishers.com

5.4 Mexico In-vehicle Entertainment and Information Systems Revenue and Growth Rate (2013-2018)

6 EUROPE IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS REVENUE BY COUNTRIES

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

7 ASIA-PACIFIC IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS REVENUE BY COUNTRIES

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

8 SOUTH AMERICA IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS REVENUE BY COUNTRIES

8.1 South America In-vehicle Entertainment and Information Systems Revenue by

+44 20 8123 2220
info@marketpublishers.com

Countries (2013-2018)
8.2 Brazil In-vehicle Entertainment and Information Systems Revenue and Growth Rate (2013-2018)
8.3 Argentina In-vehicle Entertainment and Information Systems Revenue and Growth Rate (2013-2018)
8.4 Colombia In-vehicle Entertainment and Information Systems Revenue and Growth Rate (2013-2018)

9 MIDDLE EAST AND AFRICA REVENUE IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS BY COUNTRIES

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

10 GLOBAL IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS MARKET SEGMENT BY TYPE

10.1 Global In-vehicle Entertainment and Information Systems Revenue and Market Share by Type (2013-2018)
10.2 Global In-vehicle Entertainment and Information Systems Market Forecast by Type (2018-2023)
10.3 QNX-based System Revenue Growth Rate (2013-2023)
10.4 Linux-based System Revenue Growth Rate (2013-2023)
10.5 Microsoft-based System Revenue Growth Rate (2013-2023)
10.6 Android-based System Revenue Growth Rate (2013-2023)

11 GLOBAL IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS MARKET SEGMENT BY APPLICATION

+44 20 8123 2220
info@marketpublishers.com

11.1 Global In-vehicle Entertainment and Information Systems Revenue Market Share by Application (2013-2018)
11.2 In-vehicle Entertainment and Information Systems Market Forecast by Application (2018-2023)
11.3 Economical Car Revenue Growth (2013-2018)
11.4 Luxury Car Revenue Growth (2013-2018)
11.5 Industrial Car Revenue Growth (2013-2018)

12 GLOBAL IN-VEHICLE ENTERTAINMENT AND INFORMATION SYSTEMS MARKET SIZE FORECAST (2018-2023)

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

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology
14.2 Data Source

+44 20 8123 2220
info@marketpublishers.com

List Of Tables

LIST OF TABLES AND FIGURES

Figure In-vehicle Entertainment and Information Systems Picture
Table Product Specifications of In-vehicle Entertainment and Information Systems
Table Global In-vehicle Entertainment and Informati

+44 20 8123 2220
info@marketpublishers.com

I would like to order

Product name: Global In-vehicle Entertainment and Information Systems Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

Product link: https://marketpublishers.com/r/G57696D448CEN.html

Price: US$ 3,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:
info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/G57696D448CEN.html

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

**All fields are required

Custumer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at https://marketpublishers.com/docs/terms.html

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

+44 20 8123 2220
info@marketpublishers.com