

Global Inflight Entertainment and Connectivity Market 2022 by Company, Regions, Type and Application, Forecast to 2028

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Abstracts

The Inflight Entertainment and Connectivity market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global Inflight Entertainment and Connectivity market size is estimated to be worth US\$ million in 2021 and is forecast to a readjusted size of USD million by 2028 with a CAGR of % during review period. OEM accounting for % of the Inflight Entertainment and Connectivity global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Hardware segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Inflight Entertainment and Connectivity include Global Eagle Entertainment Inc., Thales SA, Panasonic Corporation, Viasat Inc., and Inmarsat Global Limited, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Inflight Entertainment and Connectivity market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand

your business by targeting qualified niche markets.

Market segment by Type, covers

Hardware

Content

Connectivity

Market segment by Application, can be divided into

OEM

Aftermarket

Market segment by players, this report covers

Global Eagle Entertainment Inc.

Thales SA

Panasonic Corporation

Viasat Inc.

Inmarsat Global Limited

Astronics Corporation

Burrana Pty Ltd

FDS Avionics Corp.

Gogo LLC

Lufthansa Systems GmbH

Honeywell International Inc

Safran

SITAONAIR

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, Australia, and Rest of Asia-Pacific)

South America (Brazil, Argentina, 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 12 chapters:

Chapter 1, to describe Inflight Entertainment and Connectivity product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of Inflight Entertainment and Connectivity, with revenue, gross margin and global market share of Inflight Entertainment and Connectivity from 2019 to 2022.

Chapter 3, the Inflight Entertainment and Connectivity 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 application, with revenue and growth rate by Type, application, from 2017 to 2028.

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 2017 to 2022.and Inflight

Entertainment and Connectivity market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Inflight Entertainment and Connectivity research findings and conclusion, appendix and data source.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope of Inflight Entertainment and Connectivity

1.2 Classification of Inflight Entertainment and Connectivity by Type

1.2.1 Overview: Global Inflight Entertainment and Connectivity Market Size by Type: 2017 Versus 2021 Versus 2028

1.2.2 Global Inflight Entertainment and Connectivity Revenue Market Share by Type in 2021

1.2.3 Hardware

1.2.4 Content

1.2.5 Connectivity

1.3 Global Inflight Entertainment and Connectivity Market by Application

1.3.1 Overview: Global Inflight Entertainment and Connectivity Market Size by Application: 2017 Versus 2021 Versus 2028

1.3.2 OEM

1.3.3 Aftermarket

1.4 Global Inflight Entertainment and Connectivity Market Size & Forecast

1.5 Global Inflight Entertainment and Connectivity Market Size and Forecast by Region

1.5.1 Global Inflight Entertainment and Connectivity Market Size by Region: 2017 VS 2021 VS 2028

1.5.2 Global Inflight Entertainment and Connectivity Market Size by Region, (2017-2022)

1.5.3 North America Inflight Entertainment and Connectivity Market Size and Prospect (2017-2028)

1.5.4 Europe Inflight Entertainment and Connectivity Market Size and Prospect (2017-2028)

1.5.5 Asia-Pacific Inflight Entertainment and Connectivity Market Size and Prospect (2017-2028)

1.5.6 South America Inflight Entertainment and Connectivity Market Size and Prospect (2017-2028)

1.5.7 Middle East and Africa Inflight Entertainment and Connectivity Market Size and Prospect (2017-2028)

1.6 Market Drivers, Restraints and Trends

1.6.1 Inflight Entertainment and Connectivity Market Drivers

1.6.2 Inflight Entertainment and Connectivity Market Restraints

1.6.3 Inflight Entertainment and Connectivity Trends Analysis

2 COMPANY PROFILES

2.1 Global Eagle Entertainment Inc.

2.1.1 Global Eagle Entertainment Inc. Details

2.1.2 Global Eagle Entertainment Inc. Major Business

2.1.3 Global Eagle Entertainment Inc. Inflight Entertainment and Connectivity Product and Solutions

2.1.4 Global Eagle Entertainment Inc. Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.1.5 Global Eagle Entertainment Inc. Recent Developments and Future Plans

2.2 Thales SA

2.2.1 Thales SA Details

2.2.2 Thales SA Major Business

2.2.3 Thales SA Inflight Entertainment and Connectivity Product and Solutions

2.2.4 Thales SA Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.2.5 Thales SA Recent Developments and Future Plans

2.3 Panasonic Corporation

2.3.1 Panasonic Corporation Details

2.3.2 Panasonic Corporation Major Business

2.3.3 Panasonic Corporation Inflight Entertainment and Connectivity Product and Solutions

2.3.4 Panasonic Corporation Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.3.5 Panasonic Corporation Recent Developments and Future Plans

2.4 Viasat Inc.

2.4.1 Viasat Inc. Details

2.4.2 Viasat Inc. Major Business

2.4.3 Viasat Inc. Inflight Entertainment and Connectivity Product and Solutions

2.4.4 Viasat Inc. Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.4.5 Viasat Inc. Recent Developments and Future Plans

2.5 Inmarsat Global Limited

2.5.1 Inmarsat Global Limited Details

2.5.2 Inmarsat Global Limited Major Business

2.5.3 Inmarsat Global Limited Inflight Entertainment and Connectivity Product and Solutions

2.5.4 Inmarsat Global Limited Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

- 2.5.5 Inmarsat Global Limited Recent Developments and Future Plans
- 2.6 Astronics Corporation
 - 2.6.1 Astronics Corporation Details
 - 2.6.2 Astronics Corporation Major Business
 - 2.6.3 Astronics Corporation Inflight Entertainment and Connectivity Product and Solutions
 - 2.6.4 Astronics Corporation Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.6.5 Astronics Corporation Recent Developments and Future Plans
- 2.7 Burrana Pty Ltd
 - 2.7.1 Burrana Pty Ltd Details
 - 2.7.2 Burrana Pty Ltd Major Business
 - 2.7.3 Burrana Pty Ltd Inflight Entertainment and Connectivity Product and Solutions
 - 2.7.4 Burrana Pty Ltd Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.7.5 Burrana Pty Ltd Recent Developments and Future Plans
- 2.8 FDS Avionics Corp.
 - 2.8.1 FDS Avionics Corp. Details
 - 2.8.2 FDS Avionics Corp. Major Business
 - 2.8.3 FDS Avionics Corp. Inflight Entertainment and Connectivity Product and Solutions
 - 2.8.4 FDS Avionics Corp. Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.8.5 FDS Avionics Corp. Recent Developments and Future Plans
- 2.9 Gogo LLC
 - 2.9.1 Gogo LLC Details
 - 2.9.2 Gogo LLC Major Business
 - 2.9.3 Gogo LLC Inflight Entertainment and Connectivity Product and Solutions
 - 2.9.4 Gogo LLC Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.9.5 Gogo LLC Recent Developments and Future Plans
- 2.10 Lufthansa Systems GmbH
 - 2.10.1 Lufthansa Systems GmbH Details
 - 2.10.2 Lufthansa Systems GmbH Major Business
 - 2.10.3 Lufthansa Systems GmbH Inflight Entertainment and Connectivity Product and Solutions
 - 2.10.4 Lufthansa Systems GmbH Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.10.5 Lufthansa Systems GmbH Recent Developments and Future Plans
- 2.11 Honeywell International Inc

- 2.11.1 Honeywell International Inc Details
- 2.11.2 Honeywell International Inc Major Business
- 2.11.3 Honeywell International Inc Inflight Entertainment and Connectivity Product and Solutions
- 2.11.4 Honeywell International Inc Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.11.5 Honeywell International Inc Recent Developments and Future Plans
- 2.12 Safran
 - 2.12.1 Safran Details
 - 2.12.2 Safran Major Business
 - 2.12.3 Safran Inflight Entertainment and Connectivity Product and Solutions
 - 2.12.4 Safran Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.12.5 Safran Recent Developments and Future Plans
- 2.13 SITAONAIR
 - 2.13.1 SITAONAIR Details
 - 2.13.2 SITAONAIR Major Business
 - 2.13.3 SITAONAIR Inflight Entertainment and Connectivity Product and Solutions
 - 2.13.4 SITAONAIR Inflight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.13.5 SITAONAIR Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Inflight Entertainment and Connectivity Revenue and Share by Players (2019, 2020, 2021, and 2022)
- 3.2 Market Concentration Rate
 - 3.2.1 Top 3 Inflight Entertainment and Connectivity Players Market Share in 2021
 - 3.2.2 Top 10 Inflight Entertainment and Connectivity Players Market Share in 2021
 - 3.2.3 Market Competition Trend
- 3.3 Inflight Entertainment and Connectivity Players Head Office, Products and Services Provided
- 3.4 Inflight Entertainment and Connectivity Mergers & Acquisitions
- 3.5 Inflight Entertainment and Connectivity New Entrants and Expansion Plans

4 MARKET SIZE SEGMENT BY TYPE

- 4.1 Global Inflight Entertainment and Connectivity Revenue and Market Share by Type (2017-2022)

4.2 Global Inflight Entertainment and Connectivity Market Forecast by Type (2023-2028)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Inflight Entertainment and Connectivity Revenue Market Share by Application (2017-2022)

5.2 Global Inflight Entertainment and Connectivity Market Forecast by Application (2023-2028)

6 NORTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

6.1 North America Inflight Entertainment and Connectivity Revenue by Type (2017-2028)

6.2 North America Inflight Entertainment and Connectivity Revenue by Application (2017-2028)

6.3 North America Inflight Entertainment and Connectivity Market Size by Country

6.3.1 North America Inflight Entertainment and Connectivity Revenue by Country (2017-2028)

6.3.2 United States Inflight Entertainment and Connectivity Market Size and Forecast (2017-2028)

6.3.3 Canada Inflight Entertainment and Connectivity Market Size and Forecast (2017-2028)

6.3.4 Mexico Inflight Entertainment and Connectivity Market Size and Forecast (2017-2028)

7 EUROPE BY COUNTRY, BY TYPE, AND BY APPLICATION

7.1 Europe Inflight Entertainment and Connectivity Revenue by Type (2017-2028)

7.2 Europe Inflight Entertainment and Connectivity Revenue by Application (2017-2028)

7.3 Europe Inflight Entertainment and Connectivity Market Size by Country

7.3.1 Europe Inflight Entertainment and Connectivity Revenue by Country (2017-2028)

7.3.2 Germany Inflight Entertainment and Connectivity Market Size and Forecast (2017-2028)

7.3.3 France Inflight Entertainment and Connectivity Market Size and Forecast (2017-2028)

7.3.4 United Kingdom Inflight Entertainment and Connectivity Market Size and Forecast (2017-2028)

7.3.5 Russia Inflight Entertainment and Connectivity Market Size and Forecast (2017-2028)

7.3.6 Italy Inflight Entertainment and Connectivity Market Size and Forecast

(2017-2028)

8 ASIA-PACIFIC BY REGION, BY TYPE, AND BY APPLICATION

8.1 Asia-Pacific Inflight Entertainment and Connectivity Revenue by Type (2017-2028)

8.2 Asia-Pacific Inflight Entertainment and Connectivity Revenue by Application
(2017-2028)

8.3 Asia-Pacific Inflight Entertainment and Connectivity Market Size by Region

8.3.1 Asia-Pacific Inflight Entertainment and Connectivity Revenue by Region
(2017-2028)

8.3.2 China Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

8.3.3 Japan Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

8.3.4 South Korea Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

8.3.5 India Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

8.3.6 Southeast Asia Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

8.3.7 Australia Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

9 SOUTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

9.1 South America Inflight Entertainment and Connectivity Revenue by Type (2017-2028)

9.2 South America Inflight Entertainment and Connectivity Revenue by Application
(2017-2028)

9.3 South America Inflight Entertainment and Connectivity Market Size by Country

9.3.1 South America Inflight Entertainment and Connectivity Revenue by Country
(2017-2028)

9.3.2 Brazil Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

9.3.3 Argentina Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

10 MIDDLE EAST & AFRICA BY COUNTRY, BY TYPE, AND BY APPLICATION

10.1 Middle East & Africa Inflight Entertainment and Connectivity Revenue by Type

(2017-2028)

10.2 Middle East & Africa Inflight Entertainment and Connectivity Revenue by Application
(2017-2028)

10.3 Middle East & Africa Inflight Entertainment and Connectivity Market Size by Country

10.3.1 Middle East & Africa Inflight Entertainment and Connectivity Revenue by Country
(2017-2028)

10.3.2 Turkey Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

10.3.3 Saudi Arabia Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

10.3.4 UAE Inflight Entertainment and Connectivity Market Size and Forecast
(2017-2028)

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Inflight Entertainment and Connectivity Revenue by Type, (USD Million), 2017 VS 2021 VS 2028

Table 2. Global Inflight Entertainment and Connectivity Revenue by Application, (USD Million), 2017 VS 2021 VS 2028

Table 3. Global Market Inflight Entertainment and Connectivity Revenue (Million USD) Comparison by Region (2017 VS 2021 VS 2028)

Table 4. Global Inflight Entertainment and Connectivity Revenue (USD Million) by Region (2017-2022)

Table 5. Global Inflight Entertainment and Connectivity Revenue Market Share by Region (2023-2028)

Table 6. Global Eagle Entertainment Inc. Corporate Information, Head Office, and Major Competitors

Table 7. Global Eagle Entertainment Inc. Major Business

Table 8. Global Eagle Entertainment Inc. Inflight Entertainment and Connectivity Product and Solutions

Table 9. Global Eagle Entertainment Inc. Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 10. Thales SA Corporate Information, Head Office, and Major Competitors

Table 11. Thales SA Major Business

Table 12. Thales SA Inflight Entertainment and Connectivity Product and Solutions

Table 13. Thales SA Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 14. Panasonic Corporation Corporate Information, Head Office, and Major Competitors

Table 15. Panasonic Corporation Major Business

Table 16. Panasonic Corporation Inflight Entertainment and Connectivity Product and Solutions

Table 17. Panasonic Corporation Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 18. Viasat Inc. Corporate Information, Head Office, and Major Competitors

Table 19. Viasat Inc. Major Business

Table 20. Viasat Inc. Inflight Entertainment and Connectivity Product and Solutions

Table 21. Viasat Inc. Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 22. Inmarsat Global Limited Corporate Information, Head Office, and Major

Competitors

Table 23. Inmarsat Global Limited Major Business

Table 24. Inmarsat Global Limited Inflight Entertainment and Connectivity Product and Solutions

Table 25. Inmarsat Global Limited Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 26. Astronics Corporation Corporate Information, Head Office, and Major Competitors

Table 27. Astronics Corporation Major Business

Table 28. Astronics Corporation Inflight Entertainment and Connectivity Product and Solutions

Table 29. Astronics Corporation Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 30. Burrana Pty Ltd Corporate Information, Head Office, and Major Competitors

Table 31. Burrana Pty Ltd Major Business

Table 32. Burrana Pty Ltd Inflight Entertainment and Connectivity Product and Solutions

Table 33. Burrana Pty Ltd Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 34. FDS Avionics Corp. Corporate Information, Head Office, and Major Competitors

Table 35. FDS Avionics Corp. Major Business

Table 36. FDS Avionics Corp. Inflight Entertainment and Connectivity Product and Solutions

Table 37. FDS Avionics Corp. Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 38. Gogo LLC Corporate Information, Head Office, and Major Competitors

Table 39. Gogo LLC Major Business

Table 40. Gogo LLC Inflight Entertainment and Connectivity Product and Solutions

Table 41. Gogo LLC Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 42. Lufthansa Systems GmbH Corporate Information, Head Office, and Major Competitors

Table 43. Lufthansa Systems GmbH Major Business

Table 44. Lufthansa Systems GmbH Inflight Entertainment and Connectivity Product and Solutions

Table 45. Lufthansa Systems GmbH Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 46. Honeywell International Inc Corporate Information, Head Office, and Major Competitors

Table 47. Honeywell International Inc Major Business
Table 48. Honeywell International Inc Inflight Entertainment and Connectivity Product and Solutions
Table 49. Honeywell International Inc Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 50. Safran Corporate Information, Head Office, and Major Competitors
Table 51. Safran Major Business
Table 52. Safran Inflight Entertainment and Connectivity Product and Solutions
Table 53. Safran Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 54. SITAONAIR Corporate Information, Head Office, and Major Competitors
Table 55. SITAONAIR Major Business
Table 56. SITAONAIR Inflight Entertainment and Connectivity Product and Solutions
Table 57. SITAONAIR Inflight Entertainment and Connectivity Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 58. Global Inflight Entertainment and Connectivity Revenue (USD Million) by Players (2019, 2020, 2021, and 2022)
Table 59. Global Inflight Entertainment and Connectivity Revenue Share by Players (2019, 2020, 2021, and 2022)
Table 60. Breakdown of Inflight Entertainment and Connectivity by Company Type (Tier 1, Tier 2 and Tier 3)
Table 61. Inflight Entertainment and Connectivity Players Head Office, Products and Services Provided
Table 62. Inflight Entertainment and Connectivity Mergers & Acquisitions in the Past Five Years
Table 63. Inflight Entertainment and Connectivity New Entrants and Expansion Plans
Table 64. Global Inflight Entertainment and Connectivity Revenue (USD Million) by Type (2017-2022)
Table 65. Global Inflight Entertainment and Connectivity Revenue Share by Type (2017-2022)
Table 66. Global Inflight Entertainment and Connectivity Revenue Forecast by Type (2023-2028)
Table 67. Global Inflight Entertainment and Connectivity Revenue by Application (2017-2022)
Table 68. Global Inflight Entertainment and Connectivity Revenue Forecast by Application (2023-2028)
Table 69. North America Inflight Entertainment and Connectivity Revenue by Type (2017-2022) & (USD Million)
Table 70. North America Inflight Entertainment and Connectivity Revenue by Type

(2023-2028) & (USD Million)

Table 71. North America Inflight Entertainment and Connectivity Revenue by Application (2017-2022) & (USD Million)

Table 72. North America Inflight Entertainment and Connectivity Revenue by Application (2023-2028) & (USD Million)

Table 73. North America Inflight Entertainment and Connectivity Revenue by Country (2017-2022) & (USD Million)

Table 74. North America Inflight Entertainment and Connectivity Revenue by Country (2023-2028) & (USD Million)

Table 75. Europe Inflight Entertainment and Connectivity Revenue by Type (2017-2022) & (USD Million)

Table 76. Europe Inflight Entertainment and Connectivity Revenue by Type (2023-2028) & (USD Million)

Table 77. Europe Inflight Entertainment and Connectivity Revenue by Application (2017-2022) & (USD Million)

Table 78. Europe Inflight Entertainment and Connectivity Revenue by Application (2023-2028) & (USD Million)

Table 79. Europe Inflight Entertainment and Connectivity Revenue by Country (2017-2022) & (USD Million)

Table 80. Europe Inflight Entertainment and Connectivity Revenue by Country (2023-2028) & (USD Million)

Table 81. Asia-Pacific Inflight Entertainment and Connectivity Revenue by Type (2017-2022) & (USD Million)

Table 82. Asia-Pacific Inflight Entertainment and Connectivity Revenue by Type (2023-2028) & (USD Million)

Table 83. Asia-Pacific Inflight Entertainment and Connectivity Revenue by Application (2017-2022) & (USD Million)

Table 84. Asia-Pacific Inflight Entertainment and Connectivity Revenue by Application (2023-2028) & (USD Million)

Table 85. Asia-Pacific Inflight Entertainment and Connectivity Revenue by Region (2017-2022) & (USD Million)

Table 86. Asia-Pacific Inflight Entertainment and Connectivity Revenue by Region (2023-2028) & (USD Million)

Table 87. South America Inflight Entertainment and Connectivity Revenue by Type (2017-2022) & (USD Million)

Table 88. South America Inflight Entertainment and Connectivity Revenue by Type (2023-2028) & (USD Million)

Table 89. South America Inflight Entertainment and Connectivity Revenue by Application (2017-2022) & (USD Million)

Table 90. South America Inflight Entertainment and Connectivity Revenue by Application (2023-2028) & (USD Million)

Table 91. South America Inflight Entertainment and Connectivity Revenue by Country (2017-2022) & (USD Million)

Table 92. South America Inflight Entertainment and Connectivity Revenue by Country (2023-2028) & (USD Million)

Table 93. Middle East & Africa Inflight Entertainment and Connectivity Revenue by Type (2017-2022) & (USD Million)

Table 94. Middle East & Africa Inflight Entertainment and Connectivity Revenue by Type (2023-2028) & (USD Million)

Table 95. Middle East & Africa Inflight Entertainment and Connectivity Revenue by Application (2017-2022) & (USD Million)

Table 96. Middle East & Africa Inflight Entertainment and Connectivity Revenue by Application (2023-2028) & (USD Million)

Table 97. Middle East & Africa Inflight Entertainment and Connectivity Revenue by Country (2017-2022) & (USD Million)

Table 98. Middle East & Africa Inflight Entertainment and Connectivity Revenue by Country (2023-2028) & (USD Million)

List Of Figures

LIST OF FIGURES

- Figure 1. Inflight Entertainment and Connectivity Picture
- Figure 2. Global Inflight Entertainment and Connectivity Revenue Market Share by Type in 2021
- Figure 3. Hardware
- Figure 4. Content
- Figure 5. Connectivity
- Figure 6. Inflight Entertainment and Connectivity Revenue Market Share by Application in 2021
- Figure 7. OEM Picture
- Figure 8. Aftermarket Picture
- Figure 9. Global Inflight Entertainment and Connectivity Market Size, (USD Million): 2017 VS 2021 VS 2028
- Figure 10. Global Inflight Entertainment and Connectivity Revenue and Forecast (2017-2028) & (USD Million)
- Figure 11. Global Inflight Entertainment and Connectivity Revenue Market Share by Region (2017-2028)
- Figure 12. Global Inflight Entertainment and Connectivity Revenue Market Share by Region in 2021
- Figure 13. North America Inflight Entertainment and Connectivity Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 14. Europe Inflight Entertainment and Connectivity Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 15. Asia-Pacific Inflight Entertainment and Connectivity Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 16. South America Inflight Entertainment and Connectivity Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 17. Middle East and Africa Inflight Entertainment and Connectivity Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 18. Inflight Entertainment and Connectivity Market Drivers
- Figure 19. Inflight Entertainment and Connectivity Market Restraints
- Figure 20. Inflight Entertainment and Connectivity Market Trends
- Figure 21. Global Eagle Entertainment Inc. Recent Developments and Future Plans
- Figure 22. Thales SA Recent Developments and Future Plans
- Figure 23. Panasonic Corporation Recent Developments and Future Plans
- Figure 24. Viasat Inc. Recent Developments and Future Plans

- Figure 25. Inmarsat Global Limited Recent Developments and Future Plans
- Figure 26. Astronics Corporation Recent Developments and Future Plans
- Figure 27. Burrana Pty Ltd Recent Developments and Future Plans
- Figure 28. FDS Avionics Corp. Recent Developments and Future Plans
- Figure 29. Gogo LLC Recent Developments and Future Plans
- Figure 30. Lufthansa Systems GmbH Recent Developments and Future Plans
- Figure 31. Honeywell International Inc Recent Developments and Future Plans
- Figure 32. Safran Recent Developments and Future Plans
- Figure 33. SITAONAIR Recent Developments and Future Plans
- Figure 34. Global Inflight Entertainment and Connectivity Revenue Share by Players in 2021
- Figure 35. Inflight Entertainment and Connectivity Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2021
- Figure 36. Global Top 3 Players Inflight Entertainment and Connectivity Revenue Market Share in 2021
- Figure 37. Global Top 10 Players Inflight Entertainment and Connectivity Revenue Market Share in 2021
- Figure 38. Key Players Market Share Trend (Top 3 Market Share: 2020 VS 2021 VS 2022)
- Figure 39. Global Inflight Entertainment and Connectivity Revenue Share by Type in 2021
- Figure 40. Global Inflight Entertainment and Connectivity Market Share Forecast by Type (2023-2028)
- Figure 41. Global Inflight Entertainment and Connectivity Revenue Share by Application in 2021
- Figure 42. Global Inflight Entertainment and Connectivity Market Share Forecast by Application (2023-2028)
- Figure 43. North America Inflight Entertainment and Connectivity Sales Market Share by Type (2017-2028)
- Figure 44. North America Inflight Entertainment and Connectivity Sales Market Share by Application (2017-2028)
- Figure 45. North America Inflight Entertainment and Connectivity Revenue Market Share by Country (2017-2028)
- Figure 46. United States Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 47. Canada Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 48. Mexico Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 49. Europe Inflight Entertainment and Connectivity Sales Market Share by Type (2017-2028)

Figure 50. Europe Inflight Entertainment and Connectivity Sales Market Share by Application (2017-2028)

Figure 51. Europe Inflight Entertainment and Connectivity Revenue Market Share by Country (2017-2028)

Figure 52. Germany Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 53. France Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 54. United Kingdom Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 55. Russia Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 56. Italy Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 57. Asia-Pacific Inflight Entertainment and Connectivity Sales Market Share by Type (2017-2028)

Figure 58. Asia-Pacific Inflight Entertainment and Connectivity Sales Market Share by Application (2017-2028)

Figure 59. Asia-Pacific Inflight Entertainment and Connectivity Revenue Market Share by Region (2017-2028)

Figure 60. China Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 61. Japan Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 62. South Korea Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 63. India Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 64. Southeast Asia Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 65. Australia Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 66. South America Inflight Entertainment and Connectivity Sales Market Share by Type (2017-2028)

Figure 67. South America Inflight Entertainment and Connectivity Sales Market Share by Application (2017-2028)

Figure 68. South America Inflight Entertainment and Connectivity Revenue Market Share

by Country (2017-2028)

Figure 69. Brazil Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 70. Argentina Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 71. Middle East and Africa Inflight Entertainment and Connectivity Sales Market Share by Type (2017-2028)

Figure 72. Middle East and Africa Inflight Entertainment and Connectivity Sales Market Share by Application (2017-2028)

Figure 73. Middle East and Africa Inflight Entertainment and Connectivity Revenue Market Share by Country (2017-2028)

Figure 74. Turkey Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 75. Saudi Arabia Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 76. UAE Inflight Entertainment and Connectivity Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 77. Methodology

Figure 78. Research Process and Data Source

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