

Global (North America, Europe, Asia-Pacific, South America, Middle East and Africa) Inflight Entertainment (IFE) Market 2018, Forecast to 2023

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Abstracts

Inflight entertainment (IFE) refers to the entertainment available to aircraft passengers during a flight. Design issues for IFE include system safety, cost efficiency, software reliability, hardware maintenance, and user compatibility.

Scope of the Report:

This report focuses on the Inflight Entertainment (IFE) 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. The In-flight Entertainment (IFE) industry is relatively concentrated. Most of these manufacturers are large multinational corporations. The top five producers account for about 57 % of the revenue market. Regionally, North America is the biggest market in terms of revenue, also the leader in the whole In-flight Entertainment (IFE) industry. The worldwide market for Inflight Entertainment (IFE) 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.

Market Segment by Manufacturers, this report covers

Gogo LLC

Global Eagle Entertainment, Inc

Thales Group

Zodiac Aerospace

Honeywell International

Panasonic Avionics Corporation

Viasat Inc

Rockwell Collins

Lufthansa Systems GmbH & Co. Kg

SITAONAIR

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

IFE Hardware

IFE Connectivity & Communication

IFE Content

Market Segment by Applications, can be divided into

Narrow Body Aircraft

Wide Body Aircraft

Other

There are 15 Chapters to deeply display the global Inflight Entertainment (IFE) market.

Chapter 1, to describe Inflight Entertainment (IFE) Introduction, product scope, market overview, market opportunities, market risk, market driving force;

Chapter 2, to analyze the top manufacturers of Inflight Entertainment (IFE), with sales, revenue, and price of Inflight Entertainment (IFE), 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 Inflight Entertainment (IFE), 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, Inflight Entertainment (IFE) market forecast, by regions, type and application, with sales and revenue, from 2018 to 2023;

Chapter 13, 14 and 15, to describe Inflight Entertainment (IFE) sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source

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