

Global In-flight Entertainment & Connectivity Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/IE13F2572BB4EN.html>

Date: December 2025

Pages: 88

Price: US\$ 3,480.00 (Single User License)

ID: IE13F2572BB4EN

Abstracts

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

In-flight Entertainment & Connectivity (IFEC) systems are designed to enhance the passenger experience by offering a variety of entertainment options and maintaining connectivity while in the air. This sector is a critical aspect of modern aviation, providing a competitive edge for airlines and improving passenger satisfaction.

This report is a detailed and comprehensive analysis for global In-flight Entertainment & Connectivity 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-flight Entertainment & Connectivity market size and forecasts, in consumption value (\$ Million), 2020-2031

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

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

Global In-flight Entertainment & Connectivity 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-flight Entertainment & Connectivity
- 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-flight Entertainment & Connectivity 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 Panasonic Avionics Viasat, Thales, Safran, Gogo Business Aviaiton Inc, Viasat, Anuvu, Astronics Corporation, Collins Aerospace, Honeywell, Diridium Communication, etc.

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

Market segmentation

In-flight Entertainment & Connectivity 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

Hardware

Service

Market segment by Application

Narrow-Body Aircraft

Wide-Body Aircraft

Business Jets

Market segment by players, this report covers

Panasonic Avionics Viasat

Thales

Safran

Gogo Business Aviation Inc

Viasat

Anuvu

Astronics Corporation

Collins Aerospace

Honeywell

Diridium Communication

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:

Global In-flight Entertainment & Connectivity Market 2025 by Company, Regions, Type and Application, Forecast...

Chapter 1, to describe In-flight Entertainment & Connectivity product scope, market overview, market estimation caveats and base year.

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

Chapter 3, the In-flight Entertainment & 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 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-flight Entertainment & Connectivity 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-flight Entertainment & Connectivity.

Chapter 13, to describe In-flight Entertainment & Connectivity research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of In-flight Entertainment & Connectivity by Type

1.3.1 Overview: Global In-flight Entertainment & Connectivity Market Size by Type: 2020 Versus 2024 Versus 2031

1.3.2 Global In-flight Entertainment & Connectivity Consumption Value Market Share by Type in 2024

1.3.3 Hardware

1.3.4 Service

1.4 Global In-flight Entertainment & Connectivity Market by Application

1.4.1 Overview: Global In-flight Entertainment & Connectivity Market Size by Application: 2020 Versus 2024 Versus 2031

1.4.2 Narrow-Body Aircraft

1.4.3 Wide-Body Aircraft

1.4.4 Business Jets

1.5 Global In-flight Entertainment & Connectivity Market Size & Forecast

1.6 Global In-flight Entertainment & Connectivity Market Size and Forecast by Region

1.6.1 Global In-flight Entertainment & Connectivity Market Size by Region: 2020 VS 2024 VS 2031

1.6.2 Global In-flight Entertainment & Connectivity Market Size by Region, (2020-2031)

1.6.3 North America In-flight Entertainment & Connectivity Market Size and Prospect (2020-2031)

1.6.4 Europe In-flight Entertainment & Connectivity Market Size and Prospect (2020-2031)

1.6.5 Asia-Pacific In-flight Entertainment & Connectivity Market Size and Prospect (2020-2031)

1.6.6 South America In-flight Entertainment & Connectivity Market Size and Prospect (2020-2031)

1.6.7 Middle East & Africa In-flight Entertainment & Connectivity Market Size and Prospect (2020-2031)

2 COMPANY PROFILES

2.1 Panasonic Avionics Viasat

- 2.1.1 Panasonic Avionics Viasat Details
- 2.1.2 Panasonic Avionics Viasat Major Business
- 2.1.3 Panasonic Avionics Viasat In-flight Entertainment & Connectivity Product and Solutions
- 2.1.4 Panasonic Avionics Viasat In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
- 2.1.5 Panasonic Avionics Viasat Recent Developments and Future Plans
- 2.2 Thales
 - 2.2.1 Thales Details
 - 2.2.2 Thales Major Business
 - 2.2.3 Thales In-flight Entertainment & Connectivity Product and Solutions
 - 2.2.4 Thales In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
 - 2.2.5 Thales Recent Developments and Future Plans
- 2.3 Safran
 - 2.3.1 Safran Details
 - 2.3.2 Safran Major Business
 - 2.3.3 Safran In-flight Entertainment & Connectivity Product and Solutions
 - 2.3.4 Safran In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
 - 2.3.5 Safran Recent Developments and Future Plans
- 2.4 Gogo Business Aviaiton Inc
 - 2.4.1 Gogo Business Aviaiton Inc Details
 - 2.4.2 Gogo Business Aviaiton Inc Major Business
 - 2.4.3 Gogo Business Aviaiton Inc In-flight Entertainment & Connectivity Product and Solutions
 - 2.4.4 Gogo Business Aviaiton Inc In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
 - 2.4.5 Gogo Business Aviaiton Inc Recent Developments and Future Plans
- 2.5 Viasat
 - 2.5.1 Viasat Details
 - 2.5.2 Viasat Major Business
 - 2.5.3 Viasat In-flight Entertainment & Connectivity Product and Solutions
 - 2.5.4 Viasat In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
 - 2.5.5 Viasat Recent Developments and Future Plans
- 2.6 Anuvu
 - 2.6.1 Anuvu Details
 - 2.6.2 Anuvu Major Business

- 2.6.3 Anuvu In-flight Entertainment & Connectivity Product and Solutions
- 2.6.4 Anuvu In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
- 2.6.5 Anuvu Recent Developments and Future Plans
- 2.7 Astronics Corporation
 - 2.7.1 Astronics Corporation Details
 - 2.7.2 Astronics Corporation Major Business
 - 2.7.3 Astronics Corporation In-flight Entertainment & Connectivity Product and Solutions
 - 2.7.4 Astronics Corporation In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
 - 2.7.5 Astronics Corporation Recent Developments and Future Plans
- 2.8 Collins Aerospace
 - 2.8.1 Collins Aerospace Details
 - 2.8.2 Collins Aerospace Major Business
 - 2.8.3 Collins Aerospace In-flight Entertainment & Connectivity Product and Solutions
 - 2.8.4 Collins Aerospace In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
 - 2.8.5 Collins Aerospace Recent Developments and Future Plans
- 2.9 Honeywell
 - 2.9.1 Honeywell Details
 - 2.9.2 Honeywell Major Business
 - 2.9.3 Honeywell In-flight Entertainment & Connectivity Product and Solutions
 - 2.9.4 Honeywell In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
 - 2.9.5 Honeywell Recent Developments and Future Plans
- 2.10 Diridium Communication
 - 2.10.1 Diridium Communication Details
 - 2.10.2 Diridium Communication Major Business
 - 2.10.3 Diridium Communication In-flight Entertainment & Connectivity Product and Solutions
 - 2.10.4 Diridium Communication In-flight Entertainment & Connectivity Revenue, Gross Margin and Market Share (2020-2025)
 - 2.10.5 Diridium Communication Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global In-flight Entertainment & Connectivity Revenue and Share by Players (2020-2025)

3.2 Market Share Analysis (2024)

3.2.1 Market Share of In-flight Entertainment & Connectivity by Company Revenue

3.2.2 Top 3 In-flight Entertainment & Connectivity Players Market Share in 2024

3.2.3 Top 6 In-flight Entertainment & Connectivity Players Market Share in 2024

3.3 In-flight Entertainment & Connectivity Market: Overall Company Footprint Analysis

3.3.1 In-flight Entertainment & Connectivity Market: Region Footprint

3.3.2 In-flight Entertainment & Connectivity Market: Company Product Type Footprint

3.3.3 In-flight Entertainment & Connectivity Market: Company Product Application

Footprint

3.4 New Market Entrants and Barriers to Market Entry

3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global In-flight Entertainment & Connectivity Consumption Value and Market Share by Type (2020-2025)

4.2 Global In-flight Entertainment & Connectivity Market Forecast by Type (2026-2031)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global In-flight Entertainment & Connectivity Consumption Value Market Share by Application (2020-2025)

5.2 Global In-flight Entertainment & Connectivity Market Forecast by Application (2026-2031)

6 NORTH AMERICA

6.1 North America In-flight Entertainment & Connectivity Consumption Value by Type (2020-2031)

6.2 North America In-flight Entertainment & Connectivity Market Size by Application (2020-2031)

6.3 North America In-flight Entertainment & Connectivity Market Size by Country

6.3.1 North America In-flight Entertainment & Connectivity Consumption Value by Country (2020-2031)

6.3.2 United States In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

6.3.3 Canada In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

6.3.4 Mexico In-flight Entertainment & Connectivity Market Size and Forecast

(2020-2031)

7 EUROPE

7.1 Europe In-flight Entertainment & Connectivity Consumption Value by Type
(2020-2031)

7.2 Europe In-flight Entertainment & Connectivity Consumption Value by Application
(2020-2031)

7.3 Europe In-flight Entertainment & Connectivity Market Size by Country

7.3.1 Europe In-flight Entertainment & Connectivity Consumption Value by Country
(2020-2031)

7.3.2 Germany In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

7.3.3 France In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

7.3.4 United Kingdom In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

7.3.5 Russia In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

7.3.6 Italy In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

8 ASIA-PACIFIC

8.1 Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by Type
(2020-2031)

8.2 Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by
Application (2020-2031)

8.3 Asia-Pacific In-flight Entertainment & Connectivity Market Size by Region

8.3.1 Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by Region
(2020-2031)

8.3.2 China In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

8.3.3 Japan In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

8.3.4 South Korea In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

8.3.5 India In-flight Entertainment & Connectivity Market Size and Forecast
(2020-2031)

8.3.6 Southeast Asia In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

8.3.7 Australia In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

9 SOUTH AMERICA

9.1 South America In-flight Entertainment & Connectivity Consumption Value by Type (2020-2031)

9.2 South America In-flight Entertainment & Connectivity Consumption Value by Application (2020-2031)

9.3 South America In-flight Entertainment & Connectivity Market Size by Country

9.3.1 South America In-flight Entertainment & Connectivity Consumption Value by Country (2020-2031)

9.3.2 Brazil In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

9.3.3 Argentina In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa In-flight Entertainment & Connectivity Consumption Value by Type (2020-2031)

10.2 Middle East & Africa In-flight Entertainment & Connectivity Consumption Value by Application (2020-2031)

10.3 Middle East & Africa In-flight Entertainment & Connectivity Market Size by Country

10.3.1 Middle East & Africa In-flight Entertainment & Connectivity Consumption Value by Country (2020-2031)

10.3.2 Turkey In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

10.3.3 Saudi Arabia In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

10.3.4 UAE In-flight Entertainment & Connectivity Market Size and Forecast (2020-2031)

11 MARKET DYNAMICS

11.1 In-flight Entertainment & Connectivity Market Drivers

11.2 In-flight Entertainment & Connectivity Market Restraints

11.3 In-flight Entertainment & Connectivity Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

12.1 In-flight Entertainment & Connectivity Industry Chain

12.2 In-flight Entertainment & Connectivity Upstream Analysis

12.3 In-flight Entertainment & Connectivity Midstream Analysis

12.4 In-flight Entertainment & Connectivity Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global In-flight Entertainment & Connectivity Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

Table 2. Global In-flight Entertainment & Connectivity Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Table 3. Global In-flight Entertainment & Connectivity Consumption Value by Region (2020-2025) & (USD Million)

Table 4. Global In-flight Entertainment & Connectivity Consumption Value by Region (2026-2031) & (USD Million)

Table 5. Panasonic Avionics Viasat Company Information, Head Office, and Major Competitors

Table 6. Panasonic Avionics Viasat Major Business

Table 7. Panasonic Avionics Viasat In-flight Entertainment & Connectivity Product and Solutions

Table 8. Panasonic Avionics Viasat In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 9. Panasonic Avionics Viasat Recent Developments and Future Plans

Table 10. Thales Company Information, Head Office, and Major Competitors

Table 11. Thales Major Business

Table 12. Thales In-flight Entertainment & Connectivity Product and Solutions

Table 13. Thales In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 14. Thales Recent Developments and Future Plans

Table 15. Safran Company Information, Head Office, and Major Competitors

Table 16. Safran Major Business

Table 17. Safran In-flight Entertainment & Connectivity Product and Solutions

Table 18. Safran In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 19. Gogo Business Aviaiton Inc Company Information, Head Office, and Major Competitors

Table 20. Gogo Business Aviaiton Inc Major Business

Table 21. Gogo Business Aviaiton Inc In-flight Entertainment & Connectivity Product and Solutions

Table 22. Gogo Business Aviaiton Inc In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 23. Gogo Business Aviaiton Inc Recent Developments and Future Plans

- Table 24. Viasat Company Information, Head Office, and Major Competitors
- Table 25. Viasat Major Business
- Table 26. Viasat In-flight Entertainment & Connectivity Product and Solutions
- Table 27. Viasat In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)
- Table 28. Viasat Recent Developments and Future Plans
- Table 29. Anuvu Company Information, Head Office, and Major Competitors
- Table 30. Anuvu Major Business
- Table 31. Anuvu In-flight Entertainment & Connectivity Product and Solutions
- Table 32. Anuvu In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)
- Table 33. Anuvu Recent Developments and Future Plans
- Table 34. Astronics Corporation Company Information, Head Office, and Major Competitors
- Table 35. Astronics Corporation Major Business
- Table 36. Astronics Corporation In-flight Entertainment & Connectivity Product and Solutions
- Table 37. Astronics Corporation In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)
- Table 38. Astronics Corporation Recent Developments and Future Plans
- Table 39. Collins Aerospace Company Information, Head Office, and Major Competitors
- Table 40. Collins Aerospace Major Business
- Table 41. Collins Aerospace In-flight Entertainment & Connectivity Product and Solutions
- Table 42. Collins Aerospace In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)
- Table 43. Collins Aerospace Recent Developments and Future Plans
- Table 44. Honeywell Company Information, Head Office, and Major Competitors
- Table 45. Honeywell Major Business
- Table 46. Honeywell In-flight Entertainment & Connectivity Product and Solutions
- Table 47. Honeywell In-flight Entertainment & Connectivity Revenue (USD Million), Gross Margin and Market Share (2020-2025)
- Table 48. Honeywell Recent Developments and Future Plans
- Table 49. Diridium Communication Company Information, Head Office, and Major Competitors
- Table 50. Diridium Communication Major Business
- Table 51. Diridium Communication In-flight Entertainment & Connectivity Product and Solutions
- Table 52. Diridium Communication In-flight Entertainment & Connectivity Revenue

(USD Million), Gross Margin and Market Share (2020-2025)

Table 53. Diridium Communication Recent Developments and Future Plans

Table 54. Global In-flight Entertainment & Connectivity Revenue (USD Million) by Players (2020-2025)

Table 55. Global In-flight Entertainment & Connectivity Revenue Share by Players (2020-2025)

Table 56. Breakdown of In-flight Entertainment & Connectivity by Company Type (Tier 1, Tier 2, and Tier 3)

Table 57. Market Position of Players in In-flight Entertainment & Connectivity, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2024

Table 58. Head Office of Key In-flight Entertainment & Connectivity Players

Table 59. In-flight Entertainment & Connectivity Market: Company Product Type Footprint

Table 60. In-flight Entertainment & Connectivity Market: Company Product Application Footprint

Table 61. In-flight Entertainment & Connectivity New Market Entrants and Barriers to Market Entry

Table 62. In-flight Entertainment & Connectivity Mergers, Acquisition, Agreements, and Collaborations

Table 63. Global In-flight Entertainment & Connectivity Consumption Value (USD Million) by Type (2020-2025)

Table 64. Global In-flight Entertainment & Connectivity Consumption Value Share by Type (2020-2025)

Table 65. Global In-flight Entertainment & Connectivity Consumption Value Forecast by Type (2026-2031)

Table 66. Global In-flight Entertainment & Connectivity Consumption Value by Application (2020-2025)

Table 67. Global In-flight Entertainment & Connectivity Consumption Value Forecast by Application (2026-2031)

Table 68. North America In-flight Entertainment & Connectivity Consumption Value by Type (2020-2025) & (USD Million)

Table 69. North America In-flight Entertainment & Connectivity Consumption Value by Type (2026-2031) & (USD Million)

Table 70. North America In-flight Entertainment & Connectivity Consumption Value by Application (2020-2025) & (USD Million)

Table 71. North America In-flight Entertainment & Connectivity Consumption Value by Application (2026-2031) & (USD Million)

Table 72. North America In-flight Entertainment & Connectivity Consumption Value by Country (2020-2025) & (USD Million)

Table 73. North America In-flight Entertainment & Connectivity Consumption Value by Country (2026-2031) & (USD Million)

Table 74. Europe In-flight Entertainment & Connectivity Consumption Value by Type (2020-2025) & (USD Million)

Table 75. Europe In-flight Entertainment & Connectivity Consumption Value by Type (2026-2031) & (USD Million)

Table 76. Europe In-flight Entertainment & Connectivity Consumption Value by Application (2020-2025) & (USD Million)

Table 77. Europe In-flight Entertainment & Connectivity Consumption Value by Application (2026-2031) & (USD Million)

Table 78. Europe In-flight Entertainment & Connectivity Consumption Value by Country (2020-2025) & (USD Million)

Table 79. Europe In-flight Entertainment & Connectivity Consumption Value by Country (2026-2031) & (USD Million)

Table 80. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by Type (2020-2025) & (USD Million)

Table 81. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by Type (2026-2031) & (USD Million)

Table 82. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by Application (2020-2025) & (USD Million)

Table 83. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by Application (2026-2031) & (USD Million)

Table 84. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by Region (2020-2025) & (USD Million)

Table 85. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value by Region (2026-2031) & (USD Million)

Table 86. South America In-flight Entertainment & Connectivity Consumption Value by Type (2020-2025) & (USD Million)

Table 87. South America In-flight Entertainment & Connectivity Consumption Value by Type (2026-2031) & (USD Million)

Table 88. South America In-flight Entertainment & Connectivity Consumption Value by Application (2020-2025) & (USD Million)

Table 89. South America In-flight Entertainment & Connectivity Consumption Value by Application (2026-2031) & (USD Million)

Table 90. South America In-flight Entertainment & Connectivity Consumption Value by Country (2020-2025) & (USD Million)

Table 91. South America In-flight Entertainment & Connectivity Consumption Value by Country (2026-2031) & (USD Million)

Table 92. Middle East & Africa In-flight Entertainment & Connectivity Consumption

Value by Type (2020-2025) & (USD Million)

Table 93. Middle East & Africa In-flight Entertainment & Connectivity Consumption

Value by Type (2026-2031) & (USD Million)

Table 94. Middle East & Africa In-flight Entertainment & Connectivity Consumption

Value by Application (2020-2025) & (USD Million)

Table 95. Middle East & Africa In-flight Entertainment & Connectivity Consumption

Value by Application (2026-2031) & (USD Million)

Table 96. Middle East & Africa In-flight Entertainment & Connectivity Consumption

Value by Country (2020-2025) & (USD Million)

Table 97. Middle East & Africa In-flight Entertainment & Connectivity Consumption

Value by Country (2026-2031) & (USD Million)

Table 98. Global Key Players of In-flight Entertainment & Connectivity Upstream (Raw Materials)

Table 99. Global In-flight Entertainment & Connectivity Typical Customers

List Of Figures

LIST OF FIGURES

- Figure 1. In-flight Entertainment & Connectivity Picture
- Figure 2. Global In-flight Entertainment & Connectivity Consumption Value by Type, (USD Million), 2020 & 2024 & 2031
- Figure 3. Global In-flight Entertainment & Connectivity Consumption Value Market Share by Type in 2024
- Figure 4. Hardware
- Figure 5. Service
- Figure 6. Global In-flight Entertainment & Connectivity Consumption Value by Application, (USD Million), 2020 & 2024 & 2031
- Figure 7. In-flight Entertainment & Connectivity Consumption Value Market Share by Application in 2024
- Figure 8. Narrow-Body Aircraft Picture
- Figure 9. Wide-Body Aircraft Picture
- Figure 10. Business Jets Picture
- Figure 11. Global In-flight Entertainment & Connectivity Consumption Value, (USD Million): 2020 & 2024 & 2031
- Figure 12. Global In-flight Entertainment & Connectivity Consumption Value and Forecast (2020-2031) & (USD Million)
- Figure 13. Global Market In-flight Entertainment & Connectivity Consumption Value (USD Million) Comparison by Region (2020 VS 2024 VS 2031)
- Figure 14. Global In-flight Entertainment & Connectivity Consumption Value Market Share by Region (2020-2031)
- Figure 15. Global In-flight Entertainment & Connectivity Consumption Value Market Share by Region in 2024
- Figure 16. North America In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)
- Figure 17. Europe In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)
- Figure 18. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)
- Figure 19. South America In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)
- Figure 20. Middle East & Africa In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)
- Figure 21. Company Three Recent Developments and Future Plans

Figure 22. Global In-flight Entertainment & Connectivity Revenue Share by Players in 2024

Figure 23. In-flight Entertainment & Connectivity Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2024

Figure 24. Market Share of In-flight Entertainment & Connectivity by Player Revenue in 2024

Figure 25. Top 3 In-flight Entertainment & Connectivity Players Market Share in 2024

Figure 26. Top 6 In-flight Entertainment & Connectivity Players Market Share in 2024

Figure 27. Global In-flight Entertainment & Connectivity Consumption Value Share by Type (2020-2025)

Figure 28. Global In-flight Entertainment & Connectivity Market Share Forecast by Type (2026-2031)

Figure 29. Global In-flight Entertainment & Connectivity Consumption Value Share by Application (2020-2025)

Figure 30. Global In-flight Entertainment & Connectivity Market Share Forecast by Application (2026-2031)

Figure 31. North America In-flight Entertainment & Connectivity Consumption Value Market Share by Type (2020-2031)

Figure 32. North America In-flight Entertainment & Connectivity Consumption Value Market Share by Application (2020-2031)

Figure 33. North America In-flight Entertainment & Connectivity Consumption Value Market Share by Country (2020-2031)

Figure 34. United States In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 35. Canada In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 36. Mexico In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 37. Europe In-flight Entertainment & Connectivity Consumption Value Market Share by Type (2020-2031)

Figure 38. Europe In-flight Entertainment & Connectivity Consumption Value Market Share by Application (2020-2031)

Figure 39. Europe In-flight Entertainment & Connectivity Consumption Value Market Share by Country (2020-2031)

Figure 40. Germany In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 41. France In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 42. United Kingdom In-flight Entertainment & Connectivity Consumption Value

(2020-2031) & (USD Million)

Figure 43. Russia In-flight Entertainment & Connectivity Consumption Value

(2020-2031) & (USD Million)

Figure 44. Italy In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 45. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value Market Share by Type (2020-2031)

Figure 46. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value Market Share by Application (2020-2031)

Figure 47. Asia-Pacific In-flight Entertainment & Connectivity Consumption Value Market Share by Region (2020-2031)

Figure 48. China In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 49. Japan In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 50. South Korea In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 51. India In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 52. Southeast Asia In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 53. Australia In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 54. South America In-flight Entertainment & Connectivity Consumption Value Market Share by Type (2020-2031)

Figure 55. South America In-flight Entertainment & Connectivity Consumption Value Market Share by Application (2020-2031)

Figure 56. South America In-flight Entertainment & Connectivity Consumption Value Market Share by Country (2020-2031)

Figure 57. Brazil In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 58. Argentina In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)

Figure 59. Middle East & Africa In-flight Entertainment & Connectivity Consumption Value Market Share by Type (2020-2031)

Figure 60. Middle East & Africa In-flight Entertainment & Connectivity Consumption Value Market Share by Application (2020-2031)

Figure 61. Middle East & Africa In-flight Entertainment & Connectivity Consumption Value Market Share by Country (2020-2031)

- Figure 62. Turkey In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)
- Figure 63. Saudi Arabia In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)
- Figure 64. UAE In-flight Entertainment & Connectivity Consumption Value (2020-2031) & (USD Million)
- Figure 65. In-flight Entertainment & Connectivity Market Drivers
- Figure 66. In-flight Entertainment & Connectivity Market Restraints
- Figure 67. In-flight Entertainment & Connectivity Market Trends
- Figure 68. Porters Five Forces Analysis
- Figure 69. In-flight Entertainment & Connectivity Industrial Chain
- Figure 70. Methodology
- Figure 71. Research Process and Data Source

I would like to order

Product name: Global In-flight Entertainment & Connectivity Market 2025 by Company, Regions, Type and Application, Forecast to 2031

Product link: <https://marketpublishers.com/r/IE13F2572BB4EN.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/IE13F2572BB4EN.html>