

# COVID-19 Global & USA In-flight Entertainment (IFE) Market Research by Company, Type & Application 2015-2026

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## Abstracts

### SUMMARY

HeyReport estimates that the In-flight Entertainment (IFE) market size will grow from xxx Million USD in 2020 to xxxx Million USD by 2025, and with a CAGR of xx%. The base year considered for this report is 2019, and the market forecast is projected from 2021 to 2025.

In this report, HeyReport discusses the Global & USA industrial policies, economic environment, and the impact of covid-19 on the In-flight Entertainment (IFE) industry and its cost structure. Besides, this report covers the basic market dynamics, market size and companies competition data. In addition, the report also conducts basic market research on major product type, market end-use and regional trade.

Market Segment as follows:

Product Type Segmentation Includes

Moving-map systems

Audio entertainment

Video entertainment

In-flight games

## Others

### Application Segmentation Includes

Narrow Body Aircraft

Wide Body Aircraft

Very Large Aircraft

### Companies Includes

Financial Highlights

Gogo LLC

Zodiac Aerospace

Thales Group

Honeywell International

Rockwell Collins

Global Eagle Entertainment, Inc.

Lufthansa Systems GmbH & Co. Kg

Panasonic Avionics Corporation

Viasat Inc.

Digecor, Inc.

SITAONAIR

The main contents of the report including:

Section 1:

Product definition, type and application, Global & USA market overview;

Section 2:

Global & USA Market competition by company;

Section 3:

Global & USA sales revenue, volume and price by Type;

Section 4:

Global & USA sales revenue, volume and price by application;

Section 5:

USA export and import;

Section 6:

Company information, business overview, sales data and product specifications;

Section 7:

Industry chain and raw materials;

Section 8:

Industrial policies & economic environment

Section 9:

Conclusion.

For any other requirements, please feel free to contact HeyReport for customized contents.

## Contents

### **1 MARKET OVERVIEW**

- 1.1 Market Segment Overview
  - 1.1.1 Product Definition
  - 1.1.2 Market by Type
    - 1.1.2.1 Moving-map systems
    - 1.1.2.2 Audio entertainment
    - 1.1.2.3 Video entertainment
    - 1.1.2.4 In-flight games
    - 1.1.2.5 Others
  - 1.1.3 Market by Application
    - 1.1.3.1 Narrow Body Aircraft
    - 1.1.3.2 Wide Body Aircraft
    - 1.1.3.3 Very Large Aircraft
- 1.2 Global & USA Market Size & Forecast
  - 1.2.1 Global Market (2015-2020 & 2021-2026)
  - 1.2.2 USA Market (2015-2020 & 2021-2026)

### **2 GLOBAL & USA MARKET BY COMPANY**

- 2.1 Global Sales by Company
- 2.2 USA Sales by Company

### **3 GLOBAL & USA MARKET BY TYPE**

- 3.1 Global Sales by Product Type
- 3.2 USA Sales by Product Type

### **4 GLOBAL & USA MARKET BY APPLICATION**

- 4.1 Global Sales by Application
- 4.2 USA Sales by Application

### **5 USA TRADE**

- 5.1 Export Overview
- 5.2 Import Overview

## **6 KEY COMPANIES LIST**

### 6.1 Financial Highlights

6.1.1 Company Information

6.1.2 Product Specifications

6.1.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

### 6.2 Gogo LLC

6.2.1 Company Information

6.2.2 Product Specifications

6.2.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

### 6.3 Zodiac Aerospace

6.3.1 Company Information

6.3.2 Product Specifications

6.3.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

### 6.4 Thales Group

6.4.1 Company Information

6.4.2 Product Specifications

6.4.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

### 6.5 Honeywell International

6.5.1 Company Information

6.5.2 Product Specifications

6.5.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

### 6.6 Rockwell Collins

6.6.1 Company Information

6.6.2 Product Specifications

6.6.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

### 6.7 Global Eagle Entertainment, Inc.

6.7.1 Company Information

6.7.2 Product Specifications

6.7.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)

### 6.8 Lufthansa Systems GmbH & Co. Kg

- 6.8.1 Company Information
- 6.8.2 Product Specifications
- 6.8.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)
- 6.9 Panasonic Avionics Corporation
  - 6.9.1 Company Information
  - 6.9.2 Product Specifications
  - 6.9.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)
- 6.10 Viasat Inc.
  - 6.10.1 Company Information
  - 6.10.2 Product Specifications
  - 6.10.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)
- 6.11 Digecor, Inc.
  - 6.11.1 Company Information
  - 6.11.2 Product Specifications
  - 6.11.3 Business Data (2015-2020) (Capacity, Sales Revenue, Volume, Price, Cost and Margin)
- 6.12 SITAONAIR
  - 6.12.1 Company Information
  - 6.12.2 Product Specifications
  - 6.12.3 Business Data (2015-2020) ( Sales Revenue, Cost and Margin)

## **7 INDUSTRY UPSTREAM**

- 7.1 Industry Chain
- 7.2 Upstream Overview

## **8 POLICIES & MARKET ENVIRONMENT**

- 8.1 Policies
  - 8.1.1 Major Regions Policies
  - 8.1.2 Policies in USA
- 8.2 Market Environment
  - 8.2.1 Porter's Five Forces
  - 8.2.2 Impact of COVID-19

## **9 RESEARCH CONCLUSION**



## List Of Tables

### LIST OF TABLES

Table Global Market Sales Revenue by Company 2015-2020  
Table Global Market Sales Revenue Share by Company 2015-2020  
Table Global Market Sales Volume by Company 2015-2020  
Table Global Market Sales Volume Share by Company 2015-2020  
Table Global Price by Company 2015-2020  
Table USA Market Sales Revenue by Company 2015-2020  
Table USA Market Sales Revenue Share by Company 2015-2020  
Table USA Market Sales Volume by Company 2015-2020  
Table USA Market Sales Volume Share by Company 2015-2020  
Table USA Price by Company 2015-2020  
Table Global Market Sales Revenue by Type 2015-2020  
Table Global Market Sales Revenue Share by Type 2015-2020  
Table Global Market Sales Volume by Type 2015-2020  
Table Global Market Sales Volume Share by Type 2015-2020  
Table Global Price by Type 2015-2020  
Table USA Market Sales Revenue by Type 2015-2020  
Table USA Market Sales Revenue Share by Type 2015-2020  
Table USA Market Sales Volume by Type 2015-2020  
Table USA Market Sales Volume Share by Type 2015-2020  
Table USA Price by Type 2015-2020  
Table Global Market Sales Revenue by Application 2015-2020  
Table Global Market Sales Revenue Share by Application 2015-2020  
Table Global Market Sales Volume by Application 2015-2020  
Table Global Market Sales Volume Share by Application 2015-2020  
Table Global Price by Application 2015-2020  
Table USA Market Sales Revenue by Application 2015-2020  
Table USA Market Sales Revenue Share by Application 2015-2020  
Table USA Market Sales Volume by Application 2015-2020  
Table USA Market Sales Volume Share by Application 2015-2020  
Table USA Price by Application 2015-2020  
Table USA Export 2015-2020 (Million USD)  
Table USA Export 2015-2020 (Volume)  
Table USA Import 2015-2020 (Million USD)  
Table USA Import 2015-2020 (Volume)  
Table Sales Revenue, Sales Volume, Price, Cost and Margin of Financial Highlights



Table Sales Revenue, Sales Volume, Price, Cost and Margin of Gogo LLC

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Zodiac Aerospace

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Thales Group

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Honeywell International

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Rockwell Collins

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Global Eagle Entertainment, Inc.

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Lufthansa Systems GmbH & Co. Kg

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Panasonic Avionics Corporation

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Viasat Inc.

Table Sales Revenue, Sales Volume, Price, Cost and Margin of Digecor, Inc.

Table Sales Revenue, Sales Volume, Price, Cost and Margin of SITAONAIR

## List Of Figures

### LIST OF FIGURES

- Figure Moving-map systems Market Size and Growth 2015-2020 (Million USD)
- Figure Moving-map systems Market Size and Growth 2015-2020 (Volume)
- Figure Moving-map systems Market Forecast and Growth 2021-2026 (Million USD)
- Figure Moving-map systems Market Forecast and Growth 2021-2026 (Volume)
- Figure Audio entertainment Market Size and Growth 2015-2020 (Million USD)
- Figure Audio entertainment Market Size and Growth 2015-2020 (Volume)
- Figure Audio entertainment Market Forecast and Growth 2021-2026 (Million USD)
- Figure Audio entertainment Market Forecast and Growth 2021-2026 (Volume)
- Figure Video entertainment Market Size and Growth 2015-2020 (Million USD)
- Figure Video entertainment Market Size and Growth 2015-2020 (Volume)
- Figure Video entertainment Market Forecast and Growth 2021-2026 (Million USD)
- Figure Video entertainment Market Forecast and Growth 2021-2026 (Volume)
- Figure In-flight games Market Size and Growth 2015-2020 (Million USD)
- Figure In-flight games Market Size and Growth 2015-2020 (Volume)
- Figure In-flight games Market Forecast and Growth 2021-2026 (Million USD)
- Figure In-flight games Market Forecast and Growth 2021-2026 (Volume)
- Figure Others Market Size and Growth 2015-2020 (Million USD)
- Figure Others Market Size and Growth 2015-2020 (Volume)
- Figure Others Market Forecast and Growth 2021-2026 (Million USD)
- Figure Others Market Forecast and Growth 2021-2026 (Volume)
- Figure Narrow Body Aircraft Market Size and Growth 2015-2020 (Million USD)
- Figure Narrow Body Aircraft Market Size and Growth 2015-2020 (Volume)
- Figure Narrow Body Aircraft Market Forecast and Growth 2021-2026 (Million USD)
- Figure Narrow Body Aircraft Market Forecast and Growth 2021-2026 (Volume)
- Figure Wide Body Aircraft Market Size and Growth 2015-2020 (Million USD)
- Figure Wide Body Aircraft Market Size and Growth 2015-2020 (Volume)
- Figure Wide Body Aircraft Market Forecast and Growth 2021-2026 (Million USD)
- Figure Wide Body Aircraft Market Forecast and Growth 2021-2026 (Volume)
- Figure Very Large Aircraft Market Size and Growth 2015-2020 (Million USD)
- Figure Very Large Aircraft Market Size and Growth 2015-2020 (Volume)
- Figure Very Large Aircraft Market Forecast and Growth 2021-2026 (Million USD)
- Figure Very Large Aircraft Market Forecast and Growth 2021-2026 (Volume)
- Figure Global In-flight Entertainment (IFE) Market Size and Growth 2015-2020 (Million USD)
- Figure Global In-flight Entertainment (IFE) Market Size and Growth 2015-2020 (Volume)

Figure Global In-flight Entertainment (IFE) Market Forecast and Growth 2021-2026  
(Million USD)

Figure Global In-flight Entertainment (IFE) Market Forecast and Growth 2021-2026  
(Volume)

Figure USA In-flight Entertainment (IFE) Market Size and Growth 2015-2020 (Million  
USD)

Figure USA In-flight Entertainment (IFE) Market Size and Growth 2015-2020 (Volume)

Figure USA In-flight Entertainment (IFE) Market Forecast and Growth 2021-2026  
(Million USD)

Figure USA In-flight Entertainment (IFE) Market Forecast and Growth 2021-2026  
(Volume)

Figure Global Market Sales Revenue Share by Company in 2019

Figure Global Market Sales Volume Share by Company in 2019

Figure USA Market Sales Revenue Share by Company in 2019

Figure USA Market Sales Volume Share by Company in 2019

Figure Global Market Sales Revenue Share by Type in 2019

Figure Global Market Sales Volume Share by Type in 2019

Figure USA Market Sales Revenue Share by Type in 2019

Figure USA Market Sales Volume Share by Type in 2019

Figure Global Market Sales Revenue Share by Application in 2019

Figure Global Market Sales Volume Share by Application in 2019

Figure USA Market Sales Revenue Share by Application in 2019

Figure USA Market Sales Volume Share by Application in 2019

Figure Industry Chain Overview

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