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# In-flight Entertainment and Connectivity Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2023-2028

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## Abstracts

The global in-flight entertainment and connectivity market size reached US$ 4.7 Billion in 2022. Looking forward, IMARC Group expects the market to reach US$ 8.0 Billion by 2028, exhibiting a growth rate (CAGR) of 9.3% during 2022-2028.
In-flight entertainment and connectivity (IFEC) refer to an entertainment solution provided to passengers-on-board by the airlines. It includes various services, such as video streaming, text messaging, gaming and internet browsing. These services are usually device-agnostic and can be downloaded and viewed through numerous portable devices, such as tablets, smartphones, and laptops. IFEC also includes various non-portable devices, such as embedded seatback units, seat electronic units, wires and cables, ethernet switches and control units. These systems are installed on commercial and business-chartered planes to enhance the overall travel experience, comfort and safety of the passenger.
Significant growth in the aviation industry, along with the increasing adoption of wireless entertainment solutions, is one of the key factors creating a positive outlook for the market. Furthermore, the increasing preference for luxury air travel with premium in-flight facilities is augmenting the market growth. IFEC systems provide personalized wireless and seat-centric entertainment to passengers. They are also lightweight, which aids in minimizing the aircraft's overall weight and improving fuel-efficiency. Additionally, various technological advancements, such as the integration of virtual reality (VR) with consumer electronics, for an improved onboard entertainment experience, are acting as other growth-inducing factors. These systems are equipped with highly-accurate touch sensors and displays, integrated passenger control unit and programmable attendant call buttons. Other factors, including the advent of bring your own devices (BYOD) and rising investments in cabin interior and aviation products by airline companies, are anticipated to drive the market further.

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Key Market Segmentation:

IMARC Group provides an analysis of the key trends in each segment of the global in-flight entertainment and connectivity market report, along with forecasts at the global, regional and country levels from 2023-2028. Our report has categorized the market based on aircraft type, component type, class, technology and end user.

Breakup by Aircraft Type:

Narrow-Body Aircraft
Wide-Body Aircraft
Business Jets
Others

Breakup by Component Type:

Content
Hardware
Connectivity

Breakup by Class:

Economy Class
Premium Economy Class
Business Class
First Class

Breakup by Technology:

Air-to-Ground Technology
Satellite Technology

Breakup by End User:

OEM
Aftermarket

Breakup by Region:

North America
United States
Canada
Asia Pacific
China
Japan
India
South Korea
Australia
Indonesia
Others
Europe
Germany

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France
United Kingdom
Italy
Spain
Russia
Others
Latin America
Brazil
Mexico
Others
Middle East and Africa
Competitive Landscape:
The report has also analysed the competitive landscape of the market with some of the key players being BAE Systems Plc, Cobham Limited (Advent International), Global Eagle Entertainment Inc., Honeywell International Inc., Lockheed Martin Corporation, Lufthansa Systems GmbH & Co. KG (Deutsche Lufthansa AG), Panasonic Avionics Corporation (Panasonic Corporation), Rockwell Collins Inc. (United Technologies Corporation), Thales Group, The Boeing Company and Viasat Inc.
Key Questions Answered in This Report:
How has the global in-flight entertainment and connectivity market performed so far and how will it perform in the coming years?
What has been the impact of COVID-19 on the global in-flight entertainment and connectivity market?
What are the key regional markets?
What is the breakup of the market based on the aircraft type?
What is the breakup of the market based on the component type?
What is the breakup of the market based on the class?
What is the breakup of the market based on the technology?
What is the breakup of the market based on the end user?
What are the various stages in the value chain of the industry?
What are the key driving factors and challenges in the industry?
What is the structure of the global in-flight entertainment and connectivity market and who are the key players?
What is the degree of competition in the industry?

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