

2018-2023 Global In-flight Entertainment (IFE) Consumption Market Report

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Abstracts

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In this report, LP Information covers the present scenario (with the base year being 2017) and the growth prospects of global In-flight Entertainment (IFE) market for 2018-2023.

In-flight 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.

First, for industry structure analysis, 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.

Second, the revenue of In-flight Entertainment (IFE) decreased from 1989.8 million USD in 2013 to 3649 million USD in 2017 with an average growth rate of 16.37%.

Third, North America occupied 30.22% of the revenue market in 2017. It is followed by Asia-Pacific and Europe, which respectively account for around 27.25% and 26.97% of the global total industry.

Over the next five years, LPI(LP Information) projects that In-flight Entertainment (IFE) will register a 13.7% CAGR in terms of revenue, reach US\$ 7890 million by 2023, from US\$ 3650 million in 2017.

This report presents a comprehensive overview, market shares, and growth opportunities of In-flight Entertainment (IFE) market by product type, application, key manufacturers and key regions.

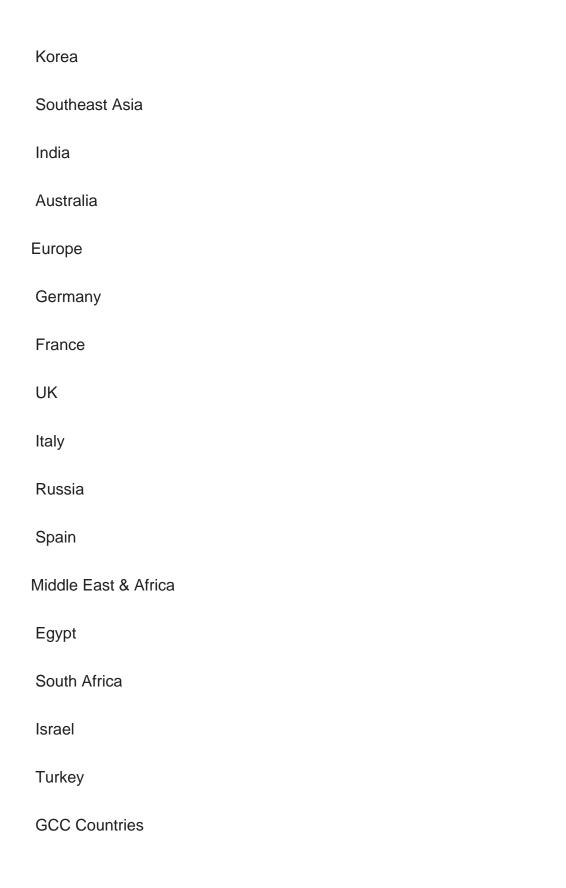


To calculate the market size, LP Information considers value and volume generated from the sales of the following segments:

Segmentation by product type:		
	IFE Hardware	
	IFE Connectivity & Communication	
	IFE Content	
Segme	entation by application:	
	Narrow Body Aircraft	
	Wide Body Aircraft	
	Other	
This report also splits the market by region:		
	Americas	
	United States	
	Canada	
	Mexico	
	Brazil	
	APAC	
	China	

Japan





The report also presents the market competition landscape and a corresponding detailed analysis of the major vendor/manufacturers in the market. The key manufacturers covered in this report:



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

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key manufacturers and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

Research objectives

To study and analyze the global In-flight Entertainment (IFE) consumption (value & volume) by key regions/countries, product type and application, history data from 2013 to 2017, and forecast to 2023.

To understand the structure of In-flight Entertainment (IFE) market by identifying its various subsegments.

Focuses on the key global In-flight Entertainment (IFE) manufacturers, to define, describe and analyze the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years.



To analyze the In-flight Entertainment (IFE) with respect to individual growth trends, future prospects, and their contribution to the total market.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

To project the consumption of In-flight Entertainment (IFE) submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.



Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Research Objectives
- 1.3 Years Considered
- 1.4 Market Research Methodology
- 1.5 Economic Indicators
- 1.6 Currency Considered

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global In-flight Entertainment (IFE) Consumption 2013-2023
 - 2.1.2 In-flight Entertainment (IFE) Consumption CAGR by Region
- 2.2 In-flight Entertainment (IFE) Segment by Type
 - 2.2.1 IFE Hardware
 - 2.2.2 IFE Connectivity & Communication
 - 2.2.3 IFE Content
- 2.3 In-flight Entertainment (IFE) Consumption by Type
- 2.3.1 Global In-flight Entertainment (IFE) Consumption Market Share by Type (2013-2018)
- 2.3.2 Global In-flight Entertainment (IFE) Revenue and Market Share by Type (2013-2018)
- 2.3.3 Global In-flight Entertainment (IFE) Sale Price by Type (2013-2018)
- 2.4 In-flight Entertainment (IFE) Segment by Application
 - 2.4.1 Narrow Body Aircraft
 - 2.4.2 Wide Body Aircraft
 - 2.4.3 Other
- 2.5 In-flight Entertainment (IFE) Consumption by Application
- 2.5.1 Global In-flight Entertainment (IFE) Consumption Market Share by Application (2013-2018)
- 2.5.2 Global In-flight Entertainment (IFE) Value and Market Share by Application (2013-2018)
- 2.5.3 Global In-flight Entertainment (IFE) Sale Price by Application (2013-2018)

3 GLOBAL IN-FLIGHT ENTERTAINMENT (IFE) BY PLAYERS



- 3.1 Global In-flight Entertainment (IFE) Sales Market Share by Players
 - 3.1.1 Global In-flight Entertainment (IFE) Sales by Players (2016-2018)
 - 3.1.2 Global In-flight Entertainment (IFE) Sales Market Share by Players (2016-2018)
- 3.2 Global In-flight Entertainment (IFE) Revenue Market Share by Players
 - 3.2.1 Global In-flight Entertainment (IFE) Revenue by Players (2016-2018)
- 3.2.2 Global In-flight Entertainment (IFE) Revenue Market Share by Players (2016-2018)
- 3.3 Global In-flight Entertainment (IFE) Sale Price by Players
- 3.4 Global In-flight Entertainment (IFE) Manufacturing Base Distribution, Sales Area, Product Types by Players
- 3.4.1 Global In-flight Entertainment (IFE) Manufacturing Base Distribution and Sales Area by Players
 - 3.4.2 Players In-flight Entertainment (IFE) Products Offered
- 3.5 Market Concentration Rate Analysis
 - 3.5.1 Competition Landscape Analysis
 - 3.5.2 Concentration Ratio (CR3, CR5 and CR10) (2016-2018)
- 3.6 New Products and Potential Entrants
- 3.7 Mergers & Acquisitions, Expansion

4 IN-FLIGHT ENTERTAINMENT (IFE) BY REGIONS

- 4.1 In-flight Entertainment (IFE) by Regions
 - 4.1.1 Global In-flight Entertainment (IFE) Consumption by Regions
- 4.1.2 Global In-flight Entertainment (IFE) Value by Regions
- 4.2 Americas In-flight Entertainment (IFE) Consumption Growth
- 4.3 APAC In-flight Entertainment (IFE) Consumption Growth
- 4.4 Europe In-flight Entertainment (IFE) Consumption Growth
- 4.5 Middle East & Africa In-flight Entertainment (IFE) Consumption Growth

5 AMERICAS

- 5.1 Americas In-flight Entertainment (IFE) Consumption by Countries
 - 5.1.1 Americas In-flight Entertainment (IFE) Consumption by Countries (2013-2018)
 - 5.1.2 Americas In-flight Entertainment (IFE) Value by Countries (2013-2018)
- 5.2 Americas In-flight Entertainment (IFE) Consumption by Type
- 5.3 Americas In-flight Entertainment (IFE) Consumption by Application
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico



5.7 Key Economic Indicators of Few Americas Countries

6 APAC

- 6.1 APAC In-flight Entertainment (IFE) Consumption by Countries
 - 6.1.1 APAC In-flight Entertainment (IFE) Consumption by Countries (2013-2018)
 - 6.1.2 APAC In-flight Entertainment (IFE) Value by Countries (2013-2018)
- 6.2 APAC In-flight Entertainment (IFE) Consumption by Type
- 6.3 APAC In-flight Entertainment (IFE) Consumption by Application
- 6.4 China
- 6.5 Japan
- 6.6 Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia
- 6.10 Key Economic Indicators of Few APAC Countries

7 EUROPE

- 7.1 Europe In-flight Entertainment (IFE) by Countries
 - 7.1.1 Europe In-flight Entertainment (IFE) Consumption by Countries (2013-2018)
- 7.1.2 Europe In-flight Entertainment (IFE) Value by Countries (2013-2018)
- 7.2 Europe In-flight Entertainment (IFE) Consumption by Type
- 7.3 Europe In-flight Entertainment (IFE) Consumption by Application
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia
- 7.9 Spain
- 7.10 Key Economic Indicators of Few Europe Countries

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa In-flight Entertainment (IFE) by Countries
- 8.1.1 Middle East & Africa In-flight Entertainment (IFE) Consumption by Countries (2013-2018)
- 8.1.2 Middle East & Africa In-flight Entertainment (IFE) Value by Countries (2013-2018)



- 8.2 Middle East & Africa In-flight Entertainment (IFE) Consumption by Type
- 8.3 Middle East & Africa In-flight Entertainment (IFE) Consumption by Application
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

- 9.1 Market Drivers and Impact
 - 9.1.1 Growing Demand from Key Regions
 - 9.1.2 Growing Demand from Key Applications and Potential Industries
- 9.2 Market Challenges and Impact
- 9.3 Market Trends

10 MARKETING, DISTRIBUTORS AND CUSTOMER

- 10.1 Sales Channel
 - 10.1.1 Direct Marketing
 - 10.1.2 Indirect Marketing
- 10.2 In-flight Entertainment (IFE) Distributors
- 10.3 In-flight Entertainment (IFE) Customer

11 GLOBAL IN-FLIGHT ENTERTAINMENT (IFE) MARKET FORECAST

- 11.1 Global In-flight Entertainment (IFE) Consumption Forecast (2018-2023)
- 11.2 Global In-flight Entertainment (IFE) Forecast by Regions
 - 11.2.1 Global In-flight Entertainment (IFE) Forecast by Regions (2018-2023)
 - 11.2.2 Global In-flight Entertainment (IFE) Value Forecast by Regions (2018-2023)
 - 11.2.3 Americas Consumption Forecast
 - 11.2.4 APAC Consumption Forecast
 - 11.2.5 Europe Consumption Forecast
 - 11.2.6 Middle East & Africa Consumption Forecast
- 11.3 Americas Forecast by Countries
 - 11.3.1 United States Market Forecast
 - 11.3.2 Canada Market Forecast
 - 11.3.3 Mexico Market Forecast
 - 11.3.4 Brazil Market Forecast



- 11.4 APAC Forecast by Countries
 - 11.4.1 China Market Forecast
 - 11.4.2 Japan Market Forecast
 - 11.4.3 Korea Market Forecast
 - 11.4.4 Southeast Asia Market Forecast
 - 11.4.5 India Market Forecast
 - 11.4.6 Australia Market Forecast
- 11.5 Europe Forecast by Countries
 - 11.5.1 Germany Market Forecast
 - 11.5.2 France Market Forecast
 - 11.5.3 UK Market Forecast
 - 11.5.4 Italy Market Forecast
 - 11.5.5 Russia Market Forecast
 - 11.5.6 Spain Market Forecast
- 11.6 Middle East & Africa Forecast by Countries
 - 11.6.1 Egypt Market Forecast
 - 11.6.2 South Africa Market Forecast
 - 11.6.3 Israel Market Forecast
 - 11.6.4 Turkey Market Forecast
 - 11.6.5 GCC Countries Market Forecast
- 11.7 Global In-flight Entertainment (IFE) Forecast by Type
- 11.8 Global In-flight Entertainment (IFE) Forecast by Application

12 KEY PLAYERS ANALYSIS

- 12.1 Gogo LLC
 - 12.1.1 Company Details
 - 12.1.2 In-flight Entertainment (IFE) Product Offered
 - 12.1.3 Gogo LLC In-flight Entertainment (IFE) Sales, Revenue, Price and Gross

Margin (2016-2018)

- 12.1.4 Main Business Overview
- 12.1.5 Gogo LLC News
- 12.2 Global Eagle Entertainment, Inc.
 - 12.2.1 Company Details
 - 12.2.2 In-flight Entertainment (IFE) Product Offered
 - 12.2.3 Global Eagle Entertainment, Inc. In-flight Entertainment (IFE) Sales, Revenue,

Price and Gross Margin (2016-2018)

- 12.2.4 Main Business Overview
- 12.2.5 Global Eagle Entertainment, Inc. News



- 12.3 Thales Group
 - 12.3.1 Company Details
 - 12.3.2 In-flight Entertainment (IFE) Product Offered
- 12.3.3 Thales Group In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)
 - 12.3.4 Main Business Overview
 - 12.3.5 Thales Group News
- 12.4 Zodiac Aerospace
 - 12.4.1 Company Details
 - 12.4.2 In-flight Entertainment (IFE) Product Offered
- 12.4.3 Zodiac Aerospace In-flight Entertainment (IFE) Sales, Revenue, Price and

Gross Margin (2016-2018)

- 12.4.4 Main Business Overview
- 12.4.5 Zodiac Aerospace News
- 12.5 Honeywell International
 - 12.5.1 Company Details
 - 12.5.2 In-flight Entertainment (IFE) Product Offered
- 12.5.3 Honeywell International In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)
 - 12.5.4 Main Business Overview
 - 12.5.5 Honeywell International News
- 12.6 Panasonic Avionics Corporation
 - 12.6.1 Company Details
 - 12.6.2 In-flight Entertainment (IFE) Product Offered
- 12.6.3 Panasonic Avionics Corporation In-flight Entertainment (IFE) Sales, Revenue,

Price and Gross Margin (2016-2018)

- 12.6.4 Main Business Overview
- 12.6.5 Panasonic Avionics Corporation News
- 12.7 Viasat Inc.
 - 12.7.1 Company Details
 - 12.7.2 In-flight Entertainment (IFE) Product Offered
 - 12.7.3 Viasat Inc. In-flight Entertainment (IFE) Sales, Revenue, Price and Gross

Margin (2016-2018)

- 12.7.4 Main Business Overview
- 12.7.5 Viasat Inc. News
- 12.8 Rockwell Collins
 - 12.8.1 Company Details
 - 12.8.2 In-flight Entertainment (IFE) Product Offered
 - 12.8.3 Rockwell Collins In-flight Entertainment (IFE) Sales, Revenue, Price and Gross



Margin (2016-2018)

12.8.4 Main Business Overview

12.8.5 Rockwell Collins News

12.9 Lufthansa Systems GmbH & Co. Kg

12.9.1 Company Details

12.9.2 In-flight Entertainment (IFE) Product Offered

12.9.3 Lufthansa Systems GmbH & Co. Kg In-flight Entertainment (IFE) Sales,

Revenue, Price and Gross Margin (2016-2018)

12.9.4 Main Business Overview

12.9.5 Lufthansa Systems GmbH & Co. Kg News

12.10 SITAONAIR

12.10.1 Company Details

12.10.2 In-flight Entertainment (IFE) Product Offered

12.10.3 SITAONAIR In-flight Entertainment (IFE) Sales, Revenue, Price and Gross

Margin (2016-2018)

12.10.4 Main Business Overview

12.10.5 SITAONAIR News

13 RESEARCH FINDINGS AND CONCLUSION



List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of In-flight Entertainment (IFE)

Table Product Specifications of In-flight Entertainment (IFE)

Figure In-flight Entertainment (IFE) Report Years Considered

Figure Market Research Methodology

Figure Global In-flight Entertainment (IFE) Consumption Growth Rate 2013-2023 (K Units)

Figure Global In-flight Entertainment (IFE) Value Growth Rate 2013-2023 (\$ Millions)

Table In-flight Entertainment (IFE) Consumption CAGR by Region 2013-2023 (\$ Millions)

Figure Product Picture of IFE Hardware

Table Major Players of IFE Hardware

Figure Product Picture of IFE Connectivity & Communication

Table Major Players of IFE Connectivity & Communication

Figure Product Picture of IFE Content

Table Major Players of IFE Content

Table Global Consumption Sales by Type (2013-2018)

Table Global In-flight Entertainment (IFE) Consumption Market Share by Type (2013-2018)

Figure Global In-flight Entertainment (IFE) Consumption Market Share by Type (2013-2018)

Table Global In-flight Entertainment (IFE) Revenue by Type (2013-2018) (\$ million)

Table Global In-flight Entertainment (IFE) Value Market Share by Type (2013-2018) (\$ Millions)

Figure Global In-flight Entertainment (IFE) Value Market Share by Type (2013-2018)

Table Global In-flight Entertainment (IFE) Sale Price by Type (2013-2018)

Figure In-flight Entertainment (IFE) Consumed in Narrow Body Aircraft

Figure Global In-flight Entertainment (IFE) Market: Narrow Body Aircraft (2013-2018) (K Units)

Figure Global In-flight Entertainment (IFE) Market: Narrow Body Aircraft (2013-2018) (\$ Millions)

Figure Global Narrow Body Aircraft YoY Growth (\$ Millions)

Figure In-flight Entertainment (IFE) Consumed in Wide Body Aircraft

Figure Global In-flight Entertainment (IFE) Market: Wide Body Aircraft (2013-2018) (K Units)

Figure Global In-flight Entertainment (IFE) Market: Wide Body Aircraft (2013-2018) (\$



Millions)

Figure Global Wide Body Aircraft YoY Growth (\$ Millions)

Figure In-flight Entertainment (IFE) Consumed in Other

Figure Global In-flight Entertainment (IFE) Market: Other (2013-2018) (K Units)

Figure Global In-flight Entertainment (IFE) Market: Other (2013-2018) (\$ Millions)

Figure Global Other YoY Growth (\$ Millions)

Table Global Consumption Sales by Application (2013-2018)

Table Global In-flight Entertainment (IFE) Consumption Market Share by Application (2013-2018)

Figure Global In-flight Entertainment (IFE) Consumption Market Share by Application (2013-2018)

Table Global In-flight Entertainment (IFE) Value by Application (2013-2018)

Table Global In-flight Entertainment (IFE) Value Market Share by Application (2013-2018)

Figure Global In-flight Entertainment (IFE) Value Market Share by Application (2013-2018)

Table Global In-flight Entertainment (IFE) Sale Price by Application (2013-2018)

Table Global In-flight Entertainment (IFE) Sales by Players (2016-2018) (K Units)

Table Global In-flight Entertainment (IFE) Sales Market Share by Players (2016-2018)

Figure Global In-flight Entertainment (IFE) Sales Market Share by Players in 2016

Figure Global In-flight Entertainment (IFE) Sales Market Share by Players in 2017

Table Global In-flight Entertainment (IFE) Revenue by Players (2016-2018) (\$ Millions)

Table Global In-flight Entertainment (IFE) Revenue Market Share by Players (2016-2018)

Figure Global In-flight Entertainment (IFE) Revenue Market Share by Players in 2016

Figure Global In-flight Entertainment (IFE) Revenue Market Share by Players in 2017

Table Global In-flight Entertainment (IFE) Sale Price by Players (2016-2018)

Figure Global In-flight Entertainment (IFE) Sale Price by Players in 2017

Table Global In-flight Entertainment (IFE) Manufacturing Base Distribution and Sales Area by Players

Table Players In-flight Entertainment (IFE) Products Offered

Table In-flight Entertainment (IFE) Concentration Ratio (CR3, CR5 and CR10) (2016-2018)

Table Global In-flight Entertainment (IFE) Consumption by Regions 2013-2018 (K Units)

Table Global In-flight Entertainment (IFE) Consumption Market Share by Regions 2013-2018

Figure Global In-flight Entertainment (IFE) Consumption Market Share by Regions 2013-2018

Table Global In-flight Entertainment (IFE) Value by Regions 2013-2018 (\$ Millions)



Table Global In-flight Entertainment (IFE) Value Market Share by Regions 2013-2018

Figure Global In-flight Entertainment (IFE) Value Market Share by Regions 2013-2018

Figure Americas In-flight Entertainment (IFE) Consumption 2013-2018 (K Units)

Figure Americas In-flight Entertainment (IFE) Value 2013-2018 (\$ Millions)

Figure APAC In-flight Entertainment (IFE) Consumption 2013-2018 (K Units)

Figure APAC In-flight Entertainment (IFE) Value 2013-2018 (\$ Millions)

Figure Europe In-flight Entertainment (IFE) Consumption 2013-2018 (K Units)

Figure Europe In-flight Entertainment (IFE) Value 2013-2018 (\$ Millions)

Figure Middle East & Africa In-flight Entertainment (IFE) Consumption 2013-2018 (K Units)

Figure Middle East & Africa In-flight Entertainment (IFE) Value 2013-2018 (\$ Millions) Table Americas In-flight Entertainment (IFE) Consumption by Countries (2013-2018) (K Units)

Table Americas In-flight Entertainment (IFE) Consumption Market Share by Countries (2013-2018)

Figure Americas In-flight Entertainment (IFE) Consumption Market Share by Countries in 2017

Table Americas In-flight Entertainment (IFE) Value by Countries (2013-2018) (\$ Millions)

Table Americas In-flight Entertainment (IFE) Value Market Share by Countries (2013-2018)

Figure Americas In-flight Entertainment (IFE) Value Market Share by Countries in 2017 Table Americas In-flight Entertainment (IFE) Consumption by Type (2013-2018) (K Units)

Table Americas In-flight Entertainment (IFE) Consumption Market Share by Type (2013-2018)

Figure Americas In-flight Entertainment (IFE) Consumption Market Share by Type in 2017

Table Americas In-flight Entertainment (IFE) Consumption by Application (2013-2018) (K Units)

Table Americas In-flight Entertainment (IFE) Consumption Market Share by Application (2013-2018)

Figure Americas In-flight Entertainment (IFE) Consumption Market Share by Application in 2017

Figure United States In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure United States In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Canada In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Canada In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)



Figure Mexico In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units) Figure Mexico In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions) Table APAC In-flight Entertainment (IFE) Consumption by Countries (2013-2018) (K Units)

Table APAC In-flight Entertainment (IFE) Consumption Market Share by Countries (2013-2018)

Figure APAC In-flight Entertainment (IFE) Consumption Market Share by Countries in 2017

Table APAC In-flight Entertainment (IFE) Value by Countries (2013-2018) (\$ Millions) Table APAC In-flight Entertainment (IFE) Value Market Share by Countries (2013-2018) Figure APAC In-flight Entertainment (IFE) Value Market Share by Countries in 2017 Table APAC In-flight Entertainment (IFE) Consumption by Type (2013-2018) (K Units) Table APAC In-flight Entertainment (IFE) Consumption Market Share by Type (2013-2018)

Figure APAC In-flight Entertainment (IFE) Consumption Market Share by Type in 2017 Table APAC In-flight Entertainment (IFE) Consumption by Application (2013-2018) (K Units)

Table APAC In-flight Entertainment (IFE) Consumption Market Share by Application (2013-2018)

Figure APAC In-flight Entertainment (IFE) Consumption Market Share by Application in 2017

Figure China In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure China In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Japan In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Japan In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Korea In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Korea In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Southeast Asia In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Southeast Asia In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure India In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure India In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Australia In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Australia In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Table Europe In-flight Entertainment (IFE) Consumption by Countries (2013-2018) (K Units)

Table Europe In-flight Entertainment (IFE) Consumption Market Share by Countries (2013-2018)

Figure Europe In-flight Entertainment (IFE) Consumption Market Share by Countries in



2017

Table Europe In-flight Entertainment (IFE) Value by Countries (2013-2018) (\$ Millions) Table Europe In-flight Entertainment (IFE) Value Market Share by Countries (2013-2018)

Figure Europe In-flight Entertainment (IFE) Value Market Share by Countries in 2017 Table Europe In-flight Entertainment (IFE) Consumption by Type (2013-2018) (K Units) Table Europe In-flight Entertainment (IFE) Consumption Market Share by Type (2013-2018)

Figure Europe In-flight Entertainment (IFE) Consumption Market Share by Type in 2017 Table Europe In-flight Entertainment (IFE) Consumption by Application (2013-2018) (K Units)

Table Europe In-flight Entertainment (IFE) Consumption Market Share by Application (2013-2018)

Figure Europe In-flight Entertainment (IFE) Consumption Market Share by Application in 2017

Figure Germany In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Germany In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure France In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure France In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure UK In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure UK In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Italy In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Italy In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Russia In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Russia In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Spain In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Spain In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Table Middle East & Africa In-flight Entertainment (IFE) Consumption by Countries (2013-2018) (K Units)

Table Middle East & Africa In-flight Entertainment (IFE) Consumption Market Share by Countries (2013-2018)

Figure Middle East & Africa In-flight Entertainment (IFE) Consumption Market Share by Countries in 2017

Table Middle East & Africa In-flight Entertainment (IFE) Value by Countries (2013-2018) (\$ Millions)

Table Middle East & Africa In-flight Entertainment (IFE) Value Market Share by Countries (2013-2018)

Figure Middle East & Africa In-flight Entertainment (IFE) Value Market Share by Countries in 2017



Table Middle East & Africa In-flight Entertainment (IFE) Consumption by Type (2013-2018) (K Units)

Table Middle East & Africa In-flight Entertainment (IFE) Consumption Market Share by Type (2013-2018)

Figure Middle East & Africa In-flight Entertainment (IFE) Consumption Market Share by Type in 2017

Table Middle East & Africa In-flight Entertainment (IFE) Consumption by Application (2013-2018) (K Units)

Table Middle East & Africa In-flight Entertainment (IFE) Consumption Market Share by Application (2013-2018)

Figure Middle East & Africa In-flight Entertainment (IFE) Consumption Market Share by Application in 2017

Figure Egypt In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Egypt In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure South Africa In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure South Africa In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Israel In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Israel In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure Turkey In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure Turkey In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Figure GCC Countries In-flight Entertainment (IFE) Consumption Growth 2013-2018 (K Units)

Figure GCC Countries In-flight Entertainment (IFE) Value Growth 2013-2018 (\$ Millions)

Table In-flight Entertainment (IFE) Distributors List

Table In-flight Entertainment (IFE) Customer List

Figure Global In-flight Entertainment (IFE) Consumption Growth Rate Forecast (2018-2023) (K Units)

Figure Global In-flight Entertainment (IFE) Value Growth Rate Forecast (2018-2023) (\$ Millions)

Table Global In-flight Entertainment (IFE) Consumption Forecast by Countries (2018-2023) (K Units)

Table Global In-flight Entertainment (IFE) Consumption Market Forecast by Regions Table Global In-flight Entertainment (IFE) Value Forecast by Countries (2018-2023) (\$ Millions)

Table Global In-flight Entertainment (IFE) Value Market Share Forecast by Regions

Figure Americas In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Americas In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure APAC In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)



Figure APAC In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Europe In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Europe In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Middle East & Africa In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Middle East & Africa In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure United States In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure United States In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Canada In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Canada In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Mexico In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Mexico In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Brazil In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Brazil In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure China In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure China In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Japan In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Japan In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Korea In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Korea In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Southeast Asia In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Southeast Asia In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure India In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure India In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Australia In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Australia In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Germany In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Germany In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure France In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure France In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure UK In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure UK In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Italy In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Italy In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Russia In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Russia In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Spain In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Spain In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Egypt In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)



Figure Egypt In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure South Africa In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure South Africa In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Israel In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Israel In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure Turkey In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure Turkey In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Figure GCC Countries In-flight Entertainment (IFE) Consumption 2018-2023 (K Units)

Figure GCC Countries In-flight Entertainment (IFE) Value 2018-2023 (\$ Millions)

Table Global In-flight Entertainment (IFE) Consumption Forecast by Type (2018-2023) (K Units)

Table Global In-flight Entertainment (IFE) Consumption Market Share Forecast by Type (2018-2023)

Table Global In-flight Entertainment (IFE) Value Forecast by Type (2018-2023) (\$ Millions)

Table Global In-flight Entertainment (IFE) Value Market Share Forecast by Type (2018-2023)

Table Global In-flight Entertainment (IFE) Consumption Forecast by Application (2018-2023) (K Units)

Table Global In-flight Entertainment (IFE) Consumption Market Share Forecast by Application (2018-2023)

Table Global In-flight Entertainment (IFE) Value Forecast by Application (2018-2023) (\$ Millions)

Table Global In-flight Entertainment (IFE) Value Market Share Forecast by Application (2018-2023)

Table Gogo LLC Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Gogo LLC In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure Gogo LLC In-flight Entertainment (IFE) Market Share (2016-2018)

Table Global Eagle Entertainment, Inc. Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Global Eagle Entertainment, Inc. In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure Global Eagle Entertainment, Inc. In-flight Entertainment (IFE) Market Share (2016-2018)

Table Thales Group Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Thales Group In-flight Entertainment (IFE) Sales, Revenue, Price and Gross



Margin (2016-2018)

Figure Thales Group In-flight Entertainment (IFE) Market Share (2016-2018)

Table Zodiac Aerospace Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Zodiac Aerospace In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure Zodiac Aerospace In-flight Entertainment (IFE) Market Share (2016-2018)

Table Honeywell International Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Honeywell International In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure Honeywell International In-flight Entertainment (IFE) Market Share (2016-2018) Table Panasonic Avionics Corporation Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Panasonic Avionics Corporation In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure Panasonic Avionics Corporation In-flight Entertainment (IFE) Market Share (2016-2018)

Table Viasat Inc. Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Viasat Inc. In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure Viasat Inc. In-flight Entertainment (IFE) Market Share (2016-2018)

Table Rockwell Collins Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Rockwell Collins In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure Rockwell Collins In-flight Entertainment (IFE) Market Share (2016-2018)

Table Lufthansa Systems GmbH & Co. Kg Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Lufthansa Systems GmbH & Co. Kg In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure Lufthansa Systems GmbH & Co. Kg In-flight Entertainment (IFE) Market Share (2016-2018)

Table SITAONAIR Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table SITAONAIR In-flight Entertainment (IFE) Sales, Revenue, Price and Gross Margin (2016-2018)

Figure SITAONAIR In-flight Entertainment (IFE) Market Share (2016-2018)



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