

2018-2023 Global In-flight Entertainment Systems Market Report (Status and Outlook)

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Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

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

In-flight entertainment (IFE) refers to the entertainment available to aircraft passengers during a flight.

The current European trend is to implement bring your own device systems that provide internet connectivity, allowing the user to stream a predefined range of multimedia content. Following this trend, companies such as Immfly are advancing at a fast pace to deliver on-board entertainment on short-haul commercial flights.

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

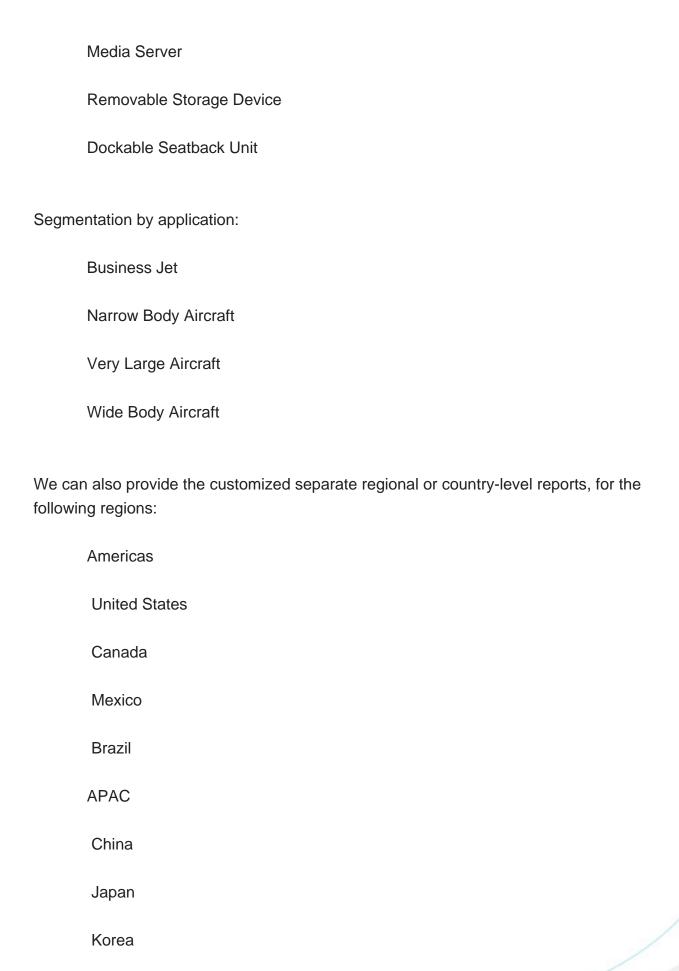
This report presents a comprehensive overview, market shares and growth opportunities of In-flight Entertainment Systems market by product type, application, key companies and key regions.

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

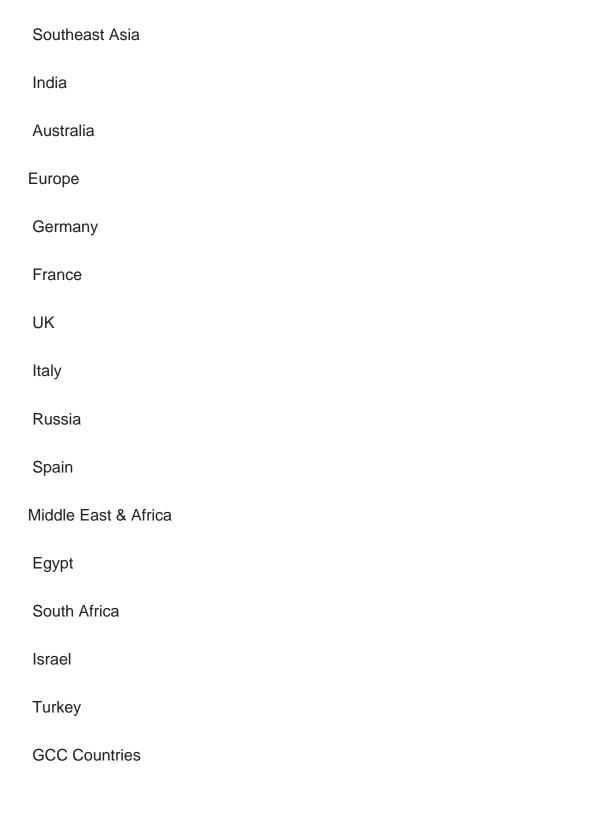
Segmentation by product type:

Seat Electronic Box









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

Digecor



Dysonics	
Gee Media	
Global Eagle Entertainment	
Gogo	
Honeywell International	
Lufthansa Systems	
Lumexis	
Onair	
Panasonic Avionics	
Rockwell Collins	
Thales Group	
Utc Aerospace Systems	
Viasat	
Zodiac Aerospace	

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key players 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 Systems market size 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 Systems market by identifying its various subsegments.

Focuses on the key global In-flight Entertainment Systems players, to define, describe and analyze the value, market share, market competition landscape, SWOT analysis and development plans in next few years.

To analyze the In-flight Entertainment Systems 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 size of In-flight Entertainment Systems 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.



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