

Global In-Car Entertainment (Infotainment) (ICE) Systems Market Growth 2018-2023

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Abstracts

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In-Car Entertainment also known as ICE or in-vehicle infotainment (IVI) is an assembly of hardware devices inbuilt into automobiles. This assembly offers audio, visual and audiovisual entertainment. In addition it provides automotive navigation systems (SatNav). Functions of IVI system include playing media such as Freeview, TV, CDs, DVDs, USB optional surround sound, DSP systems. Increasingly common trends in IVI system is installation of video game consoles into the vehicle.

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

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

This report presents a comprehensive overview, market shares, and growth opportunities of In-Car Entertainment (Infotainment) (ICE) Systems 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:

Wifi

Bluetooth

Segmentation by application:

Personal car

Commerical car

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Spain

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

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:

Harman International (U.S.)

Pioneer (Japan)

JVC-Kenwood (Japan)

Deplhi (Japan)

Denso (Japan)

Alpine (Japan)

Bosch (Germany)

TomTom (The Netherlands)

Garmin (U.S.)

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-Car Entertainment (Infotainment) (ICE) Systems 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-Car Entertainment (Infotainment) (ICE) Systems market by identifying its various subsegments.

Focuses on the key global In-Car Entertainment (Infotainment) (ICE) Systems 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-Car Entertainment (Infotainment) (ICE) 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 consumption of In-Car Entertainment (Infotainment) (ICE) 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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