

Global In-car Entertainment Unit Market Growth (Status and Outlook) 2024-2030

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Abstracts

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In-car entertainment (ICE), or in-vehicle infotainment (IVI), is a collection of hardware and software in automobiles that provides audio or video entertainment. In car entertainment originated with car audio systems that consisted of radios and cassette or CD players, and now includes automotive navigation systems, video players, USB and Bluetooth connectivity, carputers, in-car internet, and WiFi. Once controlled by simple dashboards knobs and dials, ICE systems can include steering wheel audio controls, handsfree voice control, touch-sensitive preset buttons, and even touch screens on higher-end units. Latest models of In-car entertainment systems are coming equipped with rear-view cameras along with side cameras for better safety.

The global In-car Entertainment Unit market size is projected to grow from US\$ 25350 million in 2024 to US\$ 32350 million in 2030; it is expected to grow at a CAGR of 4.1% from 2024 to 2030.

LPI (LP Information)' newest research report, the "In-car Entertainment Unit Industry Forecast" looks at past sales and reviews total world In-car Entertainment Unit sales in 2022, providing a comprehensive analysis by region and market sector of projected Incar Entertainment Unit sales for 2023 through 2029. With In-car Entertainment Unit sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world In-car Entertainment Unit industry.

This Insight Report provides a comprehensive analysis of the global In-car Entertainment Unit landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and



M&A activity. This report also analyses the strategies of leading global companies with a focus on In-car Entertainment Unit portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global In-car Entertainment Unit market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for In-car Entertainment Unit and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global In-car Entertainment Unit.

Automotive is a key driver of this industry. According to data from the World Automobile Organization (OICA), global automobile production and sales in 2017 reached their peak in the past 10 years, at 97.3 million and 95.89 million respectively. In 2018, the global economic expansion ended, and the global auto market declined as a whole. In 2022, there will wear units 81.6 million vehicles in the world. At present, more than 90% of the world's automobiles are concentrated in the three continents of Asia, Europe and North America, of which Asia automobile production accounts for 56% of the world, Europe accounts for 20%, and North America accounts for 16%. The world major automobile producing countries include China, the United States, Japan, South Korea, Germany, India, Mexico, and Others countries; among them, China is the largest automobile producing country in the world, accounting for about 32%. Japan is the world's largest car exporter, exporting more than 3.5 million vehicles in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of In-car Entertainment Unit market by product type, application, key players and key regions and countries.

Segmentation by Type:	
Entertainment	

Software

Telematics

Segmentation by Application:



Passenger Car

Comm	nercial Vehicle	
This report als	so splits the market by region:	
Ameri	icas	
	United States	
	Canada	
	Mexico	
	Brazil	
APAC		
	China	
	Japan	
	Korea	
	Southeast Asia	
	India	
	Australia	
Europ	pe	
	Germany	
	France	
	UK	



Italy	
Russia	
Middle East & Africa	
Egypt	
South Africa	
Israel	
Turkey	
GCC Countries	
Segmentation by Type:	
Entertainment	
Telematics	
Software	
Segmentation by Application:	
Passenger Car	
Commercial Vehicle	
This report also splits the market by region:	
Americas	

United States



	Can	ada			
	Mex	ico			
	Braz	zil			
A	PAC				
	Chir	na			
	Japa	an			
	Kore	ea			
	Sou	theast Asia			
	India	a			
	Aust	tralia			
E	urope				
	Gerr	many			
	Fran	nce			
	UK				
	Italy				
	Rus	sia			
ľ	/liddle East	& Africa			
	Egy _l	ot			
	Sou	th Africa			
	1	. 1			

Israel



Turkey	
GCC Co	ountries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

HARMAN
Panasonic
Bosch
Denso Corporation
Alpine
Continental
Visteon
Hyundai Mobis
LG
Pioneer
Marelli
Joyson
Desay SV
Clarion

Dhautoware



Motrex Co



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