

# Global In-Flight Entertainment and Connectivity Market Growth (Status and Outlook) 2024-2030

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## Abstracts

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

According to our LPI (LP Information) latest study, the global In-Flight Entertainment and Connectivity market size was valued at US\$ million in 2023. With growing demand in downstream market, the In-Flight Entertainment and Connectivity is forecast to a readjusted size of US\$ million by 2030 with a CAGR of % during review period.

The research report highlights the growth potential of the global In-Flight Entertainment and Connectivity market. In-Flight Entertainment and Connectivity are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of In-Flight Entertainment and Connectivity. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the In-Flight Entertainment and Connectivity market.

In-flight entertainment and Connectivity refers to the entertainment and Internet available to aircraft passengers during a flight.

The key regions like North America, Europe, Asia-Pacific, Central & South America, Middle East and Africa.

Key Features:

The report on In-Flight Entertainment and Connectivity market reflects various aspects and provide valuable insights into the industry.

**Market Size and Growth:** The research report provide an overview of the current size and growth of the In-Flight Entertainment and Connectivity market. It may include historical data, market segmentation by Type (e.g., Hardware, Content), and regional breakdowns.

**Market Drivers and Challenges:** The report can identify and analyse the factors driving the growth of the In-Flight Entertainment and Connectivity market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

**Competitive Landscape:** The research report provides analysis of the competitive landscape within the In-Flight Entertainment and Connectivity market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

**Technological Developments:** The research report can delve into the latest technological developments in the In-Flight Entertainment and Connectivity industry. This include advancements in In-Flight Entertainment and Connectivity technology, In-Flight Entertainment and Connectivity new entrants, In-Flight Entertainment and Connectivity new investment, and other innovations that are shaping the future of In-Flight Entertainment and Connectivity.

**Downstream Procumbent Preference:** The report can shed light on customer procumbent behaviour and adoption trends in the In-Flight Entertainment and Connectivity market. It includes factors influencing customer ' purchasing decisions, preferences for In-Flight Entertainment and Connectivity product.

**Government Policies and Incentives:** The research report analyse the impact of government policies and incentives on the In-Flight Entertainment and Connectivity market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting In-Flight Entertainment and Connectivity market. The report also evaluates the effectiveness of these policies in driving market growth.

**Environmental Impact and Sustainability:** The research report assess the environmental impact and sustainability aspects of the In-Flight Entertainment and Connectivity market.

**Market Forecasts and Future Outlook:** Based on the analysis conducted, the research report provide market forecasts and outlook for the In-Flight Entertainment and Connectivity industry. This includes projections of market size, growth rates, regional trends, and predictions on technological advancements and policy developments.

**Recommendations and Opportunities:** The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and contribute to the growth and development of the In-Flight Entertainment and Connectivity market.

**Market Segmentation:**

In-Flight Entertainment and Connectivity market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

**Segmentation by type**

Hardware

Content

Connectivity

**Segmentation by application**

First Class

Business Class

Economy Class

Other

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

## Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

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.

Lufthansa Systems

GEE Media

Dysonics

Panasonic Avionics

Rockwell Collins

Digicor

Lumexis

Thales Group

Gogo

Inmarsat plc

## Contents

### 1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

### 2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
  - 2.1.1 Global In-Flight Entertainment and Connectivity Market Size 2019-2030
  - 2.1.2 In-Flight Entertainment and Connectivity Market Size CAGR by Region 2019 VS 2023 VS 2030
- 2.2 In-Flight Entertainment and Connectivity Segment by Type
  - 2.2.1 Hardware
  - 2.2.2 Content
  - 2.2.3 Connectivity
- 2.3 In-Flight Entertainment and Connectivity Market Size by Type
  - 2.3.1 In-Flight Entertainment and Connectivity Market Size CAGR by Type (2019 VS 2023 VS 2030)
  - 2.3.2 Global In-Flight Entertainment and Connectivity Market Size Market Share by Type (2019-2024)
- 2.4 In-Flight Entertainment and Connectivity Segment by Application
  - 2.4.1 First Class
  - 2.4.2 Business Class
  - 2.4.3 Economy Class
  - 2.4.4 Other
- 2.5 In-Flight Entertainment and Connectivity Market Size by Application
  - 2.5.1 In-Flight Entertainment and Connectivity Market Size CAGR by Application (2019 VS 2023 VS 2030)
  - 2.5.2 Global In-Flight Entertainment and Connectivity Market Size Market Share by Application (2019-2024)

### **3 IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY MARKET SIZE BY PLAYER**

#### 3.1 In-Flight Entertainment and Connectivity Market Size Market Share by Players

3.1.1 Global In-Flight Entertainment and Connectivity Revenue by Players (2019-2024)

3.1.2 Global In-Flight Entertainment and Connectivity Revenue Market Share by Players (2019-2024)

3.2 Global In-Flight Entertainment and Connectivity Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

### **4 IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY BY REGIONS**

4.1 In-Flight Entertainment and Connectivity Market Size by Regions (2019-2024)

4.2 Americas In-Flight Entertainment and Connectivity Market Size Growth (2019-2024)

4.3 APAC In-Flight Entertainment and Connectivity Market Size Growth (2019-2024)

4.4 Europe In-Flight Entertainment and Connectivity Market Size Growth (2019-2024)

4.5 Middle East & Africa In-Flight Entertainment and Connectivity Market Size Growth (2019-2024)

### **5 AMERICAS**

5.1 Americas In-Flight Entertainment and Connectivity Market Size by Country (2019-2024)

5.2 Americas In-Flight Entertainment and Connectivity Market Size by Type (2019-2024)

5.3 Americas In-Flight Entertainment and Connectivity Market Size by Application (2019-2024)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

### **6 APAC**

6.1 APAC In-Flight Entertainment and Connectivity Market Size by Region (2019-2024)

6.2 APAC In-Flight Entertainment and Connectivity Market Size by Type (2019-2024)

6.3 APAC In-Flight Entertainment and Connectivity Market Size by Application (2019-2024)

6.4 China

6.5 Japan

6.6 Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

## **7 EUROPE**

7.1 Europe In-Flight Entertainment and Connectivity by Country (2019-2024)

7.2 Europe In-Flight Entertainment and Connectivity Market Size by Type (2019-2024)

7.3 Europe In-Flight Entertainment and Connectivity Market Size by Application (2019-2024)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

## **8 MIDDLE EAST & AFRICA**

8.1 Middle East & Africa In-Flight Entertainment and Connectivity by Region (2019-2024)

8.2 Middle East & Africa In-Flight Entertainment and Connectivity Market Size by Type (2019-2024)

8.3 Middle East & Africa In-Flight Entertainment and Connectivity Market Size by Application (2019-2024)

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 & Growth Opportunities



9.2 Market Challenges & Risks

9.3 Industry Trends

## **10 GLOBAL IN-FLIGHT ENTERTAINMENT AND CONNECTIVITY MARKET FORECAST**

10.1 Global In-Flight Entertainment and Connectivity Forecast by Regions (2025-2030)

10.1.1 Global In-Flight Entertainment and Connectivity Forecast by Regions (2025-2030)

10.1.2 Americas In-Flight Entertainment and Connectivity Forecast

10.1.3 APAC In-Flight Entertainment and Connectivity Forecast

10.1.4 Europe In-Flight Entertainment and Connectivity Forecast

10.1.5 Middle East & Africa In-Flight Entertainment and Connectivity Forecast

10.2 Americas In-Flight Entertainment and Connectivity Forecast by Country (2025-2030)

10.2.1 United States In-Flight Entertainment and Connectivity Market Forecast

10.2.2 Canada In-Flight Entertainment and Connectivity Market Forecast

10.2.3 Mexico In-Flight Entertainment and Connectivity Market Forecast

10.2.4 Brazil In-Flight Entertainment and Connectivity Market Forecast

10.3 APAC In-Flight Entertainment and Connectivity Forecast by Region (2025-2030)

10.3.1 China In-Flight Entertainment and Connectivity Market Forecast

10.3.2 Japan In-Flight Entertainment and Connectivity Market Forecast

10.3.3 Korea In-Flight Entertainment and Connectivity Market Forecast

10.3.4 Southeast Asia In-Flight Entertainment and Connectivity Market Forecast

10.3.5 India In-Flight Entertainment and Connectivity Market Forecast

10.3.6 Australia In-Flight Entertainment and Connectivity Market Forecast

10.4 Europe In-Flight Entertainment and Connectivity Forecast by Country (2025-2030)

10.4.1 Germany In-Flight Entertainment and Connectivity Market Forecast

10.4.2 France In-Flight Entertainment and Connectivity Market Forecast

10.4.3 UK In-Flight Entertainment and Connectivity Market Forecast

10.4.4 Italy In-Flight Entertainment and Connectivity Market Forecast

10.4.5 Russia In-Flight Entertainment and Connectivity Market Forecast

10.5 Middle East & Africa In-Flight Entertainment and Connectivity Forecast by Region (2025-2030)

10.5.1 Egypt In-Flight Entertainment and Connectivity Market Forecast

10.5.2 South Africa In-Flight Entertainment and Connectivity Market Forecast

10.5.3 Israel In-Flight Entertainment and Connectivity Market Forecast

10.5.4 Turkey In-Flight Entertainment and Connectivity Market Forecast

10.5.5 GCC Countries In-Flight Entertainment and Connectivity Market Forecast

10.6 Global In-Flight Entertainment and Connectivity Forecast by Type (2025-2030)

10.7 Global In-Flight Entertainment and Connectivity Forecast by Application (2025-2030)

## **11 KEY PLAYERS ANALYSIS**

### 11.1 Lufthansa Systems

11.1.1 Lufthansa Systems Company Information

11.1.2 Lufthansa Systems In-Flight Entertainment and Connectivity Product Offered

11.1.3 Lufthansa Systems In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)

11.1.4 Lufthansa Systems Main Business Overview

11.1.5 Lufthansa Systems Latest Developments

### 11.2 GEE Media

11.2.1 GEE Media Company Information

11.2.2 GEE Media In-Flight Entertainment and Connectivity Product Offered

11.2.3 GEE Media In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)

11.2.4 GEE Media Main Business Overview

11.2.5 GEE Media Latest Developments

### 11.3 Dysonics

11.3.1 Dysonics Company Information

11.3.2 Dysonics In-Flight Entertainment and Connectivity Product Offered

11.3.3 Dysonics In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)

11.3.4 Dysonics Main Business Overview

11.3.5 Dysonics Latest Developments

### 11.4 Panasonic Avionics

11.4.1 Panasonic Avionics Company Information

11.4.2 Panasonic Avionics In-Flight Entertainment and Connectivity Product Offered

11.4.3 Panasonic Avionics In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)

11.4.4 Panasonic Avionics Main Business Overview

11.4.5 Panasonic Avionics Latest Developments

### 11.5 Rockwell Collins

11.5.1 Rockwell Collins Company Information

11.5.2 Rockwell Collins In-Flight Entertainment and Connectivity Product Offered

11.5.3 Rockwell Collins In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)

- 11.5.4 Rockwell Collins Main Business Overview
- 11.5.5 Rockwell Collins Latest Developments
- 11.6 Digicor
  - 11.6.1 Digicor Company Information
  - 11.6.2 Digicor In-Flight Entertainment and Connectivity Product Offered
  - 11.6.3 Digicor In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)
  - 11.6.4 Digicor Main Business Overview
  - 11.6.5 Digicor Latest Developments
- 11.7 Lumexis
  - 11.7.1 Lumexis Company Information
  - 11.7.2 Lumexis In-Flight Entertainment and Connectivity Product Offered
  - 11.7.3 Lumexis In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)
  - 11.7.4 Lumexis Main Business Overview
  - 11.7.5 Lumexis Latest Developments
- 11.8 Thales Group
  - 11.8.1 Thales Group Company Information
  - 11.8.2 Thales Group In-Flight Entertainment and Connectivity Product Offered
  - 11.8.3 Thales Group In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)
  - 11.8.4 Thales Group Main Business Overview
  - 11.8.5 Thales Group Latest Developments
- 11.9 Gogo
  - 11.9.1 Gogo Company Information
  - 11.9.2 Gogo In-Flight Entertainment and Connectivity Product Offered
  - 11.9.3 Gogo In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)
  - 11.9.4 Gogo Main Business Overview
  - 11.9.5 Gogo Latest Developments
- 11.10 Inmarsat plc
  - 11.10.1 Inmarsat plc Company Information
  - 11.10.2 Inmarsat plc In-Flight Entertainment and Connectivity Product Offered
  - 11.10.3 Inmarsat plc In-Flight Entertainment and Connectivity Revenue, Gross Margin and Market Share (2019-2024)
  - 11.10.4 Inmarsat plc Main Business Overview
  - 11.10.5 Inmarsat plc Latest Developments

## **12 RESEARCH FINDINGS AND CONCLUSION**



## List Of Tables

### LIST OF TABLES

- Table 1. In-Flight Entertainment and Connectivity Market Size CAGR by Region (2019 VS 2023 VS 2030) & (\$ Millions)
- Table 2. Major Players of Hardware
- Table 3. Major Players of Content
- Table 4. Major Players of Connectivity
- Table 5. In-Flight Entertainment and Connectivity Market Size CAGR by Type (2019 VS 2023 VS 2030) & (\$ Millions)
- Table 6. Global In-Flight Entertainment and Connectivity Market Size by Type (2019-2024) & (\$ Millions)
- Table 7. Global In-Flight Entertainment and Connectivity Market Size Market Share by Type (2019-2024)
- Table 8. In-Flight Entertainment and Connectivity Market Size CAGR by Application (2019 VS 2023 VS 2030) & (\$ Millions)
- Table 9. Global In-Flight Entertainment and Connectivity Market Size by Application (2019-2024) & (\$ Millions)
- Table 10. Global In-Flight Entertainment and Connectivity Market Size Market Share by Application (2019-2024)
- Table 11. Global In-Flight Entertainment and Connectivity Revenue by Players (2019-2024) & (\$ Millions)
- Table 12. Global In-Flight Entertainment and Connectivity Revenue Market Share by Player (2019-2024)
- Table 13. In-Flight Entertainment and Connectivity Key Players Head office and Products Offered
- Table 14. In-Flight Entertainment and Connectivity Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)
- Table 15. New Products and Potential Entrants
- Table 16. Mergers & Acquisitions, Expansion
- Table 17. Global In-Flight Entertainment and Connectivity Market Size by Regions 2019-2024 & (\$ Millions)
- Table 18. Global In-Flight Entertainment and Connectivity Market Size Market Share by Regions (2019-2024)
- Table 19. Global In-Flight Entertainment and Connectivity Revenue by Country/Region (2019-2024) & (\$ millions)
- Table 20. Global In-Flight Entertainment and Connectivity Revenue Market Share by Country/Region (2019-2024)

Table 21. Americas In-Flight Entertainment and Connectivity Market Size by Country (2019-2024) & (\$ Millions)

Table 22. Americas In-Flight Entertainment and Connectivity Market Size Market Share by Country (2019-2024)

Table 23. Americas In-Flight Entertainment and Connectivity Market Size by Type (2019-2024) & (\$ Millions)

Table 24. Americas In-Flight Entertainment and Connectivity Market Size Market Share by Type (2019-2024)

Table 25. Americas In-Flight Entertainment and Connectivity Market Size by Application (2019-2024) & (\$ Millions)

Table 26. Americas In-Flight Entertainment and Connectivity Market Size Market Share by Application (2019-2024)

Table 27. APAC In-Flight Entertainment and Connectivity Market Size by Region (2019-2024) & (\$ Millions)

Table 28. APAC In-Flight Entertainment and Connectivity Market Size Market Share by Region (2019-2024)

Table 29. APAC In-Flight Entertainment and Connectivity Market Size by Type (2019-2024) & (\$ Millions)

Table 30. APAC In-Flight Entertainment and Connectivity Market Size Market Share by Type (2019-2024)

Table 31. APAC In-Flight Entertainment and Connectivity Market Size by Application (2019-2024) & (\$ Millions)

Table 32. APAC In-Flight Entertainment and Connectivity Market Size Market Share by Application (2019-2024)

Table 33. Europe In-Flight Entertainment and Connectivity Market Size by Country (2019-2024) & (\$ Millions)

Table 34. Europe In-Flight Entertainment and Connectivity Market Size Market Share by Country (2019-2024)

Table 35. Europe In-Flight Entertainment and Connectivity Market Size by Type (2019-2024) & (\$ Millions)

Table 36. Europe In-Flight Entertainment and Connectivity Market Size Market Share by Type (2019-2024)

Table 37. Europe In-Flight Entertainment and Connectivity Market Size by Application (2019-2024) & (\$ Millions)

Table 38. Europe In-Flight Entertainment and Connectivity Market Size Market Share by Application (2019-2024)

Table 39. Middle East & Africa In-Flight Entertainment and Connectivity Market Size by Region (2019-2024) & (\$ Millions)

Table 40. Middle East & Africa In-Flight Entertainment and Connectivity Market Size

## Market Share by Region (2019-2024)

Table 41. Middle East & Africa In-Flight Entertainment and Connectivity Market Size by Type (2019-2024) & (\$ Millions)

Table 42. Middle East & Africa In-Flight Entertainment and Connectivity Market Size Market Share by Type (2019-2024)

Table 43. Middle East & Africa In-Flight Entertainment and Connectivity Market Size by Application (2019-2024) & (\$ Millions)

Table 44. Middle East & Africa In-Flight Entertainment and Connectivity Market Size Market Share by Application (2019-2024)

Table 45. Key Market Drivers & Growth Opportunities of In-Flight Entertainment and Connectivity

Table 46. Key Market Challenges & Risks of In-Flight Entertainment and Connectivity

Table 47. Key Industry Trends of In-Flight Entertainment and Connectivity

Table 48. Global In-Flight Entertainment and Connectivity Market Size Forecast by Regions (2025-2030) & (\$ Millions)

Table 49. Global In-Flight Entertainment and Connectivity Market Size Market Share Forecast by Regions (2025-2030)

Table 50. Global In-Flight Entertainment and Connectivity Market Size Forecast by Type (2025-2030) & (\$ Millions)

Table 51. Global In-Flight Entertainment and Connectivity Market Size Forecast by Application (2025-2030) & (\$ Millions)

Table 52. Lufthansa Systems Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 53. Lufthansa Systems In-Flight Entertainment and Connectivity Product Offered

Table 54. Lufthansa Systems In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 55. Lufthansa Systems Main Business

Table 56. Lufthansa Systems Latest Developments

Table 57. GEE Media Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 58. GEE Media In-Flight Entertainment and Connectivity Product Offered

Table 59. GEE Media Main Business

Table 60. GEE Media In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 61. GEE Media Latest Developments

Table 62. Dysonics Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 63. Dysonics In-Flight Entertainment and Connectivity Product Offered

Table 64. Dysonics Main Business

Table 65. Dysonics In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 66. Dysonics Latest Developments

Table 67. Panasonic Avionics Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 68. Panasonic Avionics In-Flight Entertainment and Connectivity Product Offered

Table 69. Panasonic Avionics Main Business

Table 70. Panasonic Avionics In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 71. Panasonic Avionics Latest Developments

Table 72. Rockwell Collins Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 73. Rockwell Collins In-Flight Entertainment and Connectivity Product Offered

Table 74. Rockwell Collins Main Business

Table 75. Rockwell Collins In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 76. Rockwell Collins Latest Developments

Table 77. Digicor Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 78. Digicor In-Flight Entertainment and Connectivity Product Offered

Table 79. Digicor Main Business

Table 80. Digicor In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 81. Digicor Latest Developments

Table 82. Lumexis Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 83. Lumexis In-Flight Entertainment and Connectivity Product Offered

Table 84. Lumexis Main Business

Table 85. Lumexis In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 86. Lumexis Latest Developments

Table 87. Thales Group Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 88. Thales Group In-Flight Entertainment and Connectivity Product Offered

Table 89. Thales Group Main Business

Table 90. Thales Group In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 91. Thales Group Latest Developments

Table 92. Gogo Details, Company Type, In-Flight Entertainment and Connectivity Area



Served and Its Competitors

Table 93. Gogo In-Flight Entertainment and Connectivity Product Offered

Table 94. Gogo Main Business

Table 95. Gogo In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 96. Gogo Latest Developments

Table 97. Inmarsat plc Details, Company Type, In-Flight Entertainment and Connectivity Area Served and Its Competitors

Table 98. Inmarsat plc In-Flight Entertainment and Connectivity Product Offered

Table 99. Inmarsat plc Main Business

Table 100. Inmarsat plc In-Flight Entertainment and Connectivity Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 101. Inmarsat plc Latest Developments

## List Of Figures

### LIST OF FIGURES

- Figure 1. In-Flight Entertainment and Connectivity Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global In-Flight Entertainment and Connectivity Market Size Growth Rate 2019-2030 (\$ Millions)
- Figure 6. In-Flight Entertainment and Connectivity Sales by Geographic Region (2019, 2023 & 2030) & (\$ millions)
- Figure 7. In-Flight Entertainment and Connectivity Sales Market Share by Country/Region (2023)
- Figure 8. In-Flight Entertainment and Connectivity Sales Market Share by Country/Region (2019, 2023 & 2030)
- Figure 9. Global In-Flight Entertainment and Connectivity Market Size Market Share by Type in 2023
- Figure 10. In-Flight Entertainment and Connectivity in First Class
- Figure 11. Global In-Flight Entertainment and Connectivity Market: First Class (2019-2024) & (\$ Millions)
- Figure 12. In-Flight Entertainment and Connectivity in Business Class
- Figure 13. Global In-Flight Entertainment and Connectivity Market: Business Class (2019-2024) & (\$ Millions)
- Figure 14. In-Flight Entertainment and Connectivity in Economy Class
- Figure 15. Global In-Flight Entertainment and Connectivity Market: Economy Class (2019-2024) & (\$ Millions)
- Figure 16. In-Flight Entertainment and Connectivity in Other
- Figure 17. Global In-Flight Entertainment and Connectivity Market: Other (2019-2024) & (\$ Millions)
- Figure 18. Global In-Flight Entertainment and Connectivity Market Size Market Share by Application in 2023
- Figure 19. Global In-Flight Entertainment and Connectivity Revenue Market Share by Player in 2023
- Figure 20. Global In-Flight Entertainment and Connectivity Market Size Market Share by Regions (2019-2024)
- Figure 21. Americas In-Flight Entertainment and Connectivity Market Size 2019-2024 (\$ Millions)
- Figure 22. APAC In-Flight Entertainment and Connectivity Market Size 2019-2024 (\$

Millions)

Figure 23. Europe In-Flight Entertainment and Connectivity Market Size 2019-2024 (\$ Millions)

Figure 24. Middle East & Africa In-Flight Entertainment and Connectivity Market Size 2019-2024 (\$ Millions)

Figure 25. Americas In-Flight Entertainment and Connectivity Value Market Share by Country in 2023

Figure 26. United States In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 27. Canada In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 28. Mexico In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 29. Brazil In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 30. APAC In-Flight Entertainment and Connectivity Market Size Market Share by Region in 2023

Figure 31. APAC In-Flight Entertainment and Connectivity Market Size Market Share by Type in 2023

Figure 32. APAC In-Flight Entertainment and Connectivity Market Size Market Share by Application in 2023

Figure 33. China In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 34. Japan In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 35. Korea In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 36. Southeast Asia In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 37. India In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 38. Australia In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 39. Europe In-Flight Entertainment and Connectivity Market Size Market Share by Country in 2023

Figure 40. Europe In-Flight Entertainment and Connectivity Market Size Market Share by Type (2019-2024)

Figure 41. Europe In-Flight Entertainment and Connectivity Market Size Market Share by Application (2019-2024)

Figure 42. Germany In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 43. France In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 44. UK In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 45. Italy In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 46. Russia In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 47. Middle East & Africa In-Flight Entertainment and Connectivity Market Size Market Share by Region (2019-2024)

Figure 48. Middle East & Africa In-Flight Entertainment and Connectivity Market Size Market Share by Type (2019-2024)

Figure 49. Middle East & Africa In-Flight Entertainment and Connectivity Market Size Market Share by Application (2019-2024)

Figure 50. Egypt In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 51. South Africa In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 52. Israel In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 53. Turkey In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 54. GCC Country In-Flight Entertainment and Connectivity Market Size Growth 2019-2024 (\$ Millions)

Figure 55. Americas In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 56. APAC In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 57. Europe In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 58. Middle East & Africa In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 59. United States In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 60. Canada In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 61. Mexico In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$

Millions)

Figure 62. Brazil In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 63. China In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 64. Japan In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 65. Korea In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 66. Southeast Asia In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 67. India In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 68. Australia In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 69. Germany In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 70. France In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 71. UK In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 72. Italy In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 73. Russia In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 74. Spain In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 75. Egypt In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 76. South Africa In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 77. Israel In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 78. Turkey In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 79. GCC Countries In-Flight Entertainment and Connectivity Market Size 2025-2030 (\$ Millions)

Figure 80. Global In-Flight Entertainment and Connectivity Market Size Market Share Forecast by Type (2025-2030)

Figure 81. Global In-Flight Entertainment and Connectivity Market Size Market Share Forecast by Application (2025-2030)

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