

Global Inflight Entertainment and Connectivity Market Growth (Status and Outlook) 2023-2029

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Abstracts

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Inflight entertainment (IFE) refers to the entertainment available to aircraft passengers, during a flight.

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

This Insight Report provides a comprehensive analysis of the global Inflight Entertainment and Connectivity landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Inflight Entertainment and Connectivity portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Inflight Entertainment and Connectivity market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Inflight Entertainment and Connectivity 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 Inflight Entertainment and Connectivity.

The global Inflight Entertainment and Connectivity market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

Airlines promote entertainment that catches passengers' attention in order to attract clients.

This report presents a comprehensive overview, market shares, and growth opportunities of Inflight Entertainment and Connectivity market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Hardware

Content

Connectivity

Segmentation by application

OEM

Aftermarket

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.

Global Eagle Entertainment Inc.

Thales SA

Panasonic Corporation

Viasat Inc.

Inmarsat Global Limited

Astronics Corporation

Burrana Pty Ltd

FDS Avionics Corp.

Gogo LLC

Lufthansa Systems GmbH

Honeywell International Inc

Safran

SITAONAIR

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