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In-Flight Entertainment and Connectivity Market Report: Trends, Forecast and Competitive Analysis to 2030

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Abstracts

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In-Flight Entertainment and Connectivity Trends and Forecast

The future of the global in-flight entertainment and connectivity market looks promising with opportunities in the OEM and aftermarket . The global in-flight entertainment and connectivity market is expected to reach an estimated $7.9 billion by 2030 with a CAGR of 6.7% from 2024 to 2030. The major drivers for this market are increase in aircraft deliveries and orders, rising customer demand for bug-free connectivity onboard, and growing number of air pressenger.

A more than 150-page report is developed to help in your business decisions. Sample figures with some insights are shown below.

In-Flight Entertainment and Connectivity by Segment

The study includes a forecast for the global in-flight entertainment and connectivity by product type, class, aircraft type, end use industry, and region.

In-Flight Entertainment and Connectivity Market by Product Type [Shipment Analysis by Value from 2018 to 2030]:

Hardware

Connectivity

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Content

In-Flight Entertainment and Connectivity Market by Class [Shipment Analysis by Value from 2018 to 2030]:

First Class

Business Class

Premium Economy

Economy

In-Flight Entertainment and Connectivity Market by Aircraft Type [Shipment Analysis by Value from 2018 to 2030]:

Narrow Body Aircraft

Wide Body Aircraft

Business Jets

In-Flight Entertainment and Connectivity Market by End Use Industry [Shipment Analysis by Value from 2018 to 2030]:

OEM

Aftermarket

In-Flight Entertainment and Connectivity Market by Region [Shipment Analysis by Value from 2018 to 2030]:

North America

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Europe

Asia Pacific

The Rest of the World

List of In-Flight Entertainment and Connectivity Companies

Companies in the market compete on the basis of product quality offered. Major players in this market focus on expanding their manufacturing facilities, R&D investments, infrastructural development, and leverage integration opportunities across the value chain. With these strategies in-flight entertainment and connectivity companies cater increasing demand, ensure competitive effectiveness, develop innovative products & technologies, reduce production costs, and expand their customer base. Some of the in-flight entertainment and connectivity companies profiled in this report include-

Anuvu

EchoStar

Honeywell International

Intelsat

Kymeta

Panasonic

SITA

Thales

Thinkom Solutions

Viasat

In-Flight Entertainment and Connectivity Market Insights

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Lucintel forecasts that hardware is expected to witness highest growth over the forecast period due to its significant use in airlines to enable travelers for uploading, storing, and transfering entertainment content to the in-flight entertainment systems.

North America is expected to witness highest growth over the forecast period due to the existence of major manufacturers, availability of well-established airline operators, and presence of key players in the region.

Features of the Global In-Flight Entertainment and Connectivity Market

Market Size Estimates: In-flight entertainment and connectivity market size estimation in terms of value ($B).

Trend and Forecast Analysis: Market trends (2018 to 2023) and forecast (2024 to 2030) by various segments and regions.

Segmentation Analysis: In-flight entertainment and connectivity market by various segments, such as by product type, class, aircraft type, end use industry and region in terms of($B).

Regional Analysis: In-flight entertainment and connectivity market breakdown by North America, Europe, Asia Pacific, and Rest of the World.

Growth Opportunities: Analysis of growth opportunities in different product types, classes, aircraft types, end use industres, and regions for the in-flight entertainment and connectivity market.

Strategic Analysis: This includes M&A, new product development, and competitive landscape of the in-flight entertainment and connectivity market.

Analysis of competitive intensity of the industry based on Porter’s Five Forces model.

FAQ

Q.1 What is the in-flight entertainment and connectivity market size?

Answer: The global in-flight entertainment and connectivity market is expected to reach an estimated $7.9 billion by 2030.

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Q.2 What is the growth forecast for in-flight entertainment and connectivity market?

Answer: The global in-flight entertainment and connectivity market is expected to grow with a CAGR of 6.7% from 2024 to 2030.

Q.3 What are the major drivers influencing the growth of the in-flight entertainment and connectivity market?

Answer: The major drivers for this market are increase in aircraft deliveries and orders, rising customer demand for bug-free connectivity onboard, and growing number of air pressenger.

Q4. What are the major segments for in-flight entertainment and connectivity market?

Answer: The future of the in-flight entertainment and connectivity market looks promising with opportunities in the OEM and aftermarket.

Q5. Who are the key in-flight entertainment and connectivity market companies?

Answer: Some of the key in-flight entertainment and connectivity companies are as follows:

Anuvu

EchoStar

Honeywell International

Intelsat

Kymeta

Panasonic

SITA

Thales

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Thinkom Solutions

Viasat

Q6. Which in-flight entertainment and connectivity market segment will be the largest in future?

Answer: Lucintel forecasts that hardware is expected to witness highest growth over the forecast period due to its significant use in airlines to enable travelers for uploading, storing, and transfering entertainment content to the in-flight entertainment systems.

Q7. In in-flight entertainment and connectivity market, which region is expected to be the largest in next 5 years?

Answer: North America is expected to witness highest growth over the forecast period due to the existence of major manufacturers, availability of well-established airline operators, and presence of key players in the region.

Q.8 Do we receive customization in this report?

Answer: Yes, Lucintel provides 10% customization without any additional cost.

This report answers following 11 key questions:

Q.1. What are some of the most promising, high-growth opportunities for the in-flight entertainment and connectivity market by product type (hardware, connectivity, and content), class (first class, business class, premium economy, and economy), aircraft type (narrow body aircraft, wide body aircraft, and business jets), end use industry (OEM and aftermarket), and region (North America, Europe, Asia Pacific, and the Rest of the World)?

Q.2. Which segments will grow at a faster pace and why?

Q.3. Which region will grow at a faster pace and why?

Q.4. What are the key factors affecting market dynamics? What are the key challenges and business risks in this market?

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Q.5. What are the business risks and competitive threats in this market?

Q.6. What are the emerging trends in this market and the reasons behind them?

Q.7. What are some of the changing demands of customers in the market?

Q.8. What are the new developments in the market? Which companies are leading these developments?

Q.9. Who are the major players in this market? What strategic initiatives are key players pursuing for business growth?

Q.10. What are some of the competing products in this market and how big of a threat do they pose for loss of market share by material or product substitution?

Q.11. What M&A activity has occurred in the last 5 years and what has its impact been on the industry?

For any questions related to In-Flight Entertainment And Connectivity Market, In-Flight Entertainment And Connectivity Market Size, In-Flight Entertainment And Connectivity Market Growth, In-Flight Entertainment And Connectivity Market Analysis, In-Flight Entertainment And Connectivity Market Report, In-Flight Entertainment And Connectivity Market Share, In-Flight Entertainment And Connectivity Market Trends, In-Flight Entertainment And Connectivity Market Forecast, In-Flight Entertainment And Connectivity Companies, write Lucintel analyst at email: helpdesk@lucintel.com. We will be glad to get back to you soon.

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7.6: Panasonic
7.7: SITA
7.8: Thales
7.9: Thinkom Solutions
7.10: Viasat

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