

COVID-19 Outbreak-Global In-Flight Entertainment and Connectivity Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

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Abstracts

In-flight entertainment and connectivity includes services such as video streaming, text messaging, and internet browsing that airlines offer to air passengers on-board. Further, IFEC services are device-agnostic-which can support any portable devices such as tablet, smartphone, and laptops-that enable air passengers to download IFE content on their personal electronic device (PED), which eliminates the need for the use of seat-back video.

The In-Flight Entertainment and Connectivity market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the In-Flight Entertainment and Connectivity industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The In-Flight Entertainment and Connectivity market can be split based on product types, major applications, and important countries as follows:

Key players in the global In-Flight Entertainment and Connectivity market covered in Chapter 12:

Kymeta Corporation

SITA (OnAir)

Thikom Solutions Inc.

EchoStar Corporation

ViaSat Inc.

Rockwell Collins, Inc.

Thales Group

Zodiac Aerospace

Gogo Inc., Honeywell International Inc.

Honeywell International, Inc.

Global Eagle Entertainment Inc.

Panasonic Avionics

In Chapter 4 and 14.1, on the basis of types, the In-Flight Entertainment and Connectivity market from 2015 to 2025 is primarily split into:

NBA

WBA

VLA

Business Jets

In Chapter 5 and 14.2, on the basis of applications, the In-Flight Entertainment and Connectivity market from 2015 to 2025 covers:

OEM

Aftermarket

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada
Mexico
Europe (Covered in Chapter 8 and 14)
Germany
UK
France
Italy
Spain
Russia
Others
Asia-Pacific (Covered in Chapter 9 and 14)
China
Japan
South Korea
Australia
India
Southeast Asia
Others
Middle East and Africa (Covered in Chapter 10 and 14)
Saudi Arabia
UAE
Egypt
Nigeria
South Africa
Others
South America (Covered in Chapter 11 and 14)
Brazil
Argentina
Columbia
Chile
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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