

Global In-Flight Entertainment Market Report 2019, Competitive Landscape, Trends and Opportunities

<https://marketpublishers.com/r/G1FC78BBCA2AEN.html>

Date: June 2019

Pages: 114

Price: US\$ 2,950.00 (Single User License)

ID: G1FC78BBCA2AEN

Abstracts

The In-Flight Entertainment market has witnessed growth from USD XX million to USD XX million from 2014 to 2019. With the CAGR of X.X%, this market is estimated to reach USD XX million in 2026.

The report mainly studies the size, recent trends and development status of the In-Flight Entertainment market, as well as investment opportunities, government policy, market dynamics (drivers, restraints, opportunities), supply chain and competitive landscape. Technological innovation and advancement will further optimize the performance of the product, making it more widely used in downstream applications. Moreover, Porter's Five Forces Analysis (potential entrants, suppliers, substitutes, buyers, industry competitors) provides crucial information for knowing the In-Flight Entertainment market.

Major players in the global In-Flight Entertainment market include:

Rockwell Collins

Zodiac Aerospace

Honeywell International

Lufthansa Systems GmbH & Co. Kg

Gogo LLC

Thales Group

Viasat Inc

Panasonic Avionics Corporation

Global Eagle Entertainment, Inc

SITAONAIR

On the basis of types, the In-Flight Entertainment market is primarily split into:

IFE hardware
IFE content
IFE wireless

On the basis of applications, the market covers:

single-aisle
multi-aisle

Geographically, the report includes the research on production, consumption, revenue, market share and growth rate, and forecast (2014-2026) of the following regions:

United States

Europe (Germany, UK, France, Italy, Spain, Russia, Poland)

China

Japan

India

Southeast Asia (Malaysia, Singapore, Philippines, Indonesia, Thailand, Vietnam)

Central and South America (Brazil, Mexico, Colombia)

Middle East and Africa (Saudi Arabia, United Arab Emirates, Turkey, Egypt, South Africa, Nigeria)

Other Regions

Chapter 1 provides an overview of In-Flight Entertainment market, containing global revenue, global production, sales, and CAGR. The forecast and analysis of In-Flight Entertainment market by type, application, and region are also presented in this chapter.

Chapter 2 is about the market landscape and major players. It provides competitive situation and market concentration status along with the basic information of these players.

Chapter 3 provides a full-scale analysis of major players in In-Flight Entertainment industry. The basic information, as well as the profiles, applications and specifications of products market performance along with Business Overview are offered.

Chapter 4 gives a worldwide view of In-Flight Entertainment market. It includes production, market share revenue, price, and the growth rate by type.

Chapter 5 focuses on the application of In-Flight Entertainment, by analyzing the consumption and its growth rate of each application.

Chapter 6 is about production, consumption, export, and import of In-Flight Entertainment in each region.

Chapter 7 pays attention to the production, revenue, price and gross margin of In-Flight Entertainment in markets of different regions. The analysis on production, revenue, price and gross margin of the global market is covered in this part.

Chapter 8 concentrates on manufacturing analysis, including key raw material analysis, cost structure analysis and process analysis, making up a comprehensive analysis of manufacturing cost.

Chapter 9 introduces the industrial chain of In-Flight Entertainment. Industrial chain analysis, raw material sources and downstream buyers are analyzed in this chapter.

Chapter 10 provides clear insights into market dynamics.

Chapter 11 prospects the whole In-Flight Entertainment market, including the global production and revenue forecast, regional forecast. It also foresees the In-Flight Entertainment market by type and application.

Chapter 12 concludes the research findings and refines all the highlights of the study.

Chapter 13 introduces the research methodology and sources of research data for your understanding.

Years considered for this report:

Historical Years: 2014-2018

Base Year: 2019

Estimated Year: 2019

Forecast Period: 2019-2026

Contents

1 IN-FLIGHT ENTERTAINMENT MARKET OVERVIEW

1.1 Product Overview and Scope of In-Flight Entertainment

1.2 In-Flight Entertainment Segment by Type

1.2.1 Global In-Flight Entertainment Production and CAGR (%) Comparison by Type (2014-2026)

1.2.2 The Market Profile of IFE hardware

1.2.3 The Market Profile of IFE content

1.2.4 The Market Profile of IFE wireless

1.3 Global In-Flight Entertainment Segment by Application

1.3.1 In-Flight Entertainment Consumption (Sales) Comparison by Application (2014-2026)

1.3.2 The Market Profile of single-aisle

1.3.3 The Market Profile of multi-aisle

1.4 Global In-Flight Entertainment Market by Region (2014-2026)

1.4.1 Global In-Flight Entertainment Market Size (Value) and CAGR (%) Comparison by Region (2014-2026)

1.4.2 United States In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.3 Europe In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.3.1 Germany In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.3.2 UK In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.3.3 France In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.3.4 Italy In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.3.5 Spain In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.3.6 Russia In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.3.7 Poland In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.4 China In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.5 Japan In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.6 India In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.7 Southeast Asia In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.7.1 Malaysia In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.7.2 Singapore In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.7.3 Philippines In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.7.4 Indonesia In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.7.5 Thailand In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.7.6 Vietnam In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.8 Central and South America In-Flight Entertainment Market Status and Prospect

(2014-2026)

1.4.8.1 Brazil In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.8.2 Mexico In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.8.3 Colombia In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.9 Middle East and Africa In-Flight Entertainment Market Status and Prospect
(2014-2026)

1.4.9.1 Saudi Arabia In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.9.2 United Arab Emirates In-Flight Entertainment Market Status and Prospect
(2014-2026)

1.4.9.3 Turkey In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.9.4 Egypt In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.9.5 South Africa In-Flight Entertainment Market Status and Prospect (2014-2026)

1.4.9.6 Nigeria In-Flight Entertainment Market Status and Prospect (2014-2026)

1.5 Global Market Size (Value) of In-Flight Entertainment (2014-2026)

1.5.1 Global In-Flight Entertainment Revenue Status and Outlook (2014-2026)

1.5.2 Global In-Flight Entertainment Production Status and Outlook (2014-2026)

2 GLOBAL IN-FLIGHT ENTERTAINMENT MARKET LANDSCAPE BY PLAYER

2.1 Global In-Flight Entertainment Production and Share by Player (2014-2019)

2.2 Global In-Flight Entertainment Revenue and Market Share by Player (2014-2019)

2.3 Global In-Flight Entertainment Average Price by Player (2014-2019)

2.4 In-Flight Entertainment Manufacturing Base Distribution, Sales Area and Product
Type by Player

2.5 In-Flight Entertainment Market Competitive Situation and Trends

2.5.1 In-Flight Entertainment Market Concentration Rate

2.5.2 In-Flight Entertainment Market Share of Top 3 and Top 6 Players

2.5.3 Mergers & Acquisitions, Expansion

3 PLAYERS PROFILES

3.1 Rockwell Collins

3.1.1 Rockwell Collins Basic Information, Manufacturing Base, Sales Area and
Competitors

3.1.2 In-Flight Entertainment Product Profiles, Application and Specification

3.1.3 Rockwell Collins In-Flight Entertainment Market Performance (2014-2019)

3.1.4 Rockwell Collins Business Overview

3.2 Zodiac Aerospace

3.2.1 Zodiac Aerospace Basic Information, Manufacturing Base, Sales Area and

Competitors

3.2.2 In-Flight Entertainment Product Profiles, Application and Specification

3.2.3 Zodiac Aerospace In-Flight Entertainment Market Performance (2014-2019)

3.2.4 Zodiac Aerospace Business Overview

3.3 Honeywell International

3.3.1 Honeywell International Basic Information, Manufacturing Base, Sales Area and Competitors

3.3.2 In-Flight Entertainment Product Profiles, Application and Specification

3.3.3 Honeywell International In-Flight Entertainment Market Performance (2014-2019)

3.3.4 Honeywell International Business Overview

3.4 Lufthansa Systems GmbH & Co. Kg

3.4.1 Lufthansa Systems GmbH & Co. Kg Basic Information, Manufacturing Base, Sales Area and Competitors

3.4.2 In-Flight Entertainment Product Profiles, Application and Specification

3.4.3 Lufthansa Systems GmbH & Co. Kg In-Flight Entertainment Market Performance (2014-2019)

3.4.4 Lufthansa Systems GmbH & Co. Kg Business Overview

3.5 Gogo LLC

3.5.1 Gogo LLC Basic Information, Manufacturing Base, Sales Area and Competitors

3.5.2 In-Flight Entertainment Product Profiles, Application and Specification

3.5.3 Gogo LLC In-Flight Entertainment Market Performance (2014-2019)

3.5.4 Gogo LLC Business Overview

3.6 Thales Group

3.6.1 Thales Group Basic Information, Manufacturing Base, Sales Area and Competitors

3.6.2 In-Flight Entertainment Product Profiles, Application and Specification

3.6.3 Thales Group In-Flight Entertainment Market Performance (2014-2019)

3.6.4 Thales Group Business Overview

3.7 Viasat Inc

3.7.1 Viasat Inc Basic Information, Manufacturing Base, Sales Area and Competitors

3.7.2 In-Flight Entertainment Product Profiles, Application and Specification

3.7.3 Viasat Inc In-Flight Entertainment Market Performance (2014-2019)

3.7.4 Viasat Inc Business Overview

3.8 Panasonic Avionics Corporation

3.8.1 Panasonic Avionics Corporation Basic Information, Manufacturing Base, Sales Area and Competitors

3.8.2 In-Flight Entertainment Product Profiles, Application and Specification

3.8.3 Panasonic Avionics Corporation In-Flight Entertainment Market Performance (2014-2019)

- 3.8.4 Panasonic Avionics Corporation Business Overview
- 3.9 Global Eagle Entertainment, Inc
 - 3.9.1 Global Eagle Entertainment, Inc Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.9.2 In-Flight Entertainment Product Profiles, Application and Specification
 - 3.9.3 Global Eagle Entertainment, Inc In-Flight Entertainment Market Performance (2014-2019)
 - 3.9.4 Global Eagle Entertainment, Inc Business Overview
- 3.10 SITAONAIR
 - 3.10.1 SITAONAIR Basic Information, Manufacturing Base, Sales Area and Competitors
 - 3.10.2 In-Flight Entertainment Product Profiles, Application and Specification
 - 3.10.3 SITAONAIR In-Flight Entertainment Market Performance (2014-2019)
 - 3.10.4 SITAONAIR Business Overview

4 GLOBAL IN-FLIGHT ENTERTAINMENT PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE

- 4.1 Global In-Flight Entertainment Production and Market Share by Type (2014-2019)
- 4.2 Global In-Flight Entertainment Revenue and Market Share by Type (2014-2019)
- 4.3 Global In-Flight Entertainment Price by Type (2014-2019)
- 4.4 Global In-Flight Entertainment Production Growth Rate by Type (2014-2019)
 - 4.4.1 Global In-Flight Entertainment Production Growth Rate of IFE hardware (2014-2019)
 - 4.4.2 Global In-Flight Entertainment Production Growth Rate of IFE content (2014-2019)
 - 4.4.3 Global In-Flight Entertainment Production Growth Rate of IFE wireless (2014-2019)

5 GLOBAL IN-FLIGHT ENTERTAINMENT MARKET ANALYSIS BY APPLICATION

- 5.1 Global In-Flight Entertainment Consumption and Market Share by Application (2014-2019)
- 5.2 Global In-Flight Entertainment Consumption Growth Rate by Application (2014-2019)
 - 5.2.1 Global In-Flight Entertainment Consumption Growth Rate of single-aisle (2014-2019)
 - 5.2.2 Global In-Flight Entertainment Consumption Growth Rate of multi-aisle (2014-2019)

6 GLOBAL IN-FLIGHT ENTERTAINMENT PRODUCTION, CONSUMPTION, EXPORT, IMPORT BY REGION (2014-2019)

- 6.1 Global In-Flight Entertainment Consumption by Region (2014-2019)
- 6.2 United States In-Flight Entertainment Production, Consumption, Export, Import (2014-2019)
- 6.3 Europe In-Flight Entertainment Production, Consumption, Export, Import (2014-2019)
- 6.4 China In-Flight Entertainment Production, Consumption, Export, Import (2014-2019)
- 6.5 Japan In-Flight Entertainment Production, Consumption, Export, Import (2014-2019)
- 6.6 India In-Flight Entertainment Production, Consumption, Export, Import (2014-2019)
- 6.7 Southeast Asia In-Flight Entertainment Production, Consumption, Export, Import (2014-2019)
- 6.8 Central and South America In-Flight Entertainment Production, Consumption, Export, Import (2014-2019)
- 6.9 Middle East and Africa In-Flight Entertainment Production, Consumption, Export, Import (2014-2019)

7 GLOBAL IN-FLIGHT ENTERTAINMENT PRODUCTION, REVENUE (VALUE) BY REGION (2014-2019)

- 7.1 Global In-Flight Entertainment Production and Market Share by Region (2014-2019)
- 7.2 Global In-Flight Entertainment Revenue (Value) and Market Share by Region (2014-2019)
- 7.3 Global In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)
- 7.4 United States In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)
- 7.5 Europe In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)
- 7.6 China In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)
- 7.7 Japan In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)
- 7.8 India In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)
- 7.9 Southeast Asia In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)

7.10 Central and South America In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)

7.11 Middle East and Africa In-Flight Entertainment Production, Revenue, Price and Gross Margin (2014-2019)

8 IN-FLIGHT ENTERTAINMENT MANUFACTURING ANALYSIS

8.1 In-Flight Entertainment Key Raw Materials Analysis

8.1.1 Key Raw Materials Introduction

8.1.2 Price Trend of Key Raw Materials

8.1.3 Key Suppliers of Raw Materials

8.1.4 Market Concentration Rate of Raw Materials

8.2 Manufacturing Cost Analysis

8.2.1 Labor Cost Analysis

8.2.2 Manufacturing Cost Structure Analysis

8.3 Manufacturing Process Analysis of In-Flight Entertainment

9 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

9.1 In-Flight Entertainment Industrial Chain Analysis

9.2 Raw Materials Sources of In-Flight Entertainment Major Players in 2018

9.3 Downstream Buyers

10 MARKET DYNAMICS

10.1 Drivers

10.2 Restraints

10.3 Opportunities

10.3.1 Advances in Innovation and Technology for In-Flight Entertainment

10.3.2 Increased Demand in Emerging Markets

10.4 Challenges

10.4.1 The Performance of Alternative Product Type is Getting Better and Better

10.4.2 Price Variance Caused by Fluctuations in Raw Material Prices

10.5 Porter's Five Forces Analysis

10.5.1 Threat of New Entrants

10.5.2 Threat of Substitutes

10.5.3 Bargaining Power of Suppliers

10.5.4 Bargaining Power of Buyers

10.5.5 Intensity of Competitive Rivalry

11 GLOBAL IN-FLIGHT ENTERTAINMENT MARKET FORECAST (2019-2026)

11.1 Global In-Flight Entertainment Production, Revenue Forecast (2019-2026)

11.1.1 Global In-Flight Entertainment Production and Growth Rate Forecast (2019-2026)

11.1.2 Global In-Flight Entertainment Revenue and Growth Rate Forecast (2019-2026)

11.1.3 Global In-Flight Entertainment Price and Trend Forecast (2019-2026)

11.2 Global In-Flight Entertainment Production, Consumption, Export and Import Forecast by Region (2019-2026)

11.2.1 United States In-Flight Entertainment Production, Consumption, Export and Import Forecast (2019-2026)

11.2.2 Europe In-Flight Entertainment Production, Consumption, Export and Import Forecast (2019-2026)

11.2.3 China In-Flight Entertainment Production, Consumption, Export and Import Forecast (2019-2026)

11.2.4 Japan In-Flight Entertainment Production, Consumption, Export and Import Forecast (2019-2026)

11.2.5 India In-Flight Entertainment Production, Consumption, Export and Import Forecast (2019-2026)

11.2.6 Southeast Asia In-Flight Entertainment Production, Consumption, Export and Import Forecast (2019-2026)

11.2.7 Central and South America In-Flight Entertainment Production, Consumption, Export and Import Forecast (2019-2026)

11.2.8 Middle East and Africa In-Flight Entertainment Production, Consumption, Export and Import Forecast (2019-2026)

11.3 Global In-Flight Entertainment Production, Revenue and Price Forecast by Type (2019-2026)

11.4 Global In-Flight Entertainment Consumption Forecast by Application (2019-2026)

12 RESEARCH FINDINGS AND CONCLUSION

13 APPENDIX

13.1 Methodology

13.2 Research Data Source

I would like to order

Product name: Global In-Flight Entertainment Market Report 2019, Competitive Landscape, Trends and Opportunities

Product link: <https://marketpublishers.com/r/G1FC78BBCA2AEN.html>

Price: US\$ 2,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G1FC78BBCA2AEN.html>