

Global In-Flight Entertainment and Connectivity Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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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.

Based on the In-Flight Entertainment and Connectivity market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

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

Chapter 5:

Zodiac Aerospace

ViaSat Inc.

Thales Group

SITA (OnAir)

Panasonic Avionics

Global Eagle Entertainment Inc.

Rockwell Collins, Inc.

Kymeta Corporation

EchoStar Corporation

Thikom Solutions Inc.

Honeywell International, Inc.

Gogo Inc., Honeywell International Inc.

In Chapter 6, 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 7, 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 8-13:

North America (Covered in Chapter 9)

United States

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia
Others
Asia-Pacific (Covered in Chapter 11)
China
Japan
South Korea
Australia
India
South America (Covered in Chapter 12)
Brazil
Argentina
Columbia
Middle East and Africa (Covered in Chapter 13)
UAE
Egypt
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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