

# Automotive Entertainment Systems Market - Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/AAD782CDAA59EN.html>

Date: March 2022

Pages: 113

Price: US\$ 3,250.00 (Single User License)

ID: AAD782CDAA59EN

## Abstracts

Automotive entertainment systems can be divided into front loading and rear loading, and integrates a series of QNX middleware technologies, which can manage multimedia, Web applications, voice integration, smartphone connection, acoustic processing of bluetooth and hands-free calls, audio and video, navigation application, network transmission, and driver assistance.

This report contains market size and forecasts of Automotive Entertainment Systems in Global, including the following market information:

Global Automotive Entertainment Systems Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Automotive Entertainment Systems market was valued at 17010 million in 2021 and is projected to reach US\$ 19550 million by 2028, at a CAGR of 2.0% during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Audio Unit Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Automotive Entertainment Systems include Hammam, Alpa, Bosch, Mitsubishi Motors, Denso, Sony Corporation, Luxoft (DXC Technology), Continental and LG Electronics, etc. In 2021, the global top five players have a share

approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Automotive Entertainment Systems companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Automotive Entertainment Systems Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Automotive Entertainment Systems Market Segment Percentages, by Type, 2021 (%)

Audio Unit

Display Unit

Navigation Unit

Communications Unit

Global Automotive Entertainment Systems Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Automotive Entertainment Systems Market Segment Percentages, by Application, 2021 (%)

Economical Light Vehicles

Medium Vehicles

Luxury Vehicles

Global Automotive Entertainment Systems Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

## Global Automotive Entertainment Systems Market Segment Percentages, By Region and Country, 2021 (%)

### North America

US

Canada

Mexico

### Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

### Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

## Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Automotive Entertainment Systems revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Automotive Entertainment Systems revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Hamman

Alpa

Bosch

Mitsubishi Motors

Denso

Sony Corporation

Luxoft (DXC Technology)

Continental

LG Electronics

KPIT

Intel

Nuance

BlackBerry QNX

Pioneer

AISINAlpi

Galore

Delfaut

Visteon

Alpine

Bose Corporation

Blaupunkt

Clarion Corporation

Fujitsu-Ten

Harman International

JVC-Kenwood

Kenwood

Desai Siwei

Huayang Group

Hangsheng Electronics

Soling Shares

Magnadyne Corporation

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VOXX International Corporation

Delphi

KVH Industries

ADAYO

Coagent

Desay SV

FlyAudio

Kaiyue Group

Panasonic

Skypine

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