

Automotive Media Entertainment Market - Global Outlook and Forecast 2022-2028

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Abstracts

In-car entertainment (ICE), or in-vehicle infotainment (IVI), is a collection of hardware and software in automobiles that provides audio or video entertainment. In car entertainment originated with car audio systems that consisted of radios and cassette or CD players, and now includes automotive navigation systems, video players, USB and Bluetooth connectivity, Carputers, in-car internet, and WiFi. Once controlled by simple dashboards knobs and dials, ICE systems can include steering wheel audio controls and handsfree voice control.

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

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

Global Automotive Media Entertainment Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Automotive Media Entertainment companies in 2021 (%)

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

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

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

The global key manufacturers of Automotive Media Entertainment include Panasonic, Fujitsu-Ten, Pioneer, Denso, Aisin, Clarion, Desay SV, Kenwood and Harman, 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 Media Entertainment manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Automotive Media Entertainment Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

OEM

Aftermarket

Global Automotive Media Entertainment Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

Passenger Vehicle

Commercial Vehicle

Global Automotive Media Entertainment Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Automotive Media Entertainment 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 Media Entertainment revenues in global market, 2017-2022 (Estimated), (\$ millions)

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

Key companies Automotive Media Entertainment sales in global market, 2017-2022 (Estimated), (K Units)

Key companies Automotive Media Entertainment sales share in global market, 2021 (%)

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

Panasonic

Fujitsu-Ten

Pioneer

Denso

Aisin

Clarion

Desay SV

Kenwood

Harman

ADAYO

Alpine

Visteon

Continental

Bosch

Hangsheng

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