

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

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### **Abstracts**

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

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

Global Automotive Rear Seat Entertainment Systems Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Automotive Rear Seat Entertainment Systems companies in 2021 (%)

The global Automotive Rear Seat Entertainment Systems market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

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

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

The global key manufacturers of Automotive Rear Seat Entertainment Systems include Alpine Electronics Inc., Continental AG, Harman International, Panasonic Corporation, Pioneer Electronics, Denso Corporation, KENWOOD Corporation, Delphi Automotive PLC and VOXX Electronics Corp., 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 Rear Seat Entertainment Systems 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 Rear Seat Entertainment Systems Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

Headrest Entertainment System

Overhead Display

Others

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

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

Passenger Cars

Commercial Vehicles

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

Global Automotive Rear Seat 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 Ana   | alysis   |  |
| The report also  | provides analysis of leading market participants including:                            |  |
| Key companies Automotive Rear Seat Entertainment Systems revenues in global market, 2017-2022 (Estimated), (\$ millions) |  |  |
| Key companies market, 2021 (9  | s Automotive Rear Seat Entertainment Systems revenues share in global<br>%)            |  |
|  | Automotive Rear Seat Entertainment Systems sales in global market, timated), (K Units) |  |
| Key companies Automotive Rear Seat Entertainment Systems sales share in global market, 2021 (%)                          |  |  |

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



| Alpine Electronics Inc. |
|-------------------------|
| Continental AG          |
| Harman International    |
| Panasonic Corporation   |
| Pioneer Electronics     |
| Denso Corporation       |
| KENWOOD Corporation     |
| Delphi Automotive PLC   |
| VOXX Electronics Corp.  |
| Visteon Corporation     |
| Willis Automotive       |
| Xylon                   |
|                         |
|                         |



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