

In-Car Entertainment (Infotainment) (ICE) Systems Market, Global Outlook and Forecast 2022-2028

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Abstracts

In-Car Entertainment also known as ICE or in-vehicle infotainment (IVI) is an assembly of hardware devices inbuilt into automobiles. This assembly offers audio, visual and audiovisual entertainment. In addition it provides automotive navigation systems (SatNav). Functions of IVI system include playing media such as Freeview, TV, CDs, DVDs, USB optional surround sound, DSP systems. Increasingly common trends in IVI system is installation of video game consoles into the vehicle.

This report contains market size and forecasts of In-Car Entertainment (Infotainment) (ICE) Systems in Global, including the following market information:

Global In-Car Entertainment (Infotainment) (ICE) Systems Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global In-Car Entertainment (Infotainment) (ICE) 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.

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

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

The global key manufacturers of In-Car Entertainment (Infotainment) (ICE) Systems include Harman International (U.S.), Pioneer (Japan), JVC-Kenwood (Japan), Deplhi

(Japan), Denso (Japan), Alpine (Japan), Bosch (Germany), TomTom (The Netherlands) and Garmin (U.S.). etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the In-Car Entertainment (Infotainment) (ICE) 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 In-Car Entertainment (Infotainment) (ICE) Systems Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global In-Car Entertainment (Infotainment) (ICE) Systems Market Segment Percentages, by Type, 2021 (%)

Wifi

Bluetooth

Global In-Car Entertainment (Infotainment) (ICE) Systems Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global In-Car Entertainment (Infotainment) (ICE) Systems Market Segment Percentages, by Application, 2021 (%)

Passenger Car

Commercial Vehicle

Global In-Car Entertainment (Infotainment) (ICE) Systems Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global In-Car Entertainment (Infotainment) (ICE) 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 In-Car Entertainment (Infotainment) (ICE) Systems revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies In-Car Entertainment (Infotainment) (ICE) Systems revenues share in global market, 2021 (%)

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

Harman International (U.S.)

Pioneer (Japan)

JVC-Kenwood (Japan)

Deplhi (Japan)

Denso (Japan)

Alpine (Japan)

Bosch (Germany)

TomTom (The Netherlands)

Garmin (U.S.)

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