

In-flight Entertainment Component Market - Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of In-flight Entertainment Component in Global, including the following market information:

Global In-flight Entertainment Component Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global In-flight Entertainment Component market was valued at 6325.9 million in 2021 and is projected to reach US\$ 14570 million by 2028, at a CAGR of 12.7% during the forecast period.

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

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

The global key manufacturers of In-flight Entertainment Component include Burrana Pty Ltd., FDS Avionics Corp., Global Eagle Entertainment Inc., GOGO LLC, Honeywell International Inc., Inmarsat Group Ltd., Panasonic Corp., Safran SA and Thales Group and 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-flight Entertainment Component 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-flight Entertainment Component Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global In-flight Entertainment Component Market Segment Percentages, by Type, 2021 (%)

Hardware

Connectivity Component

Others

Global In-flight Entertainment Component Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global In-flight Entertainment Component Market Segment Percentages, by Application, 2021 (%)

Airway

Consumer Electronics

Commercial

Others

Global In-flight Entertainment Component Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global In-flight Entertainment Component 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-flight Entertainment Component revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies In-flight Entertainment Component revenues share in global market, 2021 (%)

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

Burrana Pty Ltd.

FDS Avionics Corp.

Global Eagle Entertainment Inc.

GOGO LLC

Honeywell International Inc.

Inmarsat Group Ltd.

Panasonic Corp.

Safran SA

Thales Group

Viasat Inc.

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