

# In-flight Entertainment (IFE) Market in Japan - Industry Outlook and Forecast 2020-2026

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## Abstracts

In-flight entertainment (IFE) refers to the entertainment available to aircraft passengers during a flight. Design issues for IFE include system safety, cost efficiency, software reliability, hardware maintenance, and user compatibility.

This report contains market size and forecasts of In-flight Entertainment (IFE) in Japan, including the following market information:

Japan In-flight Entertainment (IFE) Market Revenue, 2015-2020, 2021-2026, (\$ millions)

Top Five Competitors in Japan In-flight Entertainment (IFE) Market 2019 (%)

The global In-flight Entertainment (IFE) market was valued at 4895.6 million in 2019 and is projected to reach US\$ 7951.4 million by 2026, at a CAGR of 12.9% during the forecast period. While the In-flight Entertainment (IFE) market size in Japan was US\$ XX million in 2019, and it is expected to reach US\$ XX million by the end of 2026, with a CAGR of XX% during 2020-2026.

COVID-19 pandemic has big impact on In-flight Entertainment (IFE) businesses, with lots of challenges and uncertainty faced by many players of In-flight Entertainment (IFE) in Japan. This report also analyses and evaluates the COVID-19 impact on In-flight Entertainment (IFE) market size in 2020 and the next few years in Japan

Total Market by Segment:

Japan In-flight Entertainment (IFE) Market, By Type, 2015-2020, 2021-2026 (\$ millions)

Japan In-flight Entertainment (IFE) Market Segment Percentages, By Type, 2019 (%)

IFE Hardware

IFE Connectivity and Communication

## IFE Content

Japan In-flight Entertainment (IFE) Market, By Application, 2015-2020, 2021-2026 (\$ millions)

Japan In-flight Entertainment (IFE) Market Segment Percentages, By Application, 2019 (%)

Narrow Body Aircraft

Wide Body Aircraft

Others

## Competitor Analysis

The report also provides analysis of leading market participants including:

Total In-flight Entertainment (IFE) Market Competitors Revenues in Japan, by Players 2015-2020 (Estimated), (\$ millions)

Total In-flight Entertainment (IFE) Market Competitors Revenues Share in Japan, by Players 2019 (%)

Further, the report presents profiles of competitors in the market, including the following:

Gogo LLC

Global Eagle Entertainment, Inc.

Thales Group

Zodiac Aerospace

Honeywell International

Panasonic Avionics Corporation

Viasat Inc.

Rockwell Collins

Lufthansa Systems GmbH & Co. Kg

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