

In-flight Entertainment and Connectivity Market, Global Outlook and Forecast 2022-2028

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Abstracts

In-flight entertainment refers to the entertainment available to aircraft passengers during the flight. Such as piano, lounge, restaurant, smoking room and bar. Connections refer to services such as Internet browsing, text messaging, mobile phone use (if allowed), and wireless streaming.

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

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

Global top five companies in 2021 (%)

The global In-flight Entertainment and Connectivity 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.

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

The global key manufacturers of In-flight Entertainment and Connectivity include Panasonic Avionics, Thales Group, Rockwell Collins, Gogo LLC, Honeywell International, Zodiac Aerospace and Global Eagle Entertainment, 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 and Connectivity 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 and Connectivity Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

IFE Hardware

IFE Connectivity

IFE Content

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

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

Civil Aircraft

Private Plane

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

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

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

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

Panasonic Avionics

Thales Group

Rockwell Collins

Gogo LLC

Honeywell International

Zodiac Aerospace

Global Eagle Entertainment

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