

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)

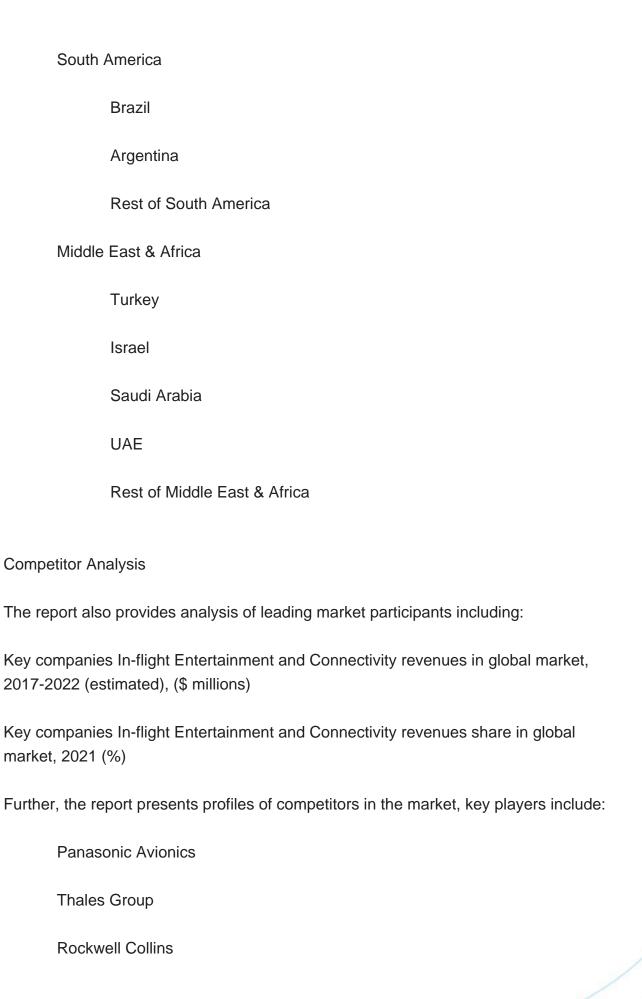
Global In-flight Entertainment and Connectivity Market Segment Percentages, By Region and Country, 2021 (%)

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 | |







Gogo LLC

Honeywell International

Zodiac Aerospace

Global Eagle Entertainment



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