

Wireless In-Flight Entertainment (W-IFE) Market - Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Wireless In-Flight Entertainment (W-IFE) in Global, including the following market information:

Global Wireless In-Flight Entertainment (W-IFE) Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Wireless In-Flight Entertainment (W-IFE) market was valued at 1003.6 million in 2021 and is projected to reach US\$ 1756.6 million by 2028, at a CAGR of 8.3% during the forecast period.

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

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

The global key manufacturers of Wireless In-Flight Entertainment (W-IFE) include BAE Systems PLC, Bluebox Avionics Ltd, Gogo Inc., Inflight Dublin, Ltd, Lufthansa Systems GmbH, Panasonic Corporation, Rockwell Collins Inc., SITA OnAir and Thales Group S.A. 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 Wireless In-Flight Entertainment (W-IFE) 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 Wireless In-Flight Entertainment (W-IFE) Market, by Type, 2017-2022,
2023-2028 (\$ millions)

Global Wireless In-Flight Entertainment (W-IFE) Market Segment Percentages, by
Type, 2021 (%)

ATG

KU-Band

L-Band

Ka-Band

Global Wireless In-Flight Entertainment (W-IFE) Market, by Application, 2017-2022,
2023-2028 (\$ millions)

Global Wireless In-Flight Entertainment (W-IFE) Market Segment Percentages, by
Application, 2021 (%)

Narrow-Body

Wide-Body

Regional Jet

Global Wireless In-Flight Entertainment (W-IFE) Market, By Region and Country,
2017-2022, 2023-2028 (\$ Millions)

Global Wireless In-Flight Entertainment (W-IFE) 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 Wireless In-Flight Entertainment (W-IFE) revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Wireless In-Flight Entertainment (W-IFE) revenues share in global market, 2021 (%)

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

BAE Systems PLC

Bluebox Avionics Ltd

Gogo Inc.

Inflight Dublin, Ltd

Lufthansa Systems GmbH

Panasonic Corporation

Rockwell Collins Inc.

SITA OnAir

Thales Group S.A.

Zodiac Aerospace SA

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