

# **Covid-19 Impact on Wireless In-Flight Entertainment (W-IFE) Market, Global Research Reports 2020-2021**

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## **Abstracts**

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

Global Wireless In-Flight Entertainment (W-IFE) Market Size, 2019-2021, and 2020 (quarterly data), (US\$ Million)

Global Wireless In-Flight Entertainment (W-IFE) Market Size by Type and by Application, 2019-2021, and 2020 (quarterly data), (US\$ Million)

Global Wireless In-Flight Entertainment (W-IFE) Market Size by Region (and Key Countries), 2019-2021, and 2020 (quarterly data), (US\$ Million)

Global Wireless In-Flight Entertainment (W-IFE) Market Size by Company, 2019- 2020 (quarterly data), (US\$ Million)

### Key market players

Major competitors identified in this market 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, etc.

### Based on the Region:

Asia-Pacific (China, Japan, South Korea, India and ASEAN)

North America (US and Canada)

Europe (Germany, France, UK and Italy)

Rest of World (Latin America, Middle East & Africa)

Based on the Type:

ATG

KU-Band

L-Band

Ka-Band

Based on the Application:

Narrow-Body

Wide-Body

Regional Jet

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