

Global Portable In-flight Entertainment System Market Research Report 2023

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Abstracts

This report aims to provide a comprehensive presentation of the global market for Portable In-flight Entertainment System, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Portable In-flight Entertainment System.

The Portable In-flight Entertainment System market size, estimations, and forecasts are provided in terms of output/shipments (K Units) and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Portable In-flight Entertainment System market comprehensively. Regional market sizes, concerning products by type, by application and by players, are also provided.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Portable In-flight Entertainment System manufacturers, new entrants, and industry chain related companies in this market with information on the revenues, production, and average price for the overall market and the sub-segments across the different segments, by company, by type, by application, and by regions.

By Company

AdonisOne

Moment(Flymingo)

Bluebox

Safran

Astronics

Cornea

Oxytronic

Burrana

FDS Avionics Corp. (The U.S.)

digEcor

IDAIR

Global Eagle Entertainment, Inc. (The U.S.)

Gogo LLC (The U.S.)

Honeywell International Inc (The U.S.)

Lufthansa Systems GmbH & Co. KG (Germany)

Panasonic Avionics Corporation (The U.S.)

Safran (France)

Sitaonair (Switzerland)

SmartSky Networks, LLC (The U.S.)

Thales Group (France)

Segment by Type

Hardware

Software

Segment by Application

Commercial Aircraft

Private Aircraft

Others

Production by Region

North America

Europe

China

Japan

Consumption by Region

North America

United States

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

China Taiwan

Southeast Asia

India

Latin America

Mexico

Brazil

Core Chapters

Chapter 1: Introduces the report scope of the report, executive summary of different market segments (by region, by type, by application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 2: Detailed analysis of Portable In-flight Entertainment System manufacturers competitive landscape, price, production and value market share, latest development

plan, merger, and acquisition information, etc.

Chapter 3: Production/output, value of Portable In-flight Entertainment System by region/country. It provides a quantitative analysis of the market size and development potential of each region in the next six years.

Chapter 4: Consumption of Portable In-flight Entertainment System in regional level and country level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and production of each country in the world.

Chapter 5: Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 6: Provides the analysis of various market segments by application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 7: Provides profiles of key players, introducing the basic situation of the key companies in the market in detail, including product production/output, value, price, gross margin, product introduction, recent development, etc.

Chapter 8: Analysis of industrial chain, including the upstream and downstream of the industry.

Chapter 9: Introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 10: The main points and conclusions of the report.

Contents

1 PORTABLE IN-FLIGHT ENTERTAINMENT SYSTEM MARKET OVERVIEW

1.1 Product Definition

1.2 Portable In-flight Entertainment System Segment by Type

1.2.1 Global Portable In-flight Entertainment System Market Value Growth Rate Analysis by Type 2022 VS 2029

1.2.2 Hardware

1.2.3 Software

1.3 Portable In-flight Entertainment System Segment by Application

1.3.1 Global Portable In-flight Entertainment System Market Value Growth Rate Analysis by Application: 2022 VS 2029

1.3.2 Commercial Aircraft

1.3.3 Private Aircraft

1.3.4 Others

1.4 Global Market Growth Prospects

1.4.1 Global Portable In-flight Entertainment System Production Value Estimates and Forecasts (2018-2029)

1.4.2 Global Portable In-flight Entertainment System Production Capacity Estimates and Forecasts (2018-2029)

1.4.3 Global Portable In-flight Entertainment System Production Estimates and Forecasts (2018-2029)

1.4.4 Global Portable In-flight Entertainment System Market Average Price Estimates and Forecasts (2018-2029)

1.5 Assumptions and Limitations

2 MARKET COMPETITION BY MANUFACTURERS

2.1 Global Portable In-flight Entertainment System Production Market Share by Manufacturers (2018-2023)

2.2 Global Portable In-flight Entertainment System Production Value Market Share by Manufacturers (2018-2023)

2.3 Global Key Players of Portable In-flight Entertainment System, Industry Ranking, 2021 VS 2022 VS 2023

2.4 Global Portable In-flight Entertainment System Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

2.5 Global Portable In-flight Entertainment System Average Price by Manufacturers (2018-2023)

- 2.6 Global Key Manufacturers of Portable In-flight Entertainment System, Manufacturing Base Distribution and Headquarters
- 2.7 Global Key Manufacturers of Portable In-flight Entertainment System, Product Offered and Application
- 2.8 Global Key Manufacturers of Portable In-flight Entertainment System, Date of Enter into This Industry
- 2.9 Portable In-flight Entertainment System Market Competitive Situation and Trends
 - 2.9.1 Portable In-flight Entertainment System Market Concentration Rate
 - 2.9.2 Global 5 and 10 Largest Portable In-flight Entertainment System Players Market Share by Revenue
- 2.10 Mergers & Acquisitions, Expansion

3 PORTABLE IN-FLIGHT ENTERTAINMENT SYSTEM PRODUCTION BY REGION

- 3.1 Global Portable In-flight Entertainment System Production Value Estimates and Forecasts by Region: 2018 VS 2022 VS 2029
- 3.2 Global Portable In-flight Entertainment System Production Value by Region (2018-2029)
 - 3.2.1 Global Portable In-flight Entertainment System Production Value Market Share by Region (2018-2023)
 - 3.2.2 Global Forecasted Production Value of Portable In-flight Entertainment System by Region (2024-2029)
- 3.3 Global Portable In-flight Entertainment System Production Estimates and Forecasts by Region: 2018 VS 2022 VS 2029
- 3.4 Global Portable In-flight Entertainment System Production by Region (2018-2029)
 - 3.4.1 Global Portable In-flight Entertainment System Production Market Share by Region (2018-2023)
 - 3.4.2 Global Forecasted Production of Portable In-flight Entertainment System by Region (2024-2029)
- 3.5 Global Portable In-flight Entertainment System Market Price Analysis by Region (2018-2023)
- 3.6 Global Portable In-flight Entertainment System Production and Value, Year-over-Year Growth
 - 3.6.1 North America Portable In-flight Entertainment System Production Value Estimates and Forecasts (2018-2029)
 - 3.6.2 Europe Portable In-flight Entertainment System Production Value Estimates and Forecasts (2018-2029)
 - 3.6.3 China Portable In-flight Entertainment System Production Value Estimates and Forecasts (2018-2029)

3.6.4 Japan Portable In-flight Entertainment System Production Value Estimates and Forecasts (2018-2029)

4 PORTABLE IN-FLIGHT ENTERTAINMENT SYSTEM CONSUMPTION BY REGION

4.1 Global Portable In-flight Entertainment System Consumption Estimates and Forecasts by Region: 2018 VS 2022 VS 2029

4.2 Global Portable In-flight Entertainment System Consumption by Region (2018-2029)

4.2.1 Global Portable In-flight Entertainment System Consumption by Region (2018-2023)

4.2.2 Global Portable In-flight Entertainment System Forecasted Consumption by Region (2024-2029)

4.3 North America

4.3.1 North America Portable In-flight Entertainment System Consumption Growth Rate by Country: 2018 VS 2022 VS 2029

4.3.2 North America Portable In-flight Entertainment System Consumption by Country (2018-2029)

4.3.3 United States

4.3.4 Canada

4.4 Europe

4.4.1 Europe Portable In-flight Entertainment System Consumption Growth Rate by Country: 2018 VS 2022 VS 2029

4.4.2 Europe Portable In-flight Entertainment System Consumption by Country (2018-2029)

4.4.3 Germany

4.4.4 France

4.4.5 U.K.

4.4.6 Italy

4.4.7 Russia

4.5 Asia Pacific

4.5.1 Asia Pacific Portable In-flight Entertainment System Consumption Growth Rate by Region: 2018 VS 2022 VS 2029

4.5.2 Asia Pacific Portable In-flight Entertainment System Consumption by Region (2018-2029)

4.5.3 China

4.5.4 Japan

4.5.5 South Korea

4.5.6 China Taiwan

4.5.7 Southeast Asia

4.5.8 India

4.6 Latin America, Middle East & Africa

4.6.1 Latin America, Middle East & Africa Portable In-flight Entertainment System Consumption Growth Rate by Country: 2018 VS 2022 VS 2029

4.6.2 Latin America, Middle East & Africa Portable In-flight Entertainment System Consumption by Country (2018-2029)

4.6.3 Mexico

4.6.4 Brazil

4.6.5 Turkey

5 SEGMENT BY TYPE

5.1 Global Portable In-flight Entertainment System Production by Type (2018-2029)

5.1.1 Global Portable In-flight Entertainment System Production by Type (2018-2023)

5.1.2 Global Portable In-flight Entertainment System Production by Type (2024-2029)

5.1.3 Global Portable In-flight Entertainment System Production Market Share by Type (2018-2029)

5.2 Global Portable In-flight Entertainment System Production Value by Type (2018-2029)

5.2.1 Global Portable In-flight Entertainment System Production Value by Type (2018-2023)

5.2.2 Global Portable In-flight Entertainment System Production Value by Type (2024-2029)

5.2.3 Global Portable In-flight Entertainment System Production Value Market Share by Type (2018-2029)

5.3 Global Portable In-flight Entertainment System Price by Type (2018-2029)

6 SEGMENT BY APPLICATION

6.1 Global Portable In-flight Entertainment System Production by Application (2018-2029)

6.1.1 Global Portable In-flight Entertainment System Production by Application (2018-2023)

6.1.2 Global Portable In-flight Entertainment System Production by Application (2024-2029)

6.1.3 Global Portable In-flight Entertainment System Production Market Share by Application (2018-2029)

6.2 Global Portable In-flight Entertainment System Production Value by Application (2018-2029)

6.2.1 Global Portable In-flight Entertainment System Production Value by Application (2018-2023)

6.2.2 Global Portable In-flight Entertainment System Production Value by Application (2024-2029)

6.2.3 Global Portable In-flight Entertainment System Production Value Market Share by Application (2018-2029)

6.3 Global Portable In-flight Entertainment System Price by Application (2018-2029)

7 KEY COMPANIES PROFILED

7.1 AdonisOne

7.1.1 AdonisOne Portable In-flight Entertainment System Corporation Information

7.1.2 AdonisOne Portable In-flight Entertainment System Product Portfolio

7.1.3 AdonisOne Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.1.4 AdonisOne Main Business and Markets Served

7.1.5 AdonisOne Recent Developments/Updates

7.2 Moment(Flymingo)

7.2.1 Moment(Flymingo) Portable In-flight Entertainment System Corporation Information

7.2.2 Moment(Flymingo) Portable In-flight Entertainment System Product Portfolio

7.2.3 Moment(Flymingo) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.2.4 Moment(Flymingo) Main Business and Markets Served

7.2.5 Moment(Flymingo) Recent Developments/Updates

7.3 Bluebox

7.3.1 Bluebox Portable In-flight Entertainment System Corporation Information

7.3.2 Bluebox Portable In-flight Entertainment System Product Portfolio

7.3.3 Bluebox Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.3.4 Bluebox Main Business and Markets Served

7.3.5 Bluebox Recent Developments/Updates

7.4 Safran

7.4.1 Safran Portable In-flight Entertainment System Corporation Information

7.4.2 Safran Portable In-flight Entertainment System Product Portfolio

7.4.3 Safran Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.4.4 Safran Main Business and Markets Served

7.4.5 Safran Recent Developments/Updates

7.5 Astronics

7.5.1 Astronics Portable In-flight Entertainment System Corporation Information

7.5.2 Astronics Portable In-flight Entertainment System Product Portfolio

7.5.3 Astronics Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.5.4 Astronics Main Business and Markets Served

7.5.5 Astronics Recent Developments/Updates

7.6 Cornea

7.6.1 Cornea Portable In-flight Entertainment System Corporation Information

7.6.2 Cornea Portable In-flight Entertainment System Product Portfolio

7.6.3 Cornea Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.6.4 Cornea Main Business and Markets Served

7.6.5 Cornea Recent Developments/Updates

7.7 Oxytronic

7.7.1 Oxytronic Portable In-flight Entertainment System Corporation Information

7.7.2 Oxytronic Portable In-flight Entertainment System Product Portfolio

7.7.3 Oxytronic Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.7.4 Oxytronic Main Business and Markets Served

7.7.5 Oxytronic Recent Developments/Updates

7.8 Burrana

7.8.1 Burrana Portable In-flight Entertainment System Corporation Information

7.8.2 Burrana Portable In-flight Entertainment System Product Portfolio

7.8.3 Burrana Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.8.4 Burrana Main Business and Markets Served

7.8.5 Burrana Recent Developments/Updates

7.9 FDS Avionics Corp. (The U.S.)

7.9.1 FDS Avionics Corp. (The U.S.) Portable In-flight Entertainment System Corporation Information

7.9.2 FDS Avionics Corp. (The U.S.) Portable In-flight Entertainment System Product Portfolio

7.9.3 FDS Avionics Corp. (The U.S.) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.9.4 FDS Avionics Corp. (The U.S.) Main Business and Markets Served

7.9.5 FDS Avionics Corp. (The U.S.) Recent Developments/Updates

7.10 digEcor

7.10.1 digEcor Portable In-flight Entertainment System Corporation Information

- 7.10.2 digEcor Portable In-flight Entertainment System Product Portfolio
- 7.10.3 digEcor Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)
- 7.10.4 digEcor Main Business and Markets Served
- 7.10.5 digEcor Recent Developments/Updates
- 7.11 IDAIR
 - 7.11.1 IDAIR Portable In-flight Entertainment System Corporation Information
 - 7.11.2 IDAIR Portable In-flight Entertainment System Product Portfolio
 - 7.11.3 IDAIR Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)
 - 7.11.4 IDAIR Main Business and Markets Served
 - 7.11.5 IDAIR Recent Developments/Updates
- 7.12 Global Eagle Entertainment, Inc. (The U.S.)
 - 7.12.1 Global Eagle Entertainment, Inc. (The U.S.) Portable In-flight Entertainment System Corporation Information
 - 7.12.2 Global Eagle Entertainment, Inc. (The U.S.) Portable In-flight Entertainment System Product Portfolio
 - 7.12.3 Global Eagle Entertainment, Inc. (The U.S.) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)
 - 7.12.4 Global Eagle Entertainment, Inc. (The U.S.) Main Business and Markets Served
 - 7.12.5 Global Eagle Entertainment, Inc. (The U.S.) Recent Developments/Updates
- 7.13 Gogo LLC (The U.S.)
 - 7.13.1 Gogo LLC (The U.S.) Portable In-flight Entertainment System Corporation Information
 - 7.13.2 Gogo LLC (The U.S.) Portable In-flight Entertainment System Product Portfolio
 - 7.13.3 Gogo LLC (The U.S.) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)
 - 7.13.4 Gogo LLC (The U.S.) Main Business and Markets Served
 - 7.13.5 Gogo LLC (The U.S.) Recent Developments/Updates
- 7.14 Honeywell International Inc (The U.S.)
 - 7.14.1 Honeywell International Inc (The U.S.) Portable In-flight Entertainment System Corporation Information
 - 7.14.2 Honeywell International Inc (The U.S.) Portable In-flight Entertainment System Product Portfolio
 - 7.14.3 Honeywell International Inc (The U.S.) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)
 - 7.14.4 Honeywell International Inc (The U.S.) Main Business and Markets Served
 - 7.14.5 Honeywell International Inc (The U.S.) Recent Developments/Updates
- 7.15 Lufthansa Systems GmbH & Co. KG (Germany)

7.15.1 Lufthansa Systems GmbH & Co. KG (Germany) Portable In-flight Entertainment System Corporation Information

7.15.2 Lufthansa Systems GmbH & Co. KG (Germany) Portable In-flight Entertainment System Product Portfolio

7.15.3 Lufthansa Systems GmbH & Co. KG (Germany) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.15.4 Lufthansa Systems GmbH & Co. KG (Germany) Main Business and Markets Served

7.15.5 Lufthansa Systems GmbH & Co. KG (Germany) Recent Developments/Updates

7.16 Panasonic Avionics Corporation (The U.S.)

7.16.1 Panasonic Avionics Corporation (The U.S.) Portable In-flight Entertainment System Corporation Information

7.16.2 Panasonic Avionics Corporation (The U.S.) Portable In-flight Entertainment System Product Portfolio

7.16.3 Panasonic Avionics Corporation (The U.S.) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.16.4 Panasonic Avionics Corporation (The U.S.) Main Business and Markets Served

7.16.5 Panasonic Avionics Corporation (The U.S.) Recent Developments/Updates

7.17 Safran (France)

7.17.1 Safran (France) Portable In-flight Entertainment System Corporation Information

7.17.2 Safran (France) Portable In-flight Entertainment System Product Portfolio

7.17.3 Safran (France) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.17.4 Safran (France) Main Business and Markets Served

7.17.5 Safran (France) Recent Developments/Updates

7.18 Sitaonair (Switzerland)

7.18.1 Sitaonair (Switzerland) Portable In-flight Entertainment System Corporation Information

7.18.2 Sitaonair (Switzerland) Portable In-flight Entertainment System Product Portfolio

7.18.3 Sitaonair (Switzerland) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.18.4 Sitaonair (Switzerland) Main Business and Markets Served

7.18.5 Sitaonair (Switzerland) Recent Developments/Updates

7.19 SmartSky Networks, LLC (The U.S.)

7.19.1 SmartSky Networks, LLC (The U.S.) Portable In-flight Entertainment System Corporation Information

7.19.2 SmartSky Networks, LLC (The U.S.) Portable In-flight Entertainment System

Product Portfolio

7.19.3 SmartSky Networks, LLC (The U.S.) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.19.4 SmartSky Networks, LLC (The U.S.) Main Business and Markets Served

7.19.5 SmartSky Networks, LLC (The U.S.) Recent Developments/Updates

7.20 Thales Group (France)

7.20.1 Thales Group (France) Portable In-flight Entertainment System Corporation Information

7.20.2 Thales Group (France) Portable In-flight Entertainment System Product Portfolio

7.20.3 Thales Group (France) Portable In-flight Entertainment System Production, Value, Price and Gross Margin (2018-2023)

7.20.4 Thales Group (France) Main Business and Markets Served

7.20.5 Thales Group (France) Recent Developments/Updates

8 INDUSTRY CHAIN AND SALES CHANNELS ANALYSIS

8.1 Portable In-flight Entertainment System Industry Chain Analysis

8.2 Portable In-flight Entertainment System Key Raw Materials

8.2.1 Key Raw Materials

8.2.2 Raw Materials Key Suppliers

8.3 Portable In-flight Entertainment System Production Mode & Process

8.4 Portable In-flight Entertainment System Sales and Marketing

8.4.1 Portable In-flight Entertainment System Sales Channels

8.4.2 Portable In-flight Entertainment System Distributors

8.5 Portable In-flight Entertainment System Customers

9 PORTABLE IN-FLIGHT ENTERTAINMENT SYSTEM MARKET DYNAMICS

9.1 Portable In-flight Entertainment System Industry Trends

9.2 Portable In-flight Entertainment System Market Drivers

9.3 Portable In-flight Entertainment System Market Challenges

9.4 Portable In-flight Entertainment System Market Restraints

10 RESEARCH FINDING AND CONCLUSION

11 METHODOLOGY AND DATA SOURCE

- 11.1 Methodology/Research Approach
 - 11.1.1 Research Programs/Design
 - 11.1.2 Market Size Estimation
 - 11.1.3 Market Breakdown and Data Triangulation
- 11.2 Data Source
 - 11.2.1 Secondary Sources
 - 11.2.2 Primary Sources
- 11.3 Author List
- 11.4 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Portable In-flight Entertainment System Market Value by Type, (US\$ Million) & (2022 VS 2029)

Table 2. Global Portable In-flight Entertainment System Market Value by Application, (US\$ Million) & (2022 VS 2029)

Table 3. Global Portable In-flight Entertainment System Production Capacity (K Units) by Manufacturers in 2022

Table 4. Global Portable In-flight Entertainment System Production by Manufacturers (2018-2023) & (K Units)

Table 5. Global Portable In-flight Entertainment System Production Market Share by Manufacturers (2018-2023)

Table 6. Global Portable In-flight Entertainment System Production Value by Manufacturers (2018-2023) & (US\$ Million)

Table 7. Global Portable In-flight Entertainment System Production Value Share by Manufacturers (2018-2023)

Table 8. Global Portable In-flight Entertainment System Industry Ranking 2021 VS 2022 VS 2023

Table 9. Company Type (Tier 1, Tier 2 and Tier 3) & (based on the Revenue in Portable In-flight Entertainment System as of 2022)

Table 10. Global Market Portable In-flight Entertainment System Average Price by Manufacturers (US\$/Unit) & (2018-2023)

Table 11. Manufacturers Portable In-flight Entertainment System Production Sites and Area Served

Table 12. Manufacturers Portable In-flight Entertainment System Product Types

Table 13. Global Portable In-flight Entertainment System Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 14. Mergers & Acquisitions, Expansion

Table 15. Global Portable In-flight Entertainment System Production Value by Region: 2018 VS 2022 VS 2029 (US\$ Million)

Table 16. Global Portable In-flight Entertainment System Production Value (US\$ Million) by Region (2018-2023)

Table 17. Global Portable In-flight Entertainment System Production Value Market Share by Region (2018-2023)

Table 18. Global Portable In-flight Entertainment System Production Value (US\$ Million) Forecast by Region (2024-2029)

Table 19. Global Portable In-flight Entertainment System Production Value Market

Share Forecast by Region (2024-2029)

Table 20. Global Portable In-flight Entertainment System Production Comparison by Region: 2018 VS 2022 VS 2029 (K Units)

Table 21. Global Portable In-flight Entertainment System Production (K Units) by Region (2018-2023)

Table 22. Global Portable In-flight Entertainment System Production Market Share by Region (2018-2023)

Table 23. Global Portable In-flight Entertainment System Production (K Units) Forecast by Region (2024-2029)

Table 24. Global Portable In-flight Entertainment System Production Market Share Forecast by Region (2024-2029)

Table 25. Global Portable In-flight Entertainment System Market Average Price (US\$/Unit) by Region (2018-2023)

Table 26. Global Portable In-flight Entertainment System Market Average Price (US\$/Unit) by Region (2024-2029)

Table 27. Global Portable In-flight Entertainment System Consumption Growth Rate by Region: 2018 VS 2022 VS 2029 (K Units)

Table 28. Global Portable In-flight Entertainment System Consumption by Region (2018-2023) & (K Units)

Table 29. Global Portable In-flight Entertainment System Consumption Market Share by Region (2018-2023)

Table 30. Global Portable In-flight Entertainment System Forecasted Consumption by Region (2024-2029) & (K Units)

Table 31. Global Portable In-flight Entertainment System Forecasted Consumption Market Share by Region (2018-2023)

Table 32. North America Portable In-flight Entertainment System Consumption Growth Rate by Country: 2018 VS 2022 VS 2029 (K Units)

Table 33. North America Portable In-flight Entertainment System Consumption by Country (2018-2023) & (K Units)

Table 34. North America Portable In-flight Entertainment System Consumption by Country (2024-2029) & (K Units)

Table 35. Europe Portable In-flight Entertainment System Consumption Growth Rate by Country: 2018 VS 2022 VS 2029 (K Units)

Table 36. Europe Portable In-flight Entertainment System Consumption by Country (2018-2023) & (K Units)

Table 37. Europe Portable In-flight Entertainment System Consumption by Country (2024-2029) & (K Units)

Table 38. Asia Pacific Portable In-flight Entertainment System Consumption Growth Rate by Region: 2018 VS 2022 VS 2029 (K Units)

Table 39. Asia Pacific Portable In-flight Entertainment System Consumption by Region (2018-2023) & (K Units)

Table 40. Asia Pacific Portable In-flight Entertainment System Consumption by Region (2024-2029) & (K Units)

Table 41. Latin America, Middle East & Africa Portable In-flight Entertainment System Consumption Growth Rate by Country: 2018 VS 2022 VS 2029 (K Units)

Table 42. Latin America, Middle East & Africa Portable In-flight Entertainment System Consumption by Country (2018-2023) & (K Units)

Table 43. Latin America, Middle East & Africa Portable In-flight Entertainment System Consumption by Country (2024-2029) & (K Units)

Table 44. Global Portable In-flight Entertainment System Production (K Units) by Type (2018-2023)

Table 45. Global Portable In-flight Entertainment System Production (K Units) by Type (2024-2029)

Table 46. Global Portable In-flight Entertainment System Production Market Share by Type (2018-2023)

Table 47. Global Portable In-flight Entertainment System Production Market Share by Type (2024-2029)

Table 48. Global Portable In-flight Entertainment System Production Value (US\$ Million) by Type (2018-2023)

Table 49. Global Portable In-flight Entertainment System Production Value (US\$ Million) by Type (2024-2029)

Table 50. Global Portable In-flight Entertainment System Production Value Share by Type (2018-2023)

Table 51. Global Portable In-flight Entertainment System Production Value Share by Type (2024-2029)

Table 52. Global Portable In-flight Entertainment System Price (US\$/Unit) by Type (2018-2023)

Table 53. Global Portable In-flight Entertainment System Price (US\$/Unit) by Type (2024-2029)

Table 54. Global Portable In-flight Entertainment System Production (K Units) by Application (2018-2023)

Table 55. Global Portable In-flight Entertainment System Production (K Units) by Application (2024-2029)

Table 56. Global Portable In-flight Entertainment System Production Market Share by Application (2018-2023)

Table 57. Global Portable In-flight Entertainment System Production Market Share by Application (2024-2029)

Table 58. Global Portable In-flight Entertainment System Production Value (US\$ Million)

by Application (2018-2023)

Table 59. Global Portable In-flight Entertainment System Production Value (US\$ Million) by Application (2024-2029)

Table 60. Global Portable In-flight Entertainment System Production Value Share by Application (2018-2023)

Table 61. Global Portable In-flight Entertainment System Production Value Share by Application (2024-2029)

Table 62. Global Portable In-flight Entertainment System Price (US\$/Unit) by Application (2018-2023)

Table 63. Global Portable In-flight Entertainment System Price (US\$/Unit) by Application (2024-2029)

Table 64. AdonisOne Portable In-flight Entertainment System Corporation Information

Table 65. AdonisOne Specification and Application

Table 66. AdonisOne Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 67. AdonisOne Main Business and Markets Served

Table 68. AdonisOne Recent Developments/Updates

Table 69. Moment(Flymingo) Portable In-flight Entertainment System Corporation Information

Table 70. Moment(Flymingo) Specification and Application

Table 71. Moment(Flymingo) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 72. Moment(Flymingo) Main Business and Markets Served

Table 73. Moment(Flymingo) Recent Developments/Updates

Table 74. Bluebox Portable In-flight Entertainment System Corporation Information

Table 75. Bluebox Specification and Application

Table 76. Bluebox Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 77. Bluebox Main Business and Markets Served

Table 78. Bluebox Recent Developments/Updates

Table 79. Safran Portable In-flight Entertainment System Corporation Information

Table 80. Safran Specification and Application

Table 81. Safran Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 82. Safran Main Business and Markets Served

Table 83. Safran Recent Developments/Updates

Table 84. Astronics Portable In-flight Entertainment System Corporation Information

Table 85. Astronics Specification and Application

Table 86. Astronics Portable In-flight Entertainment System Production (K Units), Value

(US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 87. Astronics Main Business and Markets Served

Table 88. Astronics Recent Developments/Updates

Table 89. Cornea Portable In-flight Entertainment System Corporation Information

Table 90. Cornea Specification and Application

Table 91. Cornea Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 92. Cornea Main Business and Markets Served

Table 93. Cornea Recent Developments/Updates

Table 94. Oxytronic Portable In-flight Entertainment System Corporation Information

Table 95. Oxytronic Specification and Application

Table 96. Oxytronic Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 97. Oxytronic Main Business and Markets Served

Table 98. Oxytronic Recent Developments/Updates

Table 99. Burrana Portable In-flight Entertainment System Corporation Information

Table 100. Burrana Specification and Application

Table 101. Burrana Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 102. Burrana Main Business and Markets Served

Table 103. Burrana Recent Developments/Updates

Table 104. FDS Avionics Corp. (The U.S.) Portable In-flight Entertainment System Corporation Information

Table 105. FDS Avionics Corp. (The U.S.) Specification and Application

Table 106. FDS Avionics Corp. (The U.S.) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 107. FDS Avionics Corp. (The U.S.) Main Business and Markets Served

Table 108. FDS Avionics Corp. (The U.S.) Recent Developments/Updates

Table 109. digEcor Portable In-flight Entertainment System Corporation Information

Table 110. digEcor Specification and Application

Table 111. digEcor Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 112. digEcor Main Business and Markets Served

Table 113. digEcor Recent Developments/Updates

Table 114. IDAIR Portable In-flight Entertainment System Corporation Information

Table 115. IDAIR Specification and Application

Table 116. IDAIR Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

- Table 117. IDAIR Main Business and Markets Served
- Table 118. IDAIR Recent Developments/Updates
- Table 119. Global Eagle Entertainment, Inc. (The U.S.) Portable In-flight Entertainment System Corporation Information
- Table 120. Global Eagle Entertainment, Inc. (The U.S.) Specification and Application
- Table 121. Global Eagle Entertainment, Inc. (The U.S.) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 122. Global Eagle Entertainment, Inc. (The U.S.) Main Business and Markets Served
- Table 123. Global Eagle Entertainment, Inc. (The U.S.) Recent Developments/Updates
- Table 124. Gogo LLC (The U.S.) Portable In-flight Entertainment System Corporation Information
- Table 125. Gogo LLC (The U.S.) Specification and Application
- Table 126. Gogo LLC (The U.S.) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 127. Gogo LLC (The U.S.) Main Business and Markets Served
- Table 128. Gogo LLC (The U.S.) Recent Developments/Updates
- Table 129. Honeywell International Inc (The U.S.) Portable In-flight Entertainment System Corporation Information
- Table 130. Honeywell International Inc (The U.S.) Specification and Application
- Table 131. Honeywell International Inc (The U.S.) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 132. Honeywell International Inc (The U.S.) Main Business and Markets Served
- Table 133. Honeywell International Inc (The U.S.) Recent Developments/Updates
- Table 134. Honeywell International Inc (The U.S.) Portable In-flight Entertainment System Corporation Information
- Table 135. Lufthansa Systems GmbH & Co. KG (Germany) Specification and Application
- Table 136. Lufthansa Systems GmbH & Co. KG (Germany) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)
- Table 137. Lufthansa Systems GmbH & Co. KG (Germany) Main Business and Markets Served
- Table 138. Lufthansa Systems GmbH & Co. KG (Germany) Recent Developments/Updates
- Table 139. Panasonic Avionics Corporation (The U.S.) Portable In-flight Entertainment System Corporation Information

Table 140. Panasonic Avionics Corporation (The U.S.) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 141. Panasonic Avionics Corporation (The U.S.) Main Business and Markets Served

Table 142. Panasonic Avionics Corporation (The U.S.) Recent Developments/Updates

Table 143. Safran (France) Portable In-flight Entertainment System Corporation Information

Table 144. Safran (France) Specification and Application

Table 145. Safran (France) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 146. Safran (France) Main Business and Markets Served

Table 147. Safran (France) Recent Developments/Updates

Table 148. Sitaonair (Switzerland) Portable In-flight Entertainment System Corporation Information

Table 149. Sitaonair (Switzerland) Specification and Application

Table 150. Sitaonair (Switzerland) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 151. Sitaonair (Switzerland) Main Business and Markets Served

Table 152. Sitaonair (Switzerland) Recent Developments/Updates

Table 153. SmartSky Networks, LLC (The U.S.) Portable In-flight Entertainment System Corporation Information

Table 154. SmartSky Networks, LLC (The U.S.) Specification and Application

Table 155. SmartSky Networks, LLC (The U.S.) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 156. SmartSky Networks, LLC (The U.S.) Main Business and Markets Served

Table 157. SmartSky Networks, LLC (The U.S.) Recent Developments/Updates

Table 158. Thales Group (France) Portable In-flight Entertainment System Corporation Information

Table 159. Thales Group (France) Specification and Application

Table 160. Thales Group (France) Portable In-flight Entertainment System Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 161. Thales Group (France) Main Business and Markets Served

Table 162. Thales Group (France) Recent Developments/Updates

Table 163. Key Raw Materials Lists

Table 164. Raw Materials Key Suppliers Lists

Table 165. Portable In-flight Entertainment System Distributors List

Table 166. Portable In-flight Entertainment System Customers List

- Table 167. Portable In-flight Entertainment System Market Trends
- Table 168. Portable In-flight Entertainment System Market Drivers
- Table 169. Portable In-flight Entertainment System Market Challenges
- Table 170. Portable In-flight Entertainment System Market Restraints
- Table 171. Research Programs/Design for This Report
- Table 172. Key Data Information from Secondary Sources
- Table 173. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Product Picture of Portable In-flight Entertainment System
- Figure 2. Global Portable In-flight Entertainment System Market Value by Type, (US\$ Million) & (2022 VS 2029)
- Figure 3. Global Portable In-flight Entertainment System Market Share by Type: 2022 VS 2029
- Figure 4. Hardware Product Picture
- Figure 5. Software Product Picture
- Figure 6. Global Portable In-flight Entertainment System Market Value by Application, (US\$ Million) & (2022 VS 2029)
- Figure 7. Global Portable In-flight Entertainment System Market Share by Application: 2022 VS 2029
- Figure 8. Commercial Aircraft
- Figure 9. Private Aircraft
- Figure 10. Others
- Figure 11. Global Portable In-flight Entertainment System Production Value (US\$ Million), 2018 VS 2022 VS 2029
- Figure 12. Global Portable In-flight Entertainment System Production Value (US\$ Million) & (2018-2029)
- Figure 13. Global Portable In-flight Entertainment System Production (K Units) & (2018-2029)
- Figure 14. Global Portable In-flight Entertainment System Average Price (US\$/Unit) & (2018-2029)
- Figure 15. Portable In-flight Entertainment System Report Years Considered
- Figure 16. Portable In-flight Entertainment System Production Share by Manufacturers in 2022
- Figure 17. Portable In-flight Entertainment System Market Share by Company Type (Tier 1, Tier 2, and Tier 3): 2018 VS 2022
- Figure 18. The Global 5 and 10 Largest Players: Market Share by Portable In-flight Entertainment System Revenue in 2022
- Figure 19. Global Portable In-flight Entertainment System Production Value by Region: 2018 VS 2022 VS 2029 (US\$ Million)
- Figure 20. Global Portable In-flight Entertainment System Production Value Market Share by Region: 2018 VS 2022 VS 2029
- Figure 21. Global Portable In-flight Entertainment System Production Comparison by Region: 2018 VS 2022 VS 2029 (K Units)

Figure 22. Global Portable In-flight Entertainment System Production Market Share by Region: 2018 VS 2022 VS 2029

Figure 23. North America Portable In-flight Entertainment System Production Value (US\$ Million) Growth Rate (2018-2029)

Figure 24. Europe Portable In-flight Entertainment System Production Value (US\$ Million) Growth Rate (2018-2029)

Figure 25. China Portable In-flight Entertainment System Production Value (US\$ Million) Growth Rate (2018-2029)

Figure 26. Japan Portable In-flight Entertainment System Production Value (US\$ Million) Growth Rate (2018-2029)

Figure 27. Global Portable In-flight Entertainment System Consumption by Region: 2018 VS 2022 VS 2029 (K Units)

Figure 28. Global Portable In-flight Entertainment System Consumption Market Share by Region: 2018 VS 2022 VS 2029

Figure 29. North America Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 30. North America Portable In-flight Entertainment System Consumption Market Share by Country (2018-2029)

Figure 31. Canada Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 32. U.S. Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 33. Europe Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 34. Europe Portable In-flight Entertainment System Consumption Market Share by Country (2018-2029)

Figure 35. Germany Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 36. France Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 37. U.K. Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 38. Italy Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 39. Russia Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 40. Asia Pacific Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 41. Asia Pacific Portable In-flight Entertainment System Consumption Market

Share by Regions (2018-2029)

Figure 42. China Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 43. Japan Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 44. South Korea Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 45. China Taiwan Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 46. Southeast Asia Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 47. India Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 48. Latin America, Middle East & Africa Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 49. Latin America, Middle East & Africa Portable In-flight Entertainment System Consumption Market Share by Country (2018-2029)

Figure 50. Mexico Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 51. Brazil Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 52. Turkey Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 53. GCC Countries Portable In-flight Entertainment System Consumption and Growth Rate (2018-2023) & (K Units)

Figure 54. Global Production Market Share of Portable In-flight Entertainment System by Type (2018-2029)

Figure 55. Global Production Value Market Share of Portable In-flight Entertainment System by Type (2018-2029)

Figure 56. Global Portable In-flight Entertainment System Price (US\$/Unit) by Type (2018-2029)

Figure 57. Global Production Market Share of Portable In-flight Entertainment System by Application (2018-2029)

Figure 58. Global Production Value Market Share of Portable In-flight Entertainment System by Application (2018-2029)

Figure 59. Global Portable In-flight Entertainment System Price (US\$/Unit) by Application (2018-2029)

Figure 60. Portable In-flight Entertainment System Value Chain

Figure 61. Portable In-flight Entertainment System Production Process

Figure 62. Channels of Distribution (Direct Vs Distribution)

Figure 63. Distributors Profiles

Figure 64. Bottom-up and Top-down Approaches for This Report

Figure 65. Data Triangulation

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