

# Global and China In-Vehicle Entertainment Market Research Report Forecast 2017-2021

https://marketpublishers.com/r/GB78AB09249EN.html

Date: April 2017 Pages: 116 Price: US\$ 2,160.00 (Single User License) ID: GB78AB09249EN

# Abstracts

The Global and China In-Vehicle Entertainment Market Research Report Forecast 2017-2021 is a valuable source of insightful data for business strategists. It provides the In-Vehicle Entertainment industry overview with growth analysis and historical & futuristic cost, revenue, demand and supply data (as applicable). The research analysts provide an elaborate description of the value chain and its distributor analysis. This In-Vehicle Entertainment market study provides comprehensive data which enhances the understanding, scope and application of this report.

This report provides comprehensive analysis of

Key market segments and sub-segments Evolving market trends and dynamics Changing supply and demand scenarios Quantifying market opportunities through market sizing and market forecasting Tracking current trends/opportunities/challenges Competitive insights Opportunity mapping in terms of technological breakthroughs

Global and China In-Vehicle Entertainment Market: Regional Segment Analysis

Global China

The Major players reported in the market include:

#### Continental



#### Denso

Bosch Harman International Industries Panasonic Pioneer Daimler Ford Motor Fujitsu-Ten

Global and China In-Vehicle Entertainment Market: Product Segment Analysis

Type 1 Type 2 Type 3

Global and China In-Vehicle Entertainment Market: Application Segment Analysis

Commercial Vehicles Passenger Cars Application 3

#### **Reasons for Buying this Report**

This report provides pin-point analysis for changing competitive dynamics

It provides a forward looking perspective on different factors driving or restraining market growth

It provides a six-year forecast assessed on the basis of how the market is predicted to grow

It helps in understanding the key product segments and their future

It provides pin point analysis of changing competition dynamics and keeps you ahead of competitors

It helps in making informed business decisions by having complete insights of market and by making in-depth analysis of market segments



# Contents

Global and China In-Vehicle Entertainment Market Research Report Forecast 2017-2021

### CHAPTER 1 IN-VEHICLE ENTERTAINMENT MARKET OVERVIEW

- 1.1 In-Vehicle Entertainment Definition
- 1.2 In-Vehicle Entertainment Classification and Application
- 1.3 In-Vehicle Entertainment Industry Chain
- 1.4 In-Vehicle Entertainment Industry Overview

# CHAPTER 2 GLOBAL AND CHINA ECONOMIC IMPACT ON IN-VEHICLE ENTERTAINMENT INDUSTRY

- 2.1 Global Macroeconomic Environment Analysis
- 2.2 China Macroeconomic Environment Analysis

# CHAPTER 3 GLOBAL IN-VEHICLE ENTERTAINMENT COMPETITION BY MANUFACTURERS, TYPE AND APPLICATION

3.1 Global In-Vehicle Entertainment Market Competition by Manufacturers

3.1.1 Global In-Vehicle Entertainment Production and Market Share of Key Manufacturers (2012-2017)

3.1.2 Global In-Vehicle Entertainment Revenue and Share by Manufacturers (2012-2017)

3.2 Global In-Vehicle Entertainment Production and Revenue by Type

3.3.1 Global In-Vehicle Entertainment Production and Market Share by Type (2012-2017)

3.3.2 Global In-Vehicle Entertainment Revenue and Market Share by Type (2012-2017)

3.3 Global In-Vehicle Entertainment Production and Revenue by Application

# CHAPTER 4 CHINA IN-VEHICLE ENTERTAINMENT MARKET ANALYSIS

4.1 China In-Vehicle Entertainment Production and Revenue (2012-2014)

- 4.1.1 China In-Vehicle Entertainment Production and Growth Rate (2012-2014)
- 4.1.2 China In-Vehicle Entertainment Revenue and Growth Rate (2012-2014)
- 4.1.3 China In-Vehicle Entertainment Sales Price Trend (2012-2014)



- 4.2 China In-Vehicle Entertainment Production and Market Share by Manufacturers
- 4.3 China In-Vehicle Entertainment Production and Market Share by Type
- 4.4 China In-Vehicle Entertainment Production and Market Share by Application

# CHAPTER 5 GLOBAL IN-VEHICLE ENTERTAINMENT MANUFACTURERS ANALYSIS

- 5.1 Continental
  - 5.1.1 Company Basic Information, Manufacturing Base and Competitors
  - 5.1.2 Product Type, Application and Specification
  - 5.1.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 5.1.4 Business Overview
- 5.2 Denso
  - 5.2.1 Company Basic Information, Manufacturing Base and Competitors
  - 5.2.2 Product Type, Application and Specification
  - 5.2.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 5.2.4 Business Overview
- 5.3 Bosch
  - 5.3.1 Company Basic Information, Manufacturing Base and Competitors
  - 5.3.2 Product Type, Application and Specification
  - 5.3.3 Production, Revenue, Price and Gross Margin (2012-2017)
- 5.3.4 Business Overview
- 5.4 Harman International Industries
  - 5.4.1 Company Basic Information, Manufacturing Base and Competitors
  - 5.4.2 Product Type, Application and Specification
  - 5.4.3 Production, Revenue, Price and Gross Margin (2012-2017)
- 5.4.4 Business Overview
- 5.5 Panasonic
  - 5.5.1 Company Basic Information, Manufacturing Base and Competitors
  - 5.5.2 Product Type, Application and Specification
  - 5.5.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 5.5.4 Business Overview
- 5.6 Pioneer
  - 5.6.1 Company Basic Information, Manufacturing Base and Competitors
  - 5.6.2 Product Type, Application and Specification
  - 5.6.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 5.6.4 Business Overview
- 5.7 Daimler
  - 5.7.1 Company Basic Information, Manufacturing Base and Competitors



- 5.7.2 Product Type, Application and Specification
- 5.7.3 Production, Revenue, Price and Gross Margin (2012-2017)
- 5.7.4 Business Overview
- 5.8 Ford Motor
  - 5.8.1 Company Basic Information, Manufacturing Base and Competitors
  - 5.8.2 Product Type, Application and Specification
  - 5.8.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 5.8.4 Business Overview
- 5.9 Fujitsu-Ten
  - 5.9.1 Company Basic Information, Manufacturing Base and Competitors
  - 5.9.2 Product Type, Application and Specification
  - 5.9.3 Production, Revenue, Price and Gross Margin (2012-2017)
  - 5.9.4 Business Overview

## CHAPTER 6 IN-VEHICLE ENTERTAINMENT MANUFACTURING COST ANALYSIS

- 6.1 In-Vehicle Entertainment Key Raw Materials Analysis
- 6.1.1 Key Raw Materials
- 6.1.2 Price Trend of Key Raw Materials
- 6.1.3 Key Suppliers of Raw Materials
- 6.1.4 Market Concentration Rate of Raw Materials
- 6.2 Proportion of Manufacturing Cost Structure
  - 6.2.1 Raw Materials
  - 6.2.2 Labor Cost
  - 6.2.3 Manufacturing Expenses
- 6.3 Manufacturing Process Analysis of In-Vehicle Entertainment

#### **CHAPTER 7 MARKET EFFECT FACTORS ANALYSIS**

- 7.1 Technology Progress/Risk
- 7.1.1 Substitutes Threat
- 7.1.2 Technology Progress in Related Industry
- 7.2 Consumer Needs/Customer Preference Change
- 7.3 Economic/Political Environmental Change

# CHAPTER 8 GLOBAL IN-VEHICLE ENTERTAINMENT MARKET FORECAST (2017-2021)

8.1 Global In-Vehicle Entertainment Production, Revenue Forecast (2017-2021)



8.2 Global In-Vehicle Entertainment Production Forecast by Type (2017-2021)

8.3 Global In-Vehicle Entertainment Consumption Forecast by Application (2017-2021)

8.4 China In-Vehicle Entertainment Production, Consumption Forecast by Regions (2017-2021)

8.5 In-Vehicle Entertainment Price Forecast (2017-2021)

#### **CHAPTER 9 APPENDIX**



# **List Of Tables**

#### LIST OF TABLES AND FIGURES

Figure Picture of In-Vehicle Entertainment

Figure Global Production Market Share of In-Vehicle Entertainment by Type in 2015 Table In-Vehicle Entertainment Consumption Market Share by Application in 2015 Table Global In-Vehicle Entertainment Capacity of Key Manufacturers (2015 and 2016) Table Global In-Vehicle Entertainment Capacity Market Share by Manufacturers (2015 and 2016)

Figure Global In-Vehicle Entertainment Capacity of Key Manufacturers in 2015 Figure Global In-Vehicle Entertainment Capacity of Key Manufacturers in 2016

Table Global In-Vehicle Entertainment Production of Key Manufacturers (2015 and

2016)

Table Global In-Vehicle Entertainment Production Share by Manufacturers (2015 and 2016)

Figure 2015 In-Vehicle Entertainment Production Share by Manufacturers

Figure 2016 In-Vehicle Entertainment Production Share by Manufacturers

Table Global In-Vehicle Entertainment Revenue (Million USD) by Manufacturers (2015 and 2016)

Table Global In-Vehicle Entertainment Revenue Share by Manufacturers (2015 and 2016)

Table 2015 Global In-Vehicle Entertainment Revenue Share by Manufacturers Table 2016 Global In-Vehicle Entertainment Revenue Share by Manufacturers Table Global Market In-Vehicle Entertainment Average Price of Key Manufacturers (2015 and 2016)

Figure Global Market In-Vehicle Entertainment Average Price of Key Manufacturers in 2015

Table Manufacturers In-Vehicle Entertainment Manufacturing Base Distribution and Sales Area

Table Manufacturers In-Vehicle Entertainment Product Type

Figure In-Vehicle Entertainment Market Share of Top 3 Manufacturers

Figure In-Vehicle Entertainment Market Share of Top 5 Manufacturers

Table Global In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017)

Table China In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017)

Table Global In-Vehicle Entertainment Production by Type (2012-2017)

Table Global In-Vehicle Entertainment Production Share by Type (2012-2017)



Figure Production Market Share of In-Vehicle Entertainment by Type (2012-2017) Figure 2015 Production Market Share of In-Vehicle Entertainment by Type Table Global In-Vehicle Entertainment Revenue by Type (2012-2017) Table Global In-Vehicle Entertainment Revenue Share by Type (2012-2017) Figure Production Revenue Share of In-Vehicle Entertainment by Type (2012-2017) Figure 2015 Revenue Market Share of In-Vehicle Entertainment by Type Table Global In-Vehicle Entertainment Price by Type (2012-2017) Figure Global In-Vehicle Entertainment Production Growth by Type (2012-2017) Table Global In-Vehicle Entertainment Consumption by Application (2012-2017) Table Global In-Vehicle Entertainment Consumption Market Share by Application (2012 - 2017)Figure Global In-Vehicle Entertainment Consumption Market Share by Application in 2015 Table Global In-Vehicle Entertainment Consumption Growth Rate by Application (2012 - 2017)Figure Global In-Vehicle Entertainment Consumption Growth Rate by Application (2012 - 2017)Figure China In-Vehicle Entertainment Production and Growth Rate (2012-2017) Figure China In-Vehicle Entertainment Revenue and Growth Rate (2012-2017) Figure China In-Vehicle Entertainment Production Price Trend (2012-2017) Table China In-Vehicle Entertainment Production by Manufacturers (2012-2017) Table China In-Vehicle Entertainment Market Share by Manufacturers (2012-2017) Table China In-Vehicle Entertainment Production by Type (2012-2017) Table China In-Vehicle Entertainment Market Share by Type (2012-2017) Table China In-Vehicle Entertainment Production by Application (2012-2017) Table China In-Vehicle Entertainment Market Share by Application (2012-2017) Table Continental Basic Information, Manufacturing Base, Production Area and Its Competitors Table Continental In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017) Table Continental In-Vehicle Entertainment Market Share (2012-2017) Table Denso Basic Information, Manufacturing Base, Production Area and Its Competitors Table Denso In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012 - 2017)Table Denso In-Vehicle Entertainment Market Share (2012-2017) Table Bosch Basic Information, Manufacturing Base, Production Area and Its

Competitors

Table Bosch In-Vehicle Entertainment Production, Revenue, Price and Gross Margin



(2012-2017)

Table Bosch In-Vehicle Entertainment Market Share (2012-2017)

Table Harman International Industries Basic Information, Manufacturing Base,

Production Area and Its Competitors

Table Harman International Industries In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017)

Table Harman International Industries In-Vehicle Entertainment Market Share (2012-2017)

Table Panasonic Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Panasonic In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017)

Table Panasonic In-Vehicle Entertainment Market Share (2012-2017)

Table Pioneer Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Pioneer In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017)

Table Pioneer In-Vehicle Entertainment Market Share (2012-2017)

Table Daimler Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Daimler In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017)

Table Daimler In-Vehicle Entertainment Market Share (2012-2017)

Table Ford Motor Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Ford Motor In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017)

Table Ford Motor In-Vehicle Entertainment Market Share (2012-2017)

Table Fujitsu-Ten Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Fujitsu-Ten In-Vehicle Entertainment Production, Revenue, Price and Gross Margin (2012-2017)

Table Fujitsu-Ten In-Vehicle Entertainment Market Share (2012-2017)

Table Production Base and Market Concentration Rate of Raw Material

Figure Price Trend of Key Raw Materials

Table Key Suppliers of Raw Materials

Figure Manufacturing Cost Structure of In-Vehicle Entertainment

Figure Manufacturing Process Analysis of In-Vehicle Entertainment

Figure In-Vehicle Entertainment Industrial Chain Analysis



Table Raw Materials Sources of In-Vehicle Entertainment Major Manufacturers in 2015
Table Major Buyers of In-Vehicle Entertainment
Table Distributors/Traders List
Figure Global In-Vehicle Entertainment Production and Growth Rate Forecast
(2017-2021)
Figure Global In-Vehicle Entertainment Revenue and Growth Rate Forecast
(2017-2021)
Table Global In-Vehicle Entertainment Production Forecast by Type (2017-2021)
Table Global In-Vehicle Entertainment Consumption Forecast by Application
(2017-2021)
Table China In-Vehicle Entertainment Production and Consumption Forecast by
Regions (2017-2021)

#### **COMPANIES MENTIONED**

Continental, Denso, Bosch, Harman International Industries, Panasonic, Pioneer, Daimler, Ford Motor, Fujitsu-Ten, Audi, BMW, General Motors, Toyota, Visteon, Kia Motors America, Clarion



#### I would like to order

Product name: Global and China In-Vehicle Entertainment Market Research Report Forecast 2017-2021 Product link: <u>https://marketpublishers.com/r/GB78AB09249EN.html</u>

Price: US\$ 2,160.00 (Single User License / Electronic Delivery) If you want to order Corporate License or Hard Copy, please, contact our Customer Service: <u>info@marketpublishers.com</u>

# Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <u>https://marketpublishers.com/r/GB78AB09249EN.html</u>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name: Last name: Email: Company: Address: City: Zip code: Country: Tel: Fax: Your message:

\*\*All fields are required

Custumer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <u>https://marketpublishers.com/docs/terms.html</u>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970