

# Global In-Car Entertainment Market is Expected to Reach \$33.8 Billion by 2022

*OrbisResearch.com has published new research report on "In-Car Entertainment-Global Market Outlook (2016-2022)" to its database.*

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-- According to Statistics MRC, the [Global In-Car Entertainment Market](#) is accounted for \$14.4 billion in 2016 and is expected to reach \$33.8 billion by 2022 growing at a CAGR of 15.2% from 2016 to 2022. The growing awareness of new-age navigation systems, advancements in the technology, Increased use of Linux, consumers interaction with mobile devices, growing demand for telematics and built-in connectivity are boosting the market growth. However, high expenditure required for the research and development activities, stringent government regulations and privacy & security of data accesses through ICE System will restrain market growth. Many companies are focusing on acquisitions and mergers with the startups which will provide ample opportunity.



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Audio players dominated the product segment followed by Video Display Screen owing to demand for portable and in-car consumer electronics. Aftermarket segment contributes largest market share due to penetration rate of mid-range and luxury cars. Asia-Pacific is anticipated to be the fastest growing market due to increasing penetration rate of passenger vehicles as well as Chinese in-car entertainment market remains huge with plenty of opportunities. North America followed by Europe will be the largest market. Germany and the U.K. are the leading markets for in-car entertainment in Europe.

Some of the key players in global In-Car Entertainment market are Alpine Electronics, Luxoft Holding, Aisin Seiki, Clarion Co., Ltd., Continental AG, Delphi Automotive, Denso Corporation, Fujitsu-Ten, Garmin Ltd., Harman International, JVC Kenwood Holdings Inc., Panasonic Corp, Pioneer Corporation, Robert Bosch GmbH and Visteon Corporation.

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Technologies Covered:

Software  
Closed Platforms  
Open Source Software  
Human Machine Interface (HMI)  
Open Source Software  
Voice Recognition (Speech Recognition)

Channel Types Covered:

Aftermarket  
Original Equipment Manufacturer (OEM)

Products Covered:

Audio Players  
Navigation Unit  
Accessories  
Rear Seat Entertainments  
Speakers  
Video Display Screen  
Universal Serial Bus (USB)  
Other Products

Connectivity Covered:

Wi-Fi  
Bluetooth  
Near Field Communications  
4G  
3G  
2G

Services Covered:

Radio Services  
Internet Services  
Navigation Services

Regions Covered:

North America  
US  
Canada  
Mexico

Europe  
Germany  
France  
Italy  
UK  
Spain  
Rest of Europe  
Asia Pacific  
Japan  
China  
India  
Australia  
New Zealand  
Rest of Asia Pacific  
Rest of the World  
Middle East  
Brazil  
Argentina  
South Africa  
Egypt

What our report offers:

- Market share assessments for the regional and country level segments
- Market share analysis of the top industry players
- Strategic recommendations for the new entrants
- Market forecasts for a minimum of 8 years of all the mentioned segments, sub segments and the regional markets
- Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)
- Strategic recommendations in key business segments based on the market estimations
- Competitive landscaping mapping the key common trends
- Company profiling with detailed strategies, financials, and recent developments
- Supply chain trends mapping the latest technological advancements

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