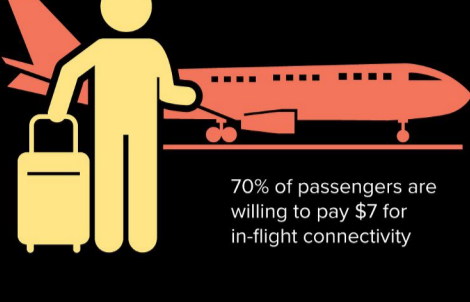


NEW TRENDS IN ON-THE-GO Entertainment

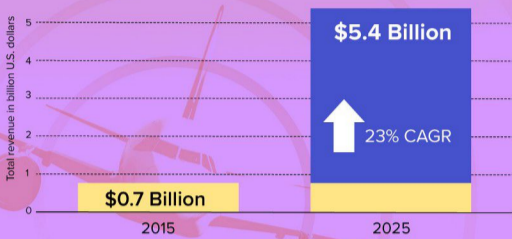
IN-FLIGHT ENTERTAINMENT TAKES OFF



70% of passengers are willing to pay \$7 for in-flight connectivity

Source: Statista - <https://www.statista.com/statistics/658086/in-flight-connectivity-worldwide-willingness-to-pay/>

IN-FLIGHT CONNECTIVITY REVENUE STREAMS FROM 2015 to 2025



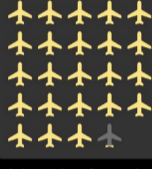
OVERVIEW OF IFE DEMAND

Wireless in-flight entertainment



9000 Aircrafts by 2021

Connected commercial aircrafts



23,100 Aircrafts by 2025

The market size is expected to reach **\$9.82 Billion** by 2024

Source: TelPalNetworks - <http://www.telpalnetworks.com/personalization-wireless-ife-the-emerging-trend-in-flight-entertainment/>

INFLUENCE OF HIGH THROUGHPUT SATELLITES (HTS)

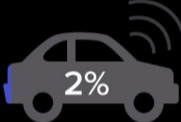
Total Ka-band HTS supply will increase **3X**

1,500 Gbps by 2017

Total Ku-band HTS supply will increase **5X**

285 Gbps by 2018

AUTOMOTIVE LANDSCAPE SHIFTS



2% of cars online in 2012

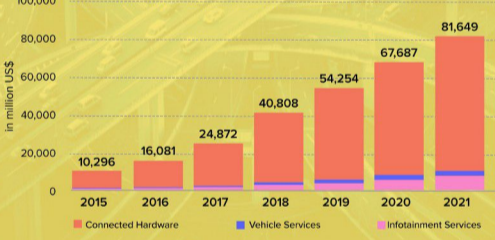


90% of cars connected to the IoT by 2020

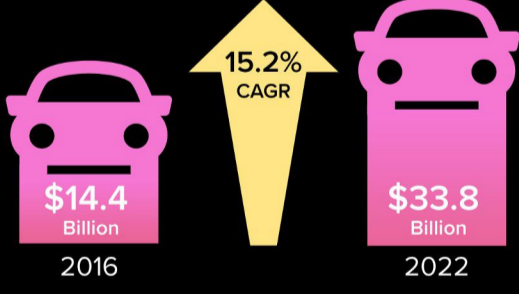
Source: K2 Partnering Solutions - <http://k2partnering.com/iot/6-interesting-stats-internet-things/>

REVENUE IN THE CONNECTED CAR MARKET

in million us\$ (worldwide)



THE EXPECTED GROWTH OF GLOBAL IN-CAR ENTERTAINMENT MARKET



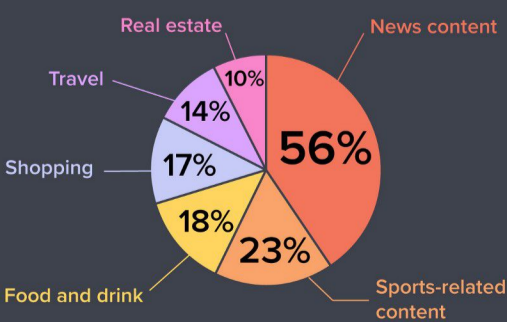
IN-CAR ENTERTAINMENT HARDWARE MARKET

\$16 Billion in 2016

\$36 Billion in 2021

Source: MediaPost - <https://www.mediapost.com/publications/article/294750/in-car-entertainment-coming-to-connected-cars-mos.html>

IN-CAR CONTENT BASED ON AD REQUESTS



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