

Amusement Parks Market By Type (Theme Parks, Water Parks, Adventure Parks, Zoo Parks) , By Ride (Mechanical Ride, Water Ride, Others) By Revenue Source (Tickets, Food & Beverage, Merchandise, Hotel & Resorts, Others) : Global Opportunity Analysis and Industry Forecast, 2024-2034

<https://marketpublishers.com/r/A2B45A7EC80CEN.html>

Date: September 2024

Pages: 245

Price: US\$ 2,439.00 (Single User License)

ID: A2B45A7EC80CEN

Abstracts

Amusement Parks Market

The amusement parks market was valued at \$69.2 billion in 2023 and is projected to reach \$138.7 billion by 2034, growing at a CAGR of 6.8% from 2024 to 2034.

An amusement park is a recreational zone that comprises rides, shops, restaurants, themed attractions, games, and shows in a self-contained area. Such parks are typically designed over the theme of a fictional concept to offer an immersive entertaining experience to the visitors. Different types of amusement parks include regional parks, water parks, theme parks, destination parks, and adventure parks.

Increase in tourism across the globe is a key driver of the amusement parks market. In addition, to promote enjoyable family outings, the concept of amusement parks is acquiring notable traction. Furthermore, as the amusement parks have initiated the hosting of seasonal celebrations & festivities such as Christmas and Halloween, the market development is being augmented considerably. To align with the trend of sustainability, the adoption of eco-friendly practices is gaining prominence in the amusement parks market. Accomplishing energy requirements through renewable sources, waste reduction programs, eco-friendly transportation, and creation of areas imitating natural habitat are some of the practices being embraced to attract

environmentally conscious customers.

However, the operation of amusement parks requires significant capital for safety and maintenance, resulting in expensive entry tickets. This deters the budget-sensitive consumer base from visiting these recreational areas and restrains the development of the market. Moreover, seasonal business for the parks results in fluctuating revenue generation, which hampers the market growth. On the contrary, explorations to offer real-life experience to visitors are expected to present lucrative opportunities for the market. For instance, several amusement parks such as The Super Nintendo World at Universal Studios have seamlessly integrated gamification technology into their video games, offering visitors a life-size gaming experience.

Segment Review

The amusement parks market is segmented into type, ride, revenue source, and region. On the basis of type, the market is divided into theme parks, water parks, adventure parks, and zoo parks. As per ride, it is classified into mechanical ride, water ride, and others. Depending on revenue source, it is categorized into tickets, food & beverage, merchandise, hotel & resorts, and others. Region wise, it is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

Key Findings

On the basis of type, the theme parks segment held a high share of the market in 2023.

As per ride, the mechanical ride segment acquired a high stake in 2023.

Depending on revenue source, the tickets segment dominated the market share in 2023.

Region wise, North America was the highest revenue generator in 2023.

Competition Analysis

The major players of the global amusement parks market include Ardent Leisure Group Limited, Aspro Parks Inc., Cedar Fair Entertainment Company, Comcast Corporation, Fantawild Holdings Inc., Merlin Entertainments Group, Overseas Chinese Town Limited, SeaWorld Parks & Entertainment (United Parks & Resorts Inc.), Six Flags Group, and Walt Disney Parks and Resorts. These major players have adopted various key

development strategies such as business expansion, new product launches, and partnerships to strengthen their foothold in the competitive market.

Additional benefits you will get with this purchase are:

Quarterly Update and* (only available with a corporate license, on listed price)

5 additional Company Profile of client Choice pre- or Post-purchase, as a free update.

Free Upcoming Version on the Purchase of Five and Enterprise User License.

16 analyst hours of support* (post-purchase, if you find additional data requirements upon review of the report, you may receive support amounting to 16 analyst hours to solve questions, and post-sale queries)

15% Free Customization* (in case the scope or segment of the report does not match your requirements, 15% is equivalent to 3 working days of free work, applicable once)

Free data Pack on the Five and Enterprise User License. (Excel version of the report)

Free Updated report if the report is 6-12 months old or older.

24-hour priority response*

Free Industry updates and white papers.

Possible Customization with this report (with additional cost and timeline, please talk to the sales executive to know more)

Additional company profiles with specific to client's interest

Additional country or region analysis- market size and forecast

Brands Share Analysis

Expanded list for Company Profiles

Key player details (including location, contact details, supplier/vendor network etc. in excel format)

Market share analysis of players at global/region/country level

Key Market Segments

By Type

Theme Parks

Water Parks

Adventure Parks

Zoo Parks

By Ride

Mechanical Ride

Water Ride

Others

By Revenue Source

Tickets

Food Beverage

Merchandise

Hotel Resorts

Others

By Region

North America

U.S.

Canada

Mexico

Europe

France

Germany

Italy

Spain

UK

Russia

Rest of Europe

Asia-Pacific

China

Japan

India

South Korea

Australia

Thailand

Malaysia

Indonesia

Rest of Asia-Pacific

LAMEA

Brazil

South Africa

Saudi Arabia

UAE

Argentina

Rest of LAMEA

Key Market Players

Ardent Leisure Group Limited

Aspro Parks Inc.

Cedar Fair Entertainment Company

Comcast Corporation

Fantawild Holdings Inc.

Merlin Entertainments Group

Overseas Chinese Town Limited

SeaWorld Parks & Entertainment (United Parks & Resorts Inc.)

Six Flags Group

Walt Disney Parks and Resorts Worldwide

Contents

CHAPTER 1: INTRODUCTION

- 1.1. Report Description
- 1.2. Key Market Segments
- 1.3. Key Benefits
- 1.4. Research Methodology
 - 1.4.1. Primary Research
 - 1.4.2. Secondary Research
 - 1.4.3. Analyst Tools and Models

CHAPTER 2: EXECUTIVE SUMMARY

- 2.1. CXO Perspective

CHAPTER 3: MARKET LANDSCAPE

- 3.1. Market Definition and Scope
- 3.2. Key Findings
 - 3.2.1. Top Investment Pockets
 - 3.2.2. Top Winning Strategies
- 3.3. Porter's Five Forces Analysis
 - 3.3.1. Bargaining Power of Suppliers
 - 3.3.2. Threat of New Entrants
 - 3.3.3. Threat of Substitutes
 - 3.3.4. Competitive Rivalry
 - 3.3.5. Bargaining Power among Buyers
- 3.4. Market Dynamics
 - 3.4.1. Drivers
 - 3.4.2. Restraints
 - 3.4.3. Opportunities

CHAPTER 4: AMUSEMENT PARKS MARKET, BY TYPE

- 4.1. Market Overview
 - 4.1.1 Market Size and Forecast, By Type
- 4.2. Theme Parks
 - 4.2.1. Key Market Trends, Growth Factors and Opportunities

- 4.2.2. Market Size and Forecast, By Region
- 4.2.3. Market Share Analysis, By Country
- 4.3. Water Parks
 - 4.3.1. Key Market Trends, Growth Factors and Opportunities
 - 4.3.2. Market Size and Forecast, By Region
 - 4.3.3. Market Share Analysis, By Country
- 4.4. Adventure Parks
 - 4.4.1. Key Market Trends, Growth Factors and Opportunities
 - 4.4.2. Market Size and Forecast, By Region
 - 4.4.3. Market Share Analysis, By Country
- 4.5. Zoo Parks
 - 4.5.1. Key Market Trends, Growth Factors and Opportunities
 - 4.5.2. Market Size and Forecast, By Region
 - 4.5.3. Market Share Analysis, By Country

CHAPTER 5: AMUSEMENT PARKS MARKETMARKET, BY RIDE

- 5.1. Market Overview
 - 5.1.1 Market Size and Forecast, By Ride
- 5.2. Mechanical Ride
 - 5.2.1. Key Market Trends, Growth Factors and Opportunities
 - 5.2.2. Market Size and Forecast, By Region
 - 5.2.3. Market Share Analysis, By Country
- 5.3. Water Ride
 - 5.3.1. Key Market Trends, Growth Factors and Opportunities
 - 5.3.2. Market Size and Forecast, By Region
 - 5.3.3. Market Share Analysis, By Country
- 5.4. Others
 - 5.4.1. Key Market Trends, Growth Factors and Opportunities
 - 5.4.2. Market Size and Forecast, By Region
 - 5.4.3. Market Share Analysis, By Country

CHAPTER 6: AMUSEMENT PARKS MARKETMARKET, BY REVENUE SOURCE

- 6.1. Market Overview
 - 6.1.1 Market Size and Forecast, By Revenue Source
- 6.2. Tickets
 - 6.2.1. Key Market Trends, Growth Factors and Opportunities
 - 6.2.2. Market Size and Forecast, By Region

- 6.2.3. Market Share Analysis, By Country
- 6.3. Food Beverage
 - 6.3.1. Key Market Trends, Growth Factors and Opportunities
 - 6.3.2. Market Size and Forecast, By Region
 - 6.3.3. Market Share Analysis, By Country
- 6.4. Merchandise
 - 6.4.1. Key Market Trends, Growth Factors and Opportunities
 - 6.4.2. Market Size and Forecast, By Region
 - 6.4.3. Market Share Analysis, By Country
- 6.5. Hotel Resorts
 - 6.5.1. Key Market Trends, Growth Factors and Opportunities
 - 6.5.2. Market Size and Forecast, By Region
 - 6.5.3. Market Share Analysis, By Country
- 6.6. Others
 - 6.6.1. Key Market Trends, Growth Factors and Opportunities
 - 6.6.2. Market Size and Forecast, By Region
 - 6.6.3. Market Share Analysis, By Country

CHAPTER 7: AMUSEMENT PARKS MARKETMARKET, BY REGION

- 7.1. Market Overview
 - 7.1.1 Market Size and Forecast, By Region
- 7.2. North America
 - 7.2.1. Key Market Trends and Opportunities
 - 7.2.2. Market Size and Forecast, By Type
 - 7.2.3. Market Size and Forecast, By Ride
 - 7.2.4. Market Size and Forecast, By Revenue Source
 - 7.2.5. Market Size and Forecast, By Country
 - 7.2.6. U.S. Amusement Parks MarketMarket
 - 7.2.6.1. Market Size and Forecast, By Type
 - 7.2.6.2. Market Size and Forecast, By Ride
 - 7.2.6.3. Market Size and Forecast, By Revenue Source
 - 7.2.7. Canada Amusement Parks MarketMarket
 - 7.2.7.1. Market Size and Forecast, By Type
 - 7.2.7.2. Market Size and Forecast, By Ride
 - 7.2.7.3. Market Size and Forecast, By Revenue Source
 - 7.2.8. Mexico Amusement Parks MarketMarket
 - 7.2.8.1. Market Size and Forecast, By Type
 - 7.2.8.2. Market Size and Forecast, By Ride

7.2.8.3. Market Size and Forecast, By Revenue Source

7.3. Europe

7.3.1. Key Market Trends and Opportunities

7.3.2. Market Size and Forecast, By Type

7.3.3. Market Size and Forecast, By Ride

7.3.4. Market Size and Forecast, By Revenue Source

7.3.5. Market Size and Forecast, By Country

7.3.6. France Amusement Parks MarketMarket

7.3.6.1. Market Size and Forecast, By Type

7.3.6.2. Market Size and Forecast, By Ride

7.3.6.3. Market Size and Forecast, By Revenue Source

7.3.7. Germany Amusement Parks MarketMarket

7.3.7.1. Market Size and Forecast, By Type

7.3.7.2. Market Size and Forecast, By Ride

7.3.7.3. Market Size and Forecast, By Revenue Source

7.3.8. Italy Amusement Parks MarketMarket

7.3.8.1. Market Size and Forecast, By Type

7.3.8.2. Market Size and Forecast, By Ride

7.3.8.3. Market Size and Forecast, By Revenue Source

7.3.9. Spain Amusement Parks MarketMarket

7.3.9.1. Market Size and Forecast, By Type

7.3.9.2. Market Size and Forecast, By Ride

7.3.9.3. Market Size and Forecast, By Revenue Source

7.3.10. UK Amusement Parks MarketMarket

7.3.10.1. Market Size and Forecast, By Type

7.3.10.2. Market Size and Forecast, By Ride

7.3.10.3. Market Size and Forecast, By Revenue Source

7.3.11. Russia Amusement Parks MarketMarket

7.3.11.1. Market Size and Forecast, By Type

7.3.11.2. Market Size and Forecast, By Ride

7.3.11.3. Market Size and Forecast, By Revenue Source

7.3.12. Rest Of Europe Amusement Parks MarketMarket

7.3.12.1. Market Size and Forecast, By Type

7.3.12.2. Market Size and Forecast, By Ride

7.3.12.3. Market Size and Forecast, By Revenue Source

7.4. Asia-Pacific

7.4.1. Key Market Trends and Opportunities

7.4.2. Market Size and Forecast, By Type

7.4.3. Market Size and Forecast, By Ride

- 7.4.4. Market Size and Forecast, By Revenue Source
- 7.4.5. Market Size and Forecast, By Country
- 7.4.6. China Amusement Parks MarketMarket
 - 7.4.6.1. Market Size and Forecast, By Type
 - 7.4.6.2. Market Size and Forecast, By Ride
 - 7.4.6.3. Market Size and Forecast, By Revenue Source
- 7.4.7. Japan Amusement Parks MarketMarket
 - 7.4.7.1. Market Size and Forecast, By Type
 - 7.4.7.2. Market Size and Forecast, By Ride
 - 7.4.7.3. Market Size and Forecast, By Revenue Source
- 7.4.8. India Amusement Parks MarketMarket
 - 7.4.8.1. Market Size and Forecast, By Type
 - 7.4.8.2. Market Size and Forecast, By Ride
 - 7.4.8.3. Market Size and Forecast, By Revenue Source
- 7.4.9. South Korea Amusement Parks MarketMarket
 - 7.4.9.1. Market Size and Forecast, By Type
 - 7.4.9.2. Market Size and Forecast, By Ride
 - 7.4.9.3. Market Size and Forecast, By Revenue Source
- 7.4.10. Australia Amusement Parks MarketMarket
 - 7.4.10.1. Market Size and Forecast, By Type
 - 7.4.10.2. Market Size and Forecast, By Ride
 - 7.4.10.3. Market Size and Forecast, By Revenue Source
- 7.4.11. Thailand Amusement Parks MarketMarket
 - 7.4.11.1. Market Size and Forecast, By Type
 - 7.4.11.2. Market Size and Forecast, By Ride
 - 7.4.11.3. Market Size and Forecast, By Revenue Source
- 7.4.12. Malaysia Amusement Parks MarketMarket
 - 7.4.12.1. Market Size and Forecast, By Type
 - 7.4.12.2. Market Size and Forecast, By Ride
 - 7.4.12.3. Market Size and Forecast, By Revenue Source
- 7.4.13. Indonesia Amusement Parks MarketMarket
 - 7.4.13.1. Market Size and Forecast, By Type
 - 7.4.13.2. Market Size and Forecast, By Ride
 - 7.4.13.3. Market Size and Forecast, By Revenue Source
- 7.4.14. Rest of Asia-Pacific Amusement Parks MarketMarket
 - 7.4.14.1. Market Size and Forecast, By Type
 - 7.4.14.2. Market Size and Forecast, By Ride
 - 7.4.14.3. Market Size and Forecast, By Revenue Source
- 7.5. LAMEA

- 7.5.1. Key Market Trends and Opportunities
- 7.5.2. Market Size and Forecast, By Type
- 7.5.3. Market Size and Forecast, By Ride
- 7.5.4. Market Size and Forecast, By Revenue Source
- 7.5.5. Market Size and Forecast, By Country
- 7.5.6. Brazil Amusement Parks MarketMarket
 - 7.5.6.1. Market Size and Forecast, By Type
 - 7.5.6.2. Market Size and Forecast, By Ride
 - 7.5.6.3. Market Size and Forecast, By Revenue Source
- 7.5.7. South Africa Amusement Parks MarketMarket
 - 7.5.7.1. Market Size and Forecast, By Type
 - 7.5.7.2. Market Size and Forecast, By Ride
 - 7.5.7.3. Market Size and Forecast, By Revenue Source
- 7.5.8. Saudi Arabia Amusement Parks MarketMarket
 - 7.5.8.1. Market Size and Forecast, By Type
 - 7.5.8.2. Market Size and Forecast, By Ride
 - 7.5.8.3. Market Size and Forecast, By Revenue Source
- 7.5.9. UAE Amusement Parks MarketMarket
 - 7.5.9.1. Market Size and Forecast, By Type
 - 7.5.9.2. Market Size and Forecast, By Ride
 - 7.5.9.3. Market Size and Forecast, By Revenue Source
- 7.5.10. Argentina Amusement Parks MarketMarket
 - 7.5.10.1. Market Size and Forecast, By Type
 - 7.5.10.2. Market Size and Forecast, By Ride
 - 7.5.10.3. Market Size and Forecast, By Revenue Source
- 7.5.11. Rest of LAMEA Amusement Parks MarketMarket
 - 7.5.11.1. Market Size and Forecast, By Type
 - 7.5.11.2. Market Size and Forecast, By Ride
 - 7.5.11.3. Market Size and Forecast, By Revenue Source

CHAPTER 8: COMPETITIVE LANDSCAPE

- 8.1. Introduction
- 8.2. Top Winning Strategies
- 8.3. Product Mapping Of Top 10 Player
- 8.4. Competitive Dashboard
- 8.5. Competitive Heatmap
- 8.6. Top Player Positioning, 2023

CHAPTER 9: COMPANY PROFILES

9.1. Ardent Leisure Group Limited

- 9.1.1. Company Overview
- 9.1.2. Key Executives
- 9.1.3. Company Snapshot
- 9.1.4. Operating Business Segments
- 9.1.5. Product Portfolio
- 9.1.6. Business Performance
- 9.1.7. Key Strategic Moves and Developments

9.2. Aspro Parks Inc.

- 9.2.1. Company Overview
- 9.2.2. Key Executives
- 9.2.3. Company Snapshot
- 9.2.4. Operating Business Segments
- 9.2.5. Product Portfolio
- 9.2.6. Business Performance
- 9.2.7. Key Strategic Moves and Developments

9.3. Cedar Fair Entertainment Company

- 9.3.1. Company Overview
- 9.3.2. Key Executives
- 9.3.3. Company Snapshot
- 9.3.4. Operating Business Segments
- 9.3.5. Product Portfolio
- 9.3.6. Business Performance
- 9.3.7. Key Strategic Moves and Developments

9.4. Comcast Corporation

- 9.4.1. Company Overview
- 9.4.2. Key Executives
- 9.4.3. Company Snapshot
- 9.4.4. Operating Business Segments
- 9.4.5. Product Portfolio
- 9.4.6. Business Performance
- 9.4.7. Key Strategic Moves and Developments

9.5. Fantawild Holdings Inc.

- 9.5.1. Company Overview
- 9.5.2. Key Executives
- 9.5.3. Company Snapshot
- 9.5.4. Operating Business Segments

- 9.5.5. Product Portfolio
- 9.5.6. Business Performance
- 9.5.7. Key Strategic Moves and Developments
- 9.6. Merlin Entertainments Group
 - 9.6.1. Company Overview
 - 9.6.2. Key Executives
 - 9.6.3. Company Snapshot
 - 9.6.4. Operating Business Segments
 - 9.6.5. Product Portfolio
 - 9.6.6. Business Performance
 - 9.6.7. Key Strategic Moves and Developments
- 9.7. Overseas Chinese Town Limited
 - 9.7.1. Company Overview
 - 9.7.2. Key Executives
 - 9.7.3. Company Snapshot
 - 9.7.4. Operating Business Segments
 - 9.7.5. Product Portfolio
 - 9.7.6. Business Performance
 - 9.7.7. Key Strategic Moves and Developments
- 9.8. SeaWorld Parks And Entertainment (United Parks And Resorts Inc.)
 - 9.8.1. Company Overview
 - 9.8.2. Key Executives
 - 9.8.3. Company Snapshot
 - 9.8.4. Operating Business Segments
 - 9.8.5. Product Portfolio
 - 9.8.6. Business Performance
 - 9.8.7. Key Strategic Moves and Developments
- 9.9. Six Flags Group
 - 9.9.1. Company Overview
 - 9.9.2. Key Executives
 - 9.9.3. Company Snapshot
 - 9.9.4. Operating Business Segments
 - 9.9.5. Product Portfolio
 - 9.9.6. Business Performance
 - 9.9.7. Key Strategic Moves and Developments
- 9.10. Walt Disney Parks And Resorts Worldwide
 - 9.10.1. Company Overview
 - 9.10.2. Key Executives
 - 9.10.3. Company Snapshot

9.10.4. Operating Business Segments

9.10.5. Product Portfolio

9.10.6. Business Performance

9.10.7. Key Strategic Moves and Developments

I would like to order

Product name: Amusement Parks Market By Type (Theme Parks, Water Parks, Adventure Parks, Zoo Parks) , By Ride (Mechanical Ride, Water Ride, Others) By Revenue Source (Tickets, Food & Beverage, Merchandise, Hotel & Resorts, Others) : Global Opportunity Analysis and Industry Forecast, 2024-2034

Product link: <https://marketpublishers.com/r/A2B45A7EC80CEN.html>

Price: US\$ 2,439.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/A2B45A7EC80CEN.html>