

Children Entertainment Centers Market by Visitor Demographics (Families with Children (0-9), Families with Children (9-12), Teenagers (12-18), Young Adults (18-24), Adults (Ages 24+)), Facility Size (Up to 5,000 sq. ft., 5,001 to 10,000 sq. ft., 10,001 to 20,000 sq. ft., 20,001 to 40,000 sq. ft., 1 to 10 acres, 10 to 30 acres, and Over 30 acres), Revenue Source (Entry Fees & Ticket Sales, Food & Beverages, Merchandising, Advertisement, and Others), and Activity Area (Arcade Studios, AR and VR gaming Zones, Physical Play Activities, Skill/Competition Games, and Others)): Global Opportunity Analysis and Industry Forecast, 2019–2026

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Abstracts

Children entertainment centers are small outdoor or indoor enjoyment parks also known as amusement parks. These centers are specially marketed toward families with small children to teenagers, and often associated with a larger operational center such as a theme park. These centers offer a wide variety of entertainment activities for almost all age groups. The major activities include thrill rides that are modern embellishments to the classic family fun center which in turn is expected to drive the growth of the children entertainment centers market. Moreover, children entertainment centers serve larger metropolitan areas in the sub-regional markets and are usually small compared to large-scale theme parks, with smaller amount of attractions, and with low spending required for per-person per-hour to consumers than a traditional amusement park.

Children entertainment centers are widely preferred as a recreational and entertainment aspect among families over the outdoor entertainment centers. This preference is attributed to children entertainment centers as the climate changes and environmental factors do not disturb any fun-time of the customers. This is among some of the major factors expected to drive the growth of the global market. However, smartphones, home gaming such as video games, and high initial investments required are the major factors that are expected to hinder the market growth to a certain extent.

The global children entertainment centers market is segmented on the basis of visitor demographics, facility size, revenue source, and activity area, and region. In terms of visitor demographics, the market is categorized into families with children (0-9), families with children (9-12), teenagers (12-18), young adults (18-24), and adults (Ages 24+). By facility size, it is divided into up to 5,000 sq. ft., 5,001 to 10,000 sq. ft., 10,001 to 20,000 sq. ft., 20,001 to 40,000 sq. ft., 1 to 10 acres, 11 to 30 acres, and over 30 acres. By revenue source, it is classified into entry fees & ticket sales, food & beverages, merchandising, advertisement, and others. In terms of activity area, the market is classified into arcade studios, AR and VR gaming zones, physical play activities, skill/competition games, and others. By region, the market is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

The global children entertainment centers market is dominated by Dave & Buster's, CEC Entertainment, Inc., Cinergy Entertainment, KidZania, Scene 75 Entertainment Centers, The Walt Disney Company, Lucky Strike Entertainment, FunCity, Smaaash Entertainment Pvt. Ltd., and LEGOLAND Discovery Center.

KEY BENEFITS FOR STAKEHOLDERS

The study provides an in-depth analysis of the global children entertainment centers market along with current & future trends to elucidate the imminent investment pockets.

Information about key drivers, restraints, and opportunities and their impact analyses on the market is provided.

Porter's five forces analysis illustrates the potency of buyers and suppliers operating in the industry.

The quantitative analysis of the market from 2018 to 2026 is provided to

determine the market potential.

KEY MARKET SEGMENTS

BY VISITOR DEMOGRAPHICS

Families with Children (0-9)

Families with Children (9-12)

Teenagers (12-18)

Young adults (18-24)

Adults (Ages 24+)

BY FACILITY SIZE

Up to 5,000 sq. ft.

5,001 to 10,000 sq. ft.

10,001 to 20,000 sq. ft.

20,001 to 40,000 sq. ft.

1 to 10 Acres

11 to 30 Acres

Over 30 Acres

BY REVENUE SOURCE

Entry Fees & Ticket Sales

Food & Beverage

Merchandising

Advertisement

Others

BY Activity Area

Arcade Studios

AR and VR Gaming Zones

Physical Play Activities

Skill/Competition Games

Others

BY REGION

North America

U.S.

Canada

Europe

UK

France

Germany

Denmark

Spain

Rest of Europe

Asia-Pacific

China

India

Japan

Singapore

South Korea

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

KEY MARKET PLAYERS

Dave & Buster's

CEC Entertainment, Inc.

Cinergy Entertainment

KidZania

Scene 75 Entertainment Centers,

The Walt Disney Company

Lucky Strike Entertainment

FunCity

Smaaash Entertainment Pvt. Ltd.

LEGOLAND Discovery Center

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