

Family/Indoor Entertainment Centers Market By Activity Area (Arcade Studios, AR and VR Gaming Zones, Physical Play Activities, Skill or Competition Games, Others), 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, 10 to 30 Acres, Over 30 Acres), By Visitor Demographics (Families With Children (0-9), Families With Children (9-12), Teenagers (12-18), Young Adults (18-24), Adults (Ages 24 and above)), By Revenue Source (Entry Fees and Ticket Sales, Food and Beverages, Merchandising, Advertisement, Others), By Type (Childrens Entertainment Centers (CECs), Childrens Edutainment Centers (CEDCs), Adult Entertainment Centers (AECs), Location-based VR Entertainment Centers (LBECs)): Global Opportunity Analysis and Industry Forecast, 2024-2033

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Abstracts

The global family and indoor entertainment centers market was valued at \$30.8 billion in 2022 and is projected to grow to \$108.4 billion by 2033, with a CAGR of 12.1% from 2024 to 2033. Family/indoor entertainment center (FEC) is a compact indoor/outdoor amusement park for families with young children to teens and are linked to a bigger

operation such as a theme park. It provides a wide range of recreational activities for people of all ages. FECs often serve sub-regional markets inside larger metropolitan areas and are smaller than full-scale amusement parks, having fewer attractions and a cheaper per-person per-hour cost for customers than traditional amusement parks. Families prefer FECs over outdoor entertainment centers as a source of amusement and relaxation since external conditions and climatic change have no effect on the customers' enjoyment or experience. FECs often feature a diverse array of activities to cater to people of all ages and interests. These may include arcade games, laser tag, go-kart racing, mini-golf, bowling, virtual reality experiences, trampoline parks, climbing walls, bumper cars, indoor playgrounds, and even entertainment options like live shows or movie theaters. Some FECs also incorporate dining areas, cafes, or snack bars to provide food and refreshments for visitors.

Favorable youth demographics and continuous launch of new FECs supporting family activities, food & beverages (F&B) integration, and participatory play boost the growth of the global family/indoor entertainment centers market. In addition, the increase in number of malls positively impacts the growth of the market. However, increase in ticket prices and rise in popularity of home & mobile gaming hamper the market growth. On the contrary, surge in investments on new games and attractions is expected to offer remunerative opportunities for expansion of the market during the forecast period.

The family/indoor entertainment centers market is segmented on the basis of activity area, facility size, revenue source, type, visitor demographics, and region. In terms of activity area, the market is classified into arcade studios, AR & VR gaming zones, physical play activities, skill/competition games, and others. Depending on 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. Depending on revenue source, it is fragmented into entry fees & ticket sales, food & beverages, merchandising, advertisement, and others. On the basis of type, the market is categorized into children's entertainment centers (CECs), children's edutainment centers (CEDCs), adult entertainment centers (AECs), and location-based VR entertainment centers (LBECs). By visitor demographics, the market is segregated into families with children (0-9), families with children (9-12), teenagers (12-18), young adults (18-24), and adults (ages 24+). Region-wise, the market is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

The global family/indoor entertainment centers market is dominated by CEC Entertainment Concepts, LP., Cinergy Entertainment Group, Landmark Leisure LLC (Fun City), Funriders, KidZania, Dave and Buster's, Inc., Lucky Strike Entertainment,

Scene75 Entertainment Centers, Smaaash, and Timezone Global. These players have adopted various strategies such as product launch, partnership, and acquisition to increase their market penetration and strengthen their position in the industry.

Key Benefits For Stakeholders

This report provides a quantitative analysis of the market segments, current trends, estimations, and dynamics of the family/indoor entertainment centers market analysis from 2022 to 2033 to identify the prevailing family/indoor entertainment centers market opportunities.

The market research is offered along with information related to key drivers, restraints, and opportunities.

Porter's five forces analysis highlights the potency of buyers and suppliers to enable stakeholders make profit-oriented business decisions and strengthen their supplier-buyer network.

In-depth analysis of the family/indoor entertainment centers market segmentation assists to determine the prevailing market opportunities.

Major countries in each region are mapped according to their revenue contribution to the global market.

Market player positioning facilitates benchmarking and provides a clear understanding of the present position of the market players.

The report includes the analysis of the regional as well as global family/indoor entertainment centers market trends, key players, market segments, application areas, and market growth strategies.

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Consumer Buying Behavior Analysis

End user preferences and pain points

Industry life cycle assessment, by region

Product Benchmarking / Product specification and applications

Product Life Cycles

Senario Analysis & Growth Trend Comparision

Supply Chain Analysis & Vendor Margins

Technology Trend Analysis

Go To Market Strategy

Market share analysis of players by products/segments

New Product Development/ Product Matrix of Key Players

Pain Point Analysis

Regulatory Guidelines

Strategic Recommendations

Additional company profiles with specific to client's interest

Additional country or region analysis- market size and forecast

Brands Share Analysis

Criss-cross segment analysis- market size and forecast

Expanded list for Company Profiles

Historic market data

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

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

SWOT Analysis

Key Market Segments

By Activity Area

Arcade Studios

AR and VR Gaming Zones

Physical Play Activities

Skill or Competition Games

Others

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

10 to 30 Acres

Over 30 Acres

By Visitor Demographics

Young Adults (18-24)

Adults (Ages 24 and above)

Families With Children (0-9)

Families With Children (9-12)

Teenagers (12-18)

By Revenue Source

Entry Fees and Ticket Sales

Food and Beverages

Merchandising

Advertisement

Others

By Type

Childrens Entertainment Centers (CECs)

Childrens Edutainment Centers (CEDCs)

Adult Entertainment Centers (AECs)

Location-based VR Entertainment Centers (LBECs)

By Region

North America

U.S.

Canada

Europe

UK

Germany

France

Italy

Spain

Rest of Europe

Asia-Pacific

China

Japan

India

Australia

South Korea

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

Key Market Players

CEC Entertainment Concepts, LP.

Cinergy Entertainment Group

Dave and Buster's, Inc.

Funriders

KidZania

Landmark Leisure LLC.

Lucky Strike Entertainment, LLC

SCENE75 ENTERTAINMENT CENTERS LLC

SMAAASH

Timezone Entertainment Pvt Ltd.

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