

**Family/Indoor 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, 11 to 30 acres, and Over 30 acres), Attendance (0-25,000, 25,001-50,000, 50,001-100,000, 100,001-250,000, 250,001-500,000, 500,001-1.25 Million, 1.25 Million-4 Million, and Over 4 Million), Revenue Source (Entry Fees & Ticket Sales, Food & Beverages, Merchandising, Advertisement, and Others), Application (Arcade Studios, AR and VR gaming Zones, Physical Play Activities, Skill/Competition Games, and Others), Type (Childrens Entertainment Centers (CECs), Childrens Edutainment Centers (CEDCs), Adult Entertainment Centers (AECs), and Location-Based Entertainment Centers (LBECs)): Global Opportunity Analysis and Industry Forecast, 2018 - 2025**

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## **Abstracts**

## Family/indoor Entertainment Centers Market Overview:

Family/indoor entertainment centers (FEC) are miniature indoor/outdoor amusement parks marketed toward families with small children to teenagers, and often are entirely indoors or associated with a larger operation such as a theme park. It offers a wide variety of entertainment activities for all age groups. FEC's usually cater to sub-regional markets of larger metropolitan areas and are generally small compared to full-scale amusement parks, with fewer attractions, a lower per-person per-hour cost to consumers than traditional amusement parks. FEC's are more preferred as an entertainment and leisure option by families over the outdoor entertainment centers, as the environmental factors and climate changes do not affect any fun time or experience of the customers.

Growth in per capita disposable income, availability of diversified gaming and entertainment options, and favorable youth demographics in the Asia-Pacific region are some of the factors that drive the growth of the market. However, home gaming and mobile devices, high initial cost, and increase in ticket prices majorly restricts the market growth. Furthermore, continuous launch of new FECs supporting family activities, F&B integration, and participatory play is believed to create significant demand for the family/indoor entertainment centers market. Besides, substantial growth in investments by malls in the Asia-Pacific region and integration of new technologies such as virtual reality gaming, 3D technology, and others provide opportunities for the growth of the market.

The global family/indoor entertainment centers market is segmented based on visitor demographics, facility size, attendance, revenue source, application, type, 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+). Based 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. Based on attendance, it is categorized into 0-25,000, 25,001-50,000, 50,001-100,000, 100,001-250,000, 250,001-500,000, 500,001-1.25 million, and 1.25 million-4 million, and over 4 million. Based on revenue source, it is classified into entry fees & ticket sales, food & beverages, merchandising, advertisement, and others. In terms of application, the market is classified into arcade studios, AR and VR gaming zones, physical play activities, skill/competition games, 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 entertainment centers (LBECs). Based on region, the market is analyzed across North

America, Europe, Asia-Pacific, and LAMEA.

The global family/indoor 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 Family/indoor Entertainment Centers Market:

The study provides an in-depth analysis of the global family/indoor 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 2017 to 2025 is provided to determine the market potential.

#### Family/indoor Entertainment Centers 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 Attendance

0-25,000

25,001-50,000

50,001-100,000

100,001-250,000

250,001-500,000

500,001-1.25 Million

1.25 Million-4 Million

Over 4 Million

#### By Revenue Source

Entry Fees & Ticket Sales

Food & Beverage

Merchandising

Advertisement

Others

## By Applications

Arcade Studios

AR and VR Gaming Zones

Physical Play Activities

Skill/Competition Games

Others

## By Type

Children's Entertainment Centers (CECs)

Children's Edutainment Centers (CEDCs)

Adult Entertainment Centers (AECs)

Location-based Entertainment Centers (LBECs)

## 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

## Contents

### **CHAPTER 1: INTRODUCTION**

- 1.1. REPORT DESCRIPTION
- 1.2. KEY BENEFITS FOR STAKEHOLDERS
- 1.3. RESEARCH METHODOLOGY
  - 1.3.1. Secondary research
  - 1.3.2. Primary research
  - 1.3.3. Analyst tools & models

### **CHAPTER 2: EXECUTIVE SUMMARY**

- 2.1. CXO PERSPECTIVE

### **CHAPTER 3: MARKET OVERVIEW**

- 3.1. MARKET DEFINITION AND SCOPE
- 3.2. KEY FINDINGS
  - 3.2.1. Top impacting factors
  - 3.2.2. Top investment pockets
  - 3.2.3. Top winning strategies
- 3.3. PORTER'S FIVE FORCES ANALYSIS
- 3.4. KEY PLAYER POSITIONING, 2017
- 3.5. MARKET DYNAMICS
  - 3.5.1. Drivers
  - 3.5.2. Restraints
  - 3.5.3. Opportunities

### **CHAPTER 4: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS**

- 4.1. OVERVIEW
- 4.2. FAMILIES WITH CHILDREN (0-9)
  - 4.2.1. Key market trends, growth factors and opportunities
  - 4.2.2. Market size and forecast, by region
  - 4.2.3. Market analysis, by country
- 4.3. FAMILIES WITH CHILDREN (9-12)
  - 4.3.1. Key market trends, growth factors and opportunities



- 4.3.2. Market size and forecast, by region
- 4.3.3. Market analysis, by country
- 4.4. TEENAGERS (12-18)
  - 4.4.1. Key market trends, growth factors and opportunities
  - 4.4.2. Market size and forecast, by region
  - 4.4.3. Market analysis, by country
- 4.5. YOUNG ADULTS (18-24)
  - 4.5.1. Key market trends, growth factors and opportunities
  - 4.5.2. Market size and forecast, by region
  - 4.5.3. Market analysis, by country
- 4.6. ADULTS (AGES 24+)
  - 4.6.1. Key market trends, growth factors and opportunities
  - 4.6.2. Market size and forecast, by region
  - 4.6.3. Market analysis, by country

## **CHAPTER 5: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY FACILITY SIZE**

- 5.1. OVERVIEW
- 5.2. UP TO 5,000 SQ. FT.
  - 5.2.1. Key market trends, growth factors and opportunities
  - 5.2.2. Market size and forecast, by region
  - 5.2.3. Market analysis, by country
- 5.3. 5,001 TO 10,000 SQ. FT.
  - 5.3.1. Key market trends, growth factors and opportunities
  - 5.3.2. Market size and forecast, by region
  - 5.3.3. Market analysis, by country
- 5.4. 10,001 TO 20,000 SQ. FT.
  - 5.4.1. Key market trends, growth factors and opportunities
  - 5.4.2. Market size and forecast, by region
  - 5.4.3. Market analysis, by country
- 5.5. 20,001 TO 40,000 SQ. FT.
  - 5.5.1. Key market trends, growth factors and opportunities
  - 5.5.2. Market size and forecast, by region
  - 5.5.3. Market analysis, by country
- 5.6. 1 TO 10 ACRES
  - 5.6.1. Key market trends, growth factors and opportunities
  - 5.6.2. Market size and forecast, by region
  - 5.6.3. Market analysis, by country

## 5.7. 11 TO 30 ACRES

- 5.7.1. Key market trends, growth factors and opportunities
- 5.7.2. Market size and forecast, by region
- 5.7.3. Market analysis, by country

## 5.8. OVER 30 ACRES

- 5.8.1. Key market trends, growth factors and opportunities
- 5.8.2. Market size and forecast, by region
- 5.8.3. Market analysis, by country

# **CHAPTER 6: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE**

## 6.1. OVERVIEW

### 6.2. 0-25,000

- 6.2.1. Key market trends, growth factors and opportunities
- 6.2.2. Market size and forecast, by region
- 6.2.3. Market analysis, by country

### 6.3. 25,001-50,000

- 6.3.1. Key market trends, growth factors and opportunities
- 6.3.2. Market size and forecast, by region
- 6.3.3. Market analysis, by country

### 6.4. 50,001-100,000

- 6.4.1. Key market trends, growth factors and opportunities
- 6.4.2. Market size and forecast, by region
- 6.4.3. Market analysis, by country

### 6.5. 100,001-250,000

- 6.5.1. Key market trends, growth factors and opportunities
- 6.5.2. Market size and forecast, by region
- 6.5.3. Market analysis, by country

### 6.6. 250,001-500,000

- 6.6.1. Key market trends, growth factors and opportunities
- 6.6.2. Market size and forecast, by region
- 6.6.3. Market analysis, by country

### 6.7. 500,001-1.25 MILLION

- 6.7.1. Key market trends, growth factors and opportunities
- 6.7.2. Market size and forecast, by region
- 6.7.3. Market analysis, by country

### 6.8. 1.25 MILLION-4 MILLION

- 6.8.1. Key market trends, growth factors and opportunities

- 6.8.2. Market size and forecast, by region
- 6.8.3. Market analysis, by country
- 6.9. OVER 4 MILLION
  - 6.9.1. Key market trends, growth factors and opportunities
  - 6.9.2. Market size and forecast, by region
  - 6.9.3. Market analysis, by country

## **CHAPTER 7: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE**

- 7.1. OVERVIEW
- 7.2. ENTRY FEES & TICKET SALES
  - 7.2.1. Key market trends, growth factors and opportunities
  - 7.2.2. Market size and forecast, by region
  - 7.2.3. Market analysis, by country
- 7.3. FOOD & BEVERAGES
  - 7.3.1. Key market trends, growth factors and opportunities
  - 7.3.2. Market size and forecast, by region
  - 7.3.3. Market analysis, by country
- 7.4. MERCHANDISING
  - 7.4.1. Key market trends, growth factors and opportunities
  - 7.4.2. Market size and forecast, by region
  - 7.4.3. Market analysis, by country
- 7.5. ADVERTISEMENT
  - 7.5.1. Key market trends, growth factors and opportunities
  - 7.5.2. Market size and forecast, by region
  - 7.5.3. Market analysis, by country
- 7.6. OTHERS
  - 7.6.1. Key market trends, growth factors and opportunities
  - 7.6.2. Market size and forecast, by region
  - 7.6.3. Market analysis, by country

## **CHAPTER 8: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS**

- 8.1. OVERVIEW
- 8.2. ARCADE STUDIOS
  - 8.2.1. Key market trends, growth factors and opportunities
  - 8.2.2. Market size and forecast, by region

- 8.2.3. Market analysis, by country
- 8.3. AR AND VR GAMING ZONES
  - 8.3.1. Key market trends, growth factors and opportunities
  - 8.3.2. Market size and forecast, by region
  - 8.3.3. Market analysis, by country
- 8.4. PHYSICAL PLAY ACTIVITIES
  - 8.4.1. Key market trends, growth factors and opportunities
  - 8.4.2. Market size and forecast, by region
  - 8.4.3. Market analysis, by country
- 8.5. SKILL/COMPETITION GAMES
  - 8.5.1. Key market trends, growth factors and opportunities
  - 8.5.2. Market size and forecast, by region
  - 8.5.3. Market analysis, by country
- 8.6. OTHERS
  - 8.6.1. Key market trends, growth factors and opportunities
  - 8.6.2. Market size and forecast, by region
  - 8.6.3. Market analysis, by country

## **CHAPTER 9: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE**

- 9.1. OVERVIEW
- 9.2. CHILDRENS ENTERTAINMENT CENTERS (CECS)
  - 9.2.1. Key market trends, growth factors and opportunities
  - 9.2.2. Market size and forecast, by region
  - 9.2.3. Market analysis, by country
- 9.3. CHILDRENS EDUTAINMENT CENTERS (CEDCS)
  - 9.3.1. Key market trends, growth factors and opportunities
  - 9.3.2. Market size and forecast, by region
  - 9.3.3. Market analysis, by country
- 9.4. ADULT ENTERTAINMENT CENTERS (AECS)
  - 9.4.1. Key market trends, growth factors and opportunities
  - 9.4.2. Market size and forecast, by region
  - 9.4.3. Market analysis, by country
- 9.5. LOCATION-BASED ENTERTAINMENT CENTERS (LBECS)
  - 9.5.1. Key market trends, growth factors and opportunities
  - 9.5.2. Market size and forecast, by region
  - 9.5.3. Market analysis, by country

## **CHAPTER 10: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY**

## REGION

### 10.1. OVERVIEW

### 10.2. NORTH AMERICA

#### 10.2.1. Key market trends, growth factors and opportunities

#### 10.2.2. Market size and forecast

##### 10.2.2.1. Market size and forecast, by visitor demographics

##### 10.2.2.2. Market size and forecast, by facility size

##### 10.2.2.3. Market size and forecast, by attendance

##### 10.2.2.4. Market size and forecast, by revenue source

##### 10.2.2.5. Market size and forecast, by applications

##### 10.2.2.6. Market size and forecast, by type

##### 10.2.2.7. Market size and forecast, by country

##### 10.2.2.8. U.S.

###### 10.2.2.8.1. Market size and forecast, by visitor demographics

###### 10.2.2.8.2. Market size and forecast, by facility size

###### 10.2.2.8.3. Market size and forecast, by attendance

###### 10.2.2.8.4. Market size and forecast, by revenue source

###### 10.2.2.8.5. Market size and forecast, by applications

###### 10.2.2.8.6. Market size and forecast, by Type

##### 10.2.2.9. Canada

###### 10.2.2.9.1. Market size and forecast, by visitor demographics

###### 10.2.2.9.2. Market size and forecast, by facility size

###### 10.2.2.9.3. Market size and forecast, by attendance

###### 10.2.2.9.4. Market size and forecast, by revenue source

###### 10.2.2.9.5. Market size and forecast, by applications

###### 10.2.2.9.6. Market size and forecast, by Type

### 10.3. EUROPE

#### 10.3.1. Key market trends, growth factors and opportunities

#### 10.3.2. Market size and forecast

##### 10.3.2.1. Market size and forecast, by visitor demographics

##### 10.3.2.2. Market size and forecast, by facility size

##### 10.3.2.3. Market size and forecast, by attendance

##### 10.3.2.4. Market size and forecast, by revenue source

##### 10.3.2.5. Market size and forecast, by applications

##### 10.3.2.6. Market size and forecast, by type

##### 10.3.2.7. Market size and forecast, by country

##### 10.3.2.8. UK

###### 10.3.2.8.1. Market size and forecast, by visitor demographics

- 10.3.2.8.2. Market size and forecast, by facility size
- 10.3.2.8.3. Market size and forecast, by attendance
- 10.3.2.8.4. Market size and forecast, by revenue source
- 10.3.2.8.5. Market size and forecast, by applications
- 10.3.2.8.6. Market size and forecast, by Type
- 10.3.2.9. France
  - 10.3.2.9.1. Market size and forecast, by visitor demographics
  - 10.3.2.9.2. Market size and forecast, by facility size
  - 10.3.2.9.3. Market size and forecast, by attendance
  - 10.3.2.9.4. Market size and forecast, by revenue source
  - 10.3.2.9.5. Market size and forecast, by applications
  - 10.3.2.9.6. Market size and forecast, by Type
- 10.3.2.10. Germany
  - 10.3.2.10.1. Market size and forecast, by visitor demographics
  - 10.3.2.10.2. Market size and forecast, by facility size
  - 10.3.2.10.3. Market size and forecast, by attendance
  - 10.3.2.10.4. Market size and forecast, by revenue source
  - 10.3.2.10.5. Market size and forecast, by applications
  - 10.3.2.10.6. Market size and forecast, by Type
- 10.3.2.11. Denmark
  - 10.3.2.11.1. Market size and forecast, by visitor demographics
  - 10.3.2.11.2. Market size and forecast, by facility size
  - 10.3.2.11.3. Market size and forecast, by attendance
  - 10.3.2.11.4. Market size and forecast, by revenue source
  - 10.3.2.11.5. Market size and forecast, by applications
  - 10.3.2.11.6. Market size and forecast, by Type
- 10.3.2.12. Spain
  - 10.3.2.12.1. Market size and forecast, by visitor demographics
  - 10.3.2.12.2. Market size and forecast, by facility size
  - 10.3.2.12.3. Market size and forecast, by attendance
  - 10.3.2.12.4. Market size and forecast, by revenue source
  - 10.3.2.12.5. Market size and forecast, by applications
  - 10.3.2.12.6. Market size and forecast, by Type
- 10.3.2.13. Rest of Europe
  - 10.3.2.13.1. Market size and forecast, by visitor demographics
  - 10.3.2.13.2. Market size and forecast, by facility size
  - 10.3.2.13.3. Market size and forecast, by attendance
  - 10.3.2.13.4. Market size and forecast, by revenue source
  - 10.3.2.13.5. Market size and forecast, by applications

10.3.2.13.6. Market size and forecast, by Type

## 10.4. ASIA-PACIFIC

10.4.1. Key market trends, growth factors and opportunities

10.4.2. Market size and forecast

10.4.2.1. Market size and forecast, by visitor demographics

10.4.2.2. Market size and forecast, by facility size

10.4.2.3. Market size and forecast, by attendance

10.4.2.4. Market size and forecast, by revenue source

10.4.2.5. Market size and forecast, by applications

10.4.2.6. Market size and forecast, by type

10.4.2.7. Market size and forecast, by country

10.4.2.8. China

10.4.2.8.1. Market size and forecast, by visitor demographics

10.4.2.8.2. Market size and forecast, by facility size

10.4.2.8.3. Market size and forecast, by attendance

10.4.2.8.4. Market size and forecast, by revenue source

10.4.2.8.5. Market size and forecast, by applications

10.4.2.8.6. Market size and forecast, by Type

10.4.2.9. India

10.4.2.9.1. Market size and forecast, by visitor demographics

10.4.2.9.2. Market size and forecast, by facility size

10.4.2.9.3. Market size and forecast, by attendance

10.4.2.9.4. Market size and forecast, by revenue source

10.4.2.9.5. Market size and forecast, by applications

10.4.2.9.6. Market size and forecast, by Type

10.4.2.10. Japan

10.4.2.10.1. Market size and forecast, by visitor demographics

10.4.2.10.2. Market size and forecast, by facility size

10.4.2.10.3. Market size and forecast, by attendance

10.4.2.10.4. Market size and forecast, by revenue source

10.4.2.10.5. Market size and forecast, by applications

10.4.2.10.6. Market size and forecast, by Type

10.4.2.11. Singapore

10.4.2.11.1. Market size and forecast, by visitor demographics

10.4.2.11.2. Market size and forecast, by facility size

10.4.2.11.3. Market size and forecast, by attendance

10.4.2.11.4. Market size and forecast, by revenue source

10.4.2.11.5. Market size and forecast, by applications

10.4.2.11.6. Market size and forecast, by Type



#### 10.4.2.12.South Korea

- 10.4.2.12.1. Market size and forecast, by visitor demographics
- 10.4.2.12.2. Market size and forecast, by facility size
- 10.4.2.12.3. Market size and forecast, by attendance
- 10.4.2.12.4. Market size and forecast, by revenue source
- 10.4.2.12.5. Market size and forecast, by applications
- 10.4.2.12.6. Market size and forecast, by Type

#### 10.4.2.13.Rest of Asia-Pacific

- 10.4.2.13.1. Market size and forecast, by visitor demographics
- 10.4.2.13.2. Market size and forecast, by facility size
- 10.4.2.13.3. Market size and forecast, by attendance
- 10.4.2.13.4. Market size and forecast, by revenue source
- 10.4.2.13.5. Market size and forecast, by applications
- 10.4.2.13.6. Market size and forecast, by Type

### 10.5. LAMEA

#### 10.5.1. Key market trends, growth factors and opportunities

#### 10.5.2. Market size and forecast

- 10.5.2.1. Market size and forecast, by visitor demographics
- 10.5.2.2. Market size and forecast, by facility size
- 10.5.2.3. Market size and forecast, by attendance
- 10.5.2.4. Market size and forecast, by revenue source
- 10.5.2.5. Market size and forecast, by applications
- 10.5.2.6. Market size and forecast, by type
- 10.5.2.7. Market size and forecast, by country
- 10.5.2.8. Latin America
  - 10.5.2.8.1. Market size and forecast, by visitor demographics
  - 10.5.2.8.2. Market size and forecast, by facility size
  - 10.5.2.8.3. Market size and forecast, by attendance
  - 10.5.2.8.4. Market size and forecast, by revenue source
  - 10.5.2.8.5. Market size and forecast, by applications
  - 10.5.2.8.6. Market size and forecast, by Type
- 10.5.2.9. Middle East
  - 10.5.2.9.1. Market size and forecast, by visitor demographics
  - 10.5.2.9.2. Market size and forecast, by facility size
  - 10.5.2.9.3. Market size and forecast, by attendance
  - 10.5.2.9.4. Market size and forecast, by revenue source
  - 10.5.2.9.5. Market size and forecast, by applications
  - 10.5.2.9.6. Market size and forecast, by Type
- 10.5.2.10.Africa



- 10.5.2.10.1. Market size and forecast, by visitor demographics
- 10.5.2.10.2. Market size and forecast, by facility size
- 10.5.2.10.3. Market size and forecast, by attendance
- 10.5.2.10.4. Market size and forecast, by revenue source
- 10.5.2.10.5. Market size and forecast, by applications
- 10.5.2.10.6. Market size and forecast, by Type

## **CHAPTER 11: COMPANY PROFILE**

### **11.1. DAVE & BUSTERS**

- 11.1.1. Company overview
- 11.1.2. Company snapshot
- 11.1.3. Operating business segments
- 11.1.4. Product portfolio
- 11.1.5. Business performance
- 11.1.6. Key strategic moves and developments

### **11.2. CEC ENTERTAINMENT, INC.**

- 11.2.1. Company overview
- 11.2.2. Company snapshot
- 11.2.3. Product portfolio

### **11.3. CINERGY ENTERTAINMENT**

- 11.3.1. Company overview
- 11.3.2. Company snapshot
- 11.3.3. Product portfolio
- 11.3.4. Key strategic moves and developments

### **11.4. KIDZANIA**

- 11.4.1. Company overview
- 11.4.2. Company snapshot
- 11.4.3. Product portfolio
- 11.4.4. Business performance
- 11.4.5. Key strategic moves and developments

### **11.5. SCENE 75 ENTERTAINMENT CENTERS**

- 11.5.1. Company overview
- 11.5.2. Company snapshot
- 11.5.3. Product portfolio
- 11.5.4. Key strategic moves and developments

### **11.6. THE WALT DISNEY COMPANY**

- 11.6.1. Company overview
- 11.6.2. Company snapshot

11.6.3. Product portfolio

#### 11.7. LUCKY STRIKE ENTERTAINMENT

11.7.1. Company overview

11.7.2. Company snapshot

11.7.3. Product portfolio

11.7.4. Key strategic moves and developments

#### 11.8. FUNCITY

11.8.1. Company overview

11.8.2. Company snapshot

11.8.3. Operating business segments

11.8.4. Product portfolio

11.8.5. Business performance

11.8.6. Key strategic moves and developments

#### 11.9. SMAAASH ENTERTAINMENT PVT. LTD.

11.9.1. Company overview

11.9.2. Company snapshot

11.9.3. Product portfolio

11.9.4. Key strategic moves and developments

#### 11.10. LEGOLAND DISCOVERY CENTER

11.10.1. Company overview

11.10.2. Company snapshot

11.10.3. Product portfolio

11.10.4. Key strategic moves and developments

## List Of Tables

### LIST OF TABLES

TABLE 01. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE, BY VISITOR DEMOGRAPHICS, 2017-2025 (\$MILLION)

TABLE 02. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR FAMILIES WITH CHILDREN (0-9), BY REGION, 2017-2025 (\$MILLION)

TABLE 03. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR FAMILIES WITH CHILDREN (9-12), BY REGION, 2017-2025 (\$MILLION)

TABLE 04. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR TEENAGERS (12-18), BY REGION, 2017-2025 (\$MILLION)

TABLE 05. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR YOUNG ADULTS (18-24), BY REGION, 2017-2025 (\$MILLION)

TABLE 06. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR ADULTS (AGES 24+), BY REGION, 2017-2025 (\$MILLION)

TABLE 07. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE, BY FACILITY SIZE, 2017-2025 (\$MILLION)

TABLE 08. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR UP TO 5,000 SQ. FT SEGMENT, BY REGION, 2017-2025 (\$MILLION)

TABLE 09. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 5,001 TO 10,000 SQ. FT., BY REGION, 2017-2025 (\$MILLION)

TABLE 10. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 10,001 TO 20,000 SQ. FT., BY REGION, 2017-2025 (\$MILLION)

TABLE 11. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 20,001 TO 40,000 SQ. FT, BY REGION, 2017-2025 (\$MILLION)

TABLE 12. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 1 TO 10 ACRES, BY REGION, 2017-2025 (\$MILLION)

TABLE 13. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 11 TO 30 ACRES, BY REGION, 2017-2025 (\$MILLION)

TABLE 14. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR OVER 30 ACRES, BY REGION, 2017-2025 (\$MILLION)

TABLE 15. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE, BY ATTENDANCE, 2017-2025 (\$MILLION)

TABLE 16. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 0-25,000, BY REGION, 2017-2025 (\$MILLION)

TABLE 17. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 25,001-50,000, BY REGION, 2017-2025 (\$MILLION)

TABLE 18. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR

50,001-100,000, BY REGION, 20172025 (\$MILLION)

TABLE 19. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 100,001-250,000, BY REGION, 20172025 (\$MILLION)

TABLE 20. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 250,001-500,000, BY REGION, 20172025 (\$MILLION)

TABLE 21. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 500,001-1.25 MILLION, BY REGION, 20172025 (\$MILLION)

TABLE 22. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 1.25 MILLION-4 MILLION, BY REGION, 20172025 (\$MILLION)

TABLE 23. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR OVER 4 MILLION, BY REGION, 20172025 (\$MILLION)

TABLE 24. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 25. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR ENTRY FEES & TICKET SALES, BY REGION, 20172025 (\$MILLION)

TABLE 26. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR FOOD & BEVERAGES, BY REGION, 20172025 (\$MILLION)

TABLE 27. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR MERCHANDISING, BY REGION, 20172025 (\$MILLION)

TABLE 28. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR ADVERTISEMENT, BY REGION, 20172025 (\$MILLION)

TABLE 29. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR OTHERS, BY REGION, 20172025 (\$MILLION)

TABLE 30. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 31. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR ARCADE STUDIOS, BY REGION, 20172025 (\$MILLION)

TABLE 32. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR ENTERTAINMENT, BY REGION, 20172025 (\$MILLION)

TABLE 33. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR PHYSICAL PLAY ACTIVITIES, BY REGION, 20172025 (\$MILLION)

TABLE 34. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR SKILL/COMPETITION GAMES, BY REGION, 20172025 (\$MILLION)

TABLE 35. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR OTHERS, BY REGION, 20172025 (\$MILLION)

TABLE 36. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE, BY TYPE, 20172025 (\$MILLION)

TABLE 37. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR CHILDRENS ENTERTAINMENT CENTERS (CECS), BY REGION, 20172025

(\$MILLION)

TABLE 38. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR CHILDRENS EDUTAINMENT CENTERS (CEDCS), BY REGION, 20172025

(\$MILLION)

TABLE 39. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR ADULT ENTERTAINMENT CENTERS (AECS), BY REGION, 20172025 (\$MILLION)

TABLE 40. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR LOCATION-BASED ENTERTAINMENT CENTERS (LBECS), BY REGION, 20172025 (\$MILLION)

TABLE 41. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE, BY REGION, 20172025 (\$MILLION)

TABLE 42. NORTH AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 43. NORTH AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 44. NORTH AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 45. NORTH AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 46. NORTH AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 47. NORTH AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 48. NORTH AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY COUNTRY, 20172025 (\$MILLION)

TABLE 49. U.S. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 50. U.S. FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 51. U.S. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 52. U.S. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 53. U.S. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 54. U.S. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 55. CANADA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 56. CANADA FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 57. CANADA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 58. CANADA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 59. CANADA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 60. CANADA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 61. EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 62. EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 63. EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 64. EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 65. EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 66. EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 67. EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY COUNTRY, 20172025 (\$MILLION)

TABLE 68. UK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 69. UK FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 70. UK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 71. UK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 72. UK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 73. UK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 74. FRANCE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 75. FRANCE FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS



MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 76. FRANCE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 77. FRANCE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 78. FRANCE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 79. FRANCE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 80. GERMANY FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 81. GERMANY FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 82. GERMANY FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 83. GERMANY FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 84. GERMANY FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 85. GERMANY FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 86. DENMARK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 87. DENMARK FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 88. DENMARK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 89. DENMARK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 90. DENMARK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 91. DENMARK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 92. SPAIN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 93. SPAIN FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 94. SPAIN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 95. SPAIN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 2017-2025 (\$MILLION)

TABLE 96. SPAIN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 2017-2025 (\$MILLION)

TABLE 97. SPAIN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 2017-2025 (\$MILLION)

TABLE 98. REST OF EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 2017-2025 (\$MILLION)

TABLE 99. REST OF EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 2017-2025 (\$MILLION)

TABLE 100. REST OF EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 2017-2025 (\$MILLION)

TABLE 101. REST OF EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 2017-2025 (\$MILLION)

TABLE 102. REST OF EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 2017-2025 (\$MILLION)

TABLE 103. REST OF EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 2017-2025 (\$MILLION)

TABLE 104. ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 2017-2025 (\$MILLION)

TABLE 105. ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 2017-2025 (\$MILLION)

TABLE 106. ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 2017-2025 (\$MILLION)

TABLE 107. ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 2017-2025 (\$MILLION)

TABLE 108. ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 2017-2025 (\$MILLION)

TABLE 109. ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 2017-2025 (\$MILLION)

TABLE 110. ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY COUNTRY, 2017-2025 (\$MILLION)

TABLE 111. CHINA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 2017-2025 (\$MILLION)

TABLE 112. CHINA FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 2017-2025 (\$MILLION)

TABLE 113. CHINA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 2017-2025 (\$MILLION)

TABLE 114. CHINA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY



REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 115. CHINA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 116. CHINA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 117. INDIA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 118. INDIA FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 119. INDIA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 120. INDIA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 121. INDIA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 122. INDIA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 123. JAPAN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 124. JAPAN FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 125. JAPAN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 126. JAPAN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 127. JAPAN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 128. JAPAN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 129. SINGAPORE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 130. SINGAPORE FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 131. SINGAPORE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 132. SINGAPORE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 133. SINGAPORE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 134. SINGAPORE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 135. SOUTH KOREA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 136. SOUTH KOREA FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 137. SOUTH KOREA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 138. SOUTH KOREA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 139. SOUTH KOREA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 140. SOUTH KOREA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 141. REST OF ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 142. REST OF ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 143. REST OF ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 144. REST OF ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 145. REST OF ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 146. REST OF ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 147. LAMEA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 148. LAMEA FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 149. LAMEA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 150. LAMEA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 151. LAMEA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 152. LAMEA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 153. LAMEA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY

COUNTRY, 20172025 (\$MILLION)

TABLE 154. LATIN AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 155. LATIN AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 156. LATIN AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 157. LATIN AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 158. LATIN AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 159. LATIN AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 160. MIDDLE EAST FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 161. MIDDLE EAST FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 162. MIDDLE EAST FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 163. MIDDLE EAST FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 164. MIDDLE EAST FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 165. MIDDLE EAST FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 166. AFRICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS, 20172025 (\$MILLION)

TABLE 167. AFRICA FAMILY/INDOOR ENTERTAINMENT CENTERS SOLUTIONS MARKET, BY FACILITY SIZE, 20172025 (\$MILLION)

TABLE 168. AFRICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ATTENDANCE, 20172025 (\$MILLION)

TABLE 169. AFRICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE, 20172025 (\$MILLION)

TABLE 170. AFRICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY APPLICATIONS, 20172025 (\$MILLION)

TABLE 171. AFRICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE, 20172025 (\$MILLION)

TABLE 172. DAVE & BUSTERS: COMPANY SNAPSHOT

TABLE 173. DAVE & BUSTERS: OPERATING SEGMENTS

TABLE 174. DAVE & BUSTERS: PRODUCT PORTFOLIO
TABLE 175. DAVE & BUSTERS: KEY STRATEGIC MOVES AND DEVELOPMENTS
TABLE 176. CEC ENTERTAINMENT, INC.: COMPANY SNAPSHOT
TABLE 177. CEC ENTERTAINMENT, INC.: PRODUCT PORTFOLIO
TABLE 178. CINERGY ENTERTAINMENT: COMPANY SNAPSHOT
TABLE 179. CINERGY ENTERTAINMENT: PRODUCT PORTFOLIO
TABLE 180. CINERGY ENTERTAINMENT: KEY STRATEGIC MOVES AND DEVELOPMENTS
TABLE 181. KIDZANIA: COMPANY SNAPSHOT
TABLE 182. KIDZANIA: PRODUCT PORTFOLIO
TABLE 183. KIDZANIA: KEY STRATEGIC MOVES AND DEVELOPMENTS
TABLE 184. SCENE 75 ENTERTAINMENT CENTERS: COMPANY SNAPSHOT
TABLE 185. SCENE 75 ENTERTAINMENT CENTERS: PRODUCT PORTFOLIO
TABLE 186. SCENE 75 ENTERTAINMENT CENTERS: KEY STRATEGIC MOVES AND DEVELOPMENTS
TABLE 187. THE WALT DISNEY COMPANY: COMPANY SNAPSHOT
TABLE 188. THE WALT DISNEY COMPANY: PRODUCT PORTFOLIO
TABLE 189. LUCKY STRIKE ENTERTAINMENT: COMPANY SNAPSHOT
TABLE 190. LUCKY STRIKE ENTERTAINMENT: PRODUCT PORTFOLIO
TABLE 191. LUCKY STRIKE ENTERTAINMENT: KEY STRATEGIC MOVES AND DEVELOPMENTS
TABLE 192. FUNCITY: COMPANY SNAPSHOT
TABLE 193. FUNCITY: OPERATING SEGMENTS
TABLE 194. FUNCITY: PRODUCT PORTFOLIO
TABLE 195. FUNCITY: KEY STRATEGIC MOVES AND DEVELOPMENTS
TABLE 196. SMAAASH ENTERTAINMENT PVT. LTD.: COMPANY SNAPSHOT
TABLE 197. SMAAASH ENTERTAINMENT PVT. LTD.: PRODUCT PORTFOLIO
TABLE 198. SMAAASH ENTERTAINMENT PVT. LTD.: KEY STRATEGIC MOVES AND DEVELOPMENTS
TABLE 199. LEGOLAND DISCOVERY CENTER: COMPANY SNAPSHOT
TABLE 200. LEGOLAND DISCOVERY CENTER:PRODUCT PORTFOLIO
TABLE 201. LEGOLAND DISCOVERY CENTER:KEY STRATEGIC MOVES AND DEVELOPMENTS

## List Of Figures

### LIST OF FIGURES

FIGURE 01. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025

FIGURE 02. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025

FIGURE 03. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REGION, 2017-2025

FIGURE 04. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET: KEY PLAYERS

FIGURE 05. GLOBAL FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET SEGMENTATION

FIGURE 06. TOP IMPACTING FACTORS

FIGURE 07. TOP INVESTMENT POCKETS

FIGURE 08. TOP WINNING STRATEGIES, BY YEAR, 2015-2018\*

FIGURE 09. TOP WINNING STRATEGIES, BY DEVELOPMENT, 2015-2018\* (%)

FIGURE 10. TOP WINNING STRATEGIES, BY COMPANY, 2015-2018\*

FIGURE 11. BARGAINING POWER OF SUPPLIERS

FIGURE 12. BARGAINING POWER OF BUYERS

FIGURE 13. THREAT OF SUBSTITUTES

FIGURE 14. THREAT OF NEW ENTRANTS

FIGURE 15. COMPETITIVE RIVALRY

FIGURE 16. KEY PLAYER POSITIONING, 2017

FIGURE 17. DRIVERS, RESTRAINTS, AND OPPORTUNITIES

FIGURE 18. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR FAMILIES WITH CHILDREN (0-9), 2017 & 2025 (%)

FIGURE 19. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR FAMILIES WITH CHILDREN (9-12), 2017 & 2025 (%)

FIGURE 20. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR TEENAGERS (12-18), BY COUNTRY, 2017 & 2025 (%)

FIGURE 21. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR YOUNG ADULTS (18-24), BY COUNTRY, 2017 & 2025 (%)

FIGURE 22. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR

ENTERTAINMENT CENTERS MARKET FOR ADULTS (AGES 24+), BY COUNTRY, 2017 & 2025 (%)

FIGURE 23. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR UP TO 5,000 SQ. FT SEGMENT, BY COUNTRY, 2017 & 2025 (%)

FIGURE 24. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 5,001 TO 10,000 SQ. FT., BY COUNTRY, 2017 & 2025 (%)

FIGURE 25. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 10,001 TO 20,000 SQ. FT., BY COUNTRY, 2017 & 2025 (%)

FIGURE 26. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 20,001 TO 40,000 SQ. FT, BY COUNTRY, 2017 & 2025 (%)

FIGURE 27. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 1 TO 10 ACRES, BY COUNTRY, 2017 & 2025 (%)

FIGURE 28. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 11 TO 30 ACRES, BY COUNTRY, 2017 & 2025 (%)

FIGURE 29. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR OVER 30 ACRES, BY COUNTRY, 2017 & 2025 (%)

FIGURE 30. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 0-25,000, BY COUNTRY, 2017 & 2025 (%)

FIGURE 31. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 25,001-50,000, BY COUNTRY, 2017 & 2025 (%)

FIGURE 32. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 50,001-100,000, BY COUNTRY, 2017 & 2025 (%)

FIGURE 33. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR 100,001-250,000, BY COUNTRY, 2017 & 2025 (%)

FIGURE 34. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 250,001-500,000, BY COUNTRY, 2017 & 2025 (%)

FIGURE 35. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR



ENTERTAINMENT CENTERS MARKET REVENUE FOR 500,001-1.25 MILLION, BY COUNTRY, 2017 & 2025 (%)

FIGURE 36. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR 1.25 MILLION-4 MILLION, BY COUNTRY, 2017 & 2025 (%)

FIGURE 37. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR OVER 4 MILLION, BY COUNTRY, 2017 & 2025 (%)

FIGURE 38. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR ENTRY FEES & TICKET SALES, BY COUNTRY, 2017 & 2025 (%)

FIGURE 39. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR FOOD & BEVERAGES, BY COUNTRY, 2017 & 2025 (%)

FIGURE 40. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR MERCHANDISING, BY COUNTRY, 2017 & 2025 (%)

FIGURE 41. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR ADVERTISEMENT, BY COUNTRY, 2017 & 2025 (%)

FIGURE 42. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET REVENUE FOR OTHERS, BY COUNTRY, 2017 & 2025 (%)

FIGURE 43. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR ARCADE STUDIOS, BY COUNTRY, 2017 & 2025 (%)

FIGURE 44. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR AR & VR GAMING ZONES, BY COUNTRY, 2017 & 2025 (%)

FIGURE 45. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR PHYSICAL PLAY ACTIVITIES, BY COUNTRY, 2017 & 2025 (%)

FIGURE 46. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR SKILL/COMPETITION GAMES, BY COUNTRY, 2017 & 2025 (%)

FIGURE 47. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR OTHERS, BY COUNTRY, 2017 & 2025 (%)

FIGURE 48. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR

ENTERTAINMENT CENTERS MARKET FOR CHILDRENS ENTERTAINMENT CENTERS (CECS), BY COUNTRY, 2017 & 2025 (%)

FIGURE 49. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR CHILDRENS EDUTAINMENT CENTERS (CEDCS), BY COUNTRY, 2017 & 2025 (%)

FIGURE 50. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR ADULT ENTERTAINMENT CENTERS (AECS), BY COUNTRY, 2017 & 2025 (%)

FIGURE 51. COMPARATIVE SHARE ANALYSIS OF FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET FOR LOCATION-BASED ENTERTAINMENT CENTERS (LBECS), BY COUNTRY, 2017 & 2025 (%)

FIGURE 52. U.S. FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 53. CANADA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 54. UK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 55. FRANCE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 56. GERMANY FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 57. DENMARK FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 58. SPAIN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 59. REST OF EUROPE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 60. CHINA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 61. INDIA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 62. JAPAN FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 63. SINGAPORE FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 64. SOUTH KOREA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 65. REST OF ASIA-PACIFIC FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)



FIGURE 66. LATIN AMERICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 67. MIDDLE EAST FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 68. AFRICA FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, 2017-2025 (\$MILLION)

FIGURE 69. DAVE & BUSTERS: REVENUE, 2015-2017 (\$MILLION)

FIGURE 70. DAVE & BUSTERS: REVENUE SHARE BY SEGMENT, 2017 (%)

FIGURE 71. DAVE & BUSTERS: REVENUE SHARE BY REGION, 2017 (%)

FIGURE 72. KIDZANIA: REVENUE, 2016-2018 (\$MILLION)

FIGURE 73. KIDZANIA: REVENUE SHARE BY PRODUCT AND SERVICES, 2018 (%)

FIGURE 74. KIDZANIA: REVENUE SHARE BY REGION, 2018 (%)

FIGURE 75. FUNCITY: REVENUE, 2015-2017 (\$MILLION)

FIGURE 76. FUNCITY: REVENUE SHARE BY SEGMENT, 2017 (%)

FIGURE 77. FUNCITY: REVENUE SHARE BY REGION, 2017 (%)

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