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North America Family Entertainment Centers Market by Visitor Demographics (Families with Children (0–8), Families with Children (9–12), Teenagers (13–19), Young Adults (19–25), Adults (25+)), Facility Size (Up to 5,000 sq. ft., 5,001–10,000 sq. ft., 10,001–20,000 sq. ft., 20,001–40,000 sq. ft., 1–10 Acres, 11–30 Acres, and Over 30 Acres), Revenue Source (Entry Fees & Ticket Sales, Food & Beverages, Merchandising, Advertisement, and Others), Application (Arcade Studios, AR & VR Gaming Zones, Physical Play Activities, Skill/Competition Games, and Others), Type (Children's Entertainment Centers (CECs), Children's Edutainment Centers (CEDCs), Adult Entertainment Centers (AECs), and Location-based Entertainment Centers (LBECs)): North America Opportunity Analysis and Industry Forecast, 2018–2025

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Abstracts

Family/indoor entertainment centers (FECs) are miniature indoor entertainment centers, which offera variety of entertainment activities to individuals of all ages. FECsare primarily designed to offera variety of games such as video games, machine-based games, arcade games, gaming consoles, and VR-based games. They are more preferred as an entertainment and leisure option by families over the outdoor

entertainment centers, as environmental factors and climate changes do not affect the experience of customers.

Factors such as growth in per capita disposable income,availability of diversified gaming and entertainment options,and integration of new technologies such as 3D technology &virtual reality (VR) gaming in FECsare driving the growth of the North America family/indoor entertainment centers market. However, availability of home gaming &mobile devices, high initial cost, and increase in ticket prices majorly restrictthe market growth. Furthermore, continuous launch of new FECs supporting family activities, food & beverages integration, and participatory play are anticipated to boost the growth of the family/indoor entertainment centers market. Moreover, substantial growth in investments by malls in North America region is expected to provide remunerativeopportunities for the growth of the market.

The global family/indoor entertainment centers market is segmented into visitor demographics, facility size, revenue source, application, type,and region. In terms of visitor demographics, the market is categorized into families with children (0–8), families with children (9–12), teenagers (13–19), young adults (20–25), and adults (Ages 25+). On the basis of facility size, it is divided into up to 5,000 sq. ft., 5,001–10,000 sq. ft., 10,001–20,000 sq. ft., 20,001–40,000 sq. ft., 1–10 acres, 11–30 acres, and over 30 acres. Depending on revenue source, it is classified into entry fees & ticket sales, food & beverages, merchandising, advertisement, and others. The applications covered in the study include arcade studios, AR and VR gaming zones, physical play activities, skill/competition games, and others.As per type, the market is segregated into children's entertainment centers (CECs), children's edutainment centers (CEDCs), adult entertainment centers (AECs), and location-based VR Entertainment Centers (LBECs). Country wise, the market is analyzed across the U.S. and Canada.

The North Americafamily/indoor entertainment centers market is dominated by Cinergy Entertainment Group, CEC Entertainment, Inc.,Dave & Buster's, Inc.,Disney, Lucky Strike Entertainment, Scene75 Entertainment Centers, SeaWorld Entertainment, Inc.,Main Event Entertainment,iPlay America, and White Hutchinson Leisure & learning group, Inc.

KEY BENEFITS FOR STAKEHOLDERS

The study provides an in-depth analysis of the North Americafamily/indoor entertainment centers marketalong 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 North America family/indoor entertainment centers industry.

The quantitative analysis of themarketfrom 2017 to 2025 is provided to determine the market potential.

KEY MARKET SEGMENTS

BY VISITOR DEMOGRAPHICS

Families with Children (0–8)

Families with Children (9–12)

Teenagers (13–19)

Young adults (20–25)

Adults (25+)

BY FACILITY SIZE

Up to 5,000 sq. ft.

5,001–10,000 sq. ft.

10,001–20,000 sq. ft.

20,001–40,000 sq. ft.

1–10 Acres

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11–30 Acres

Over 30 Acres

BY REVENUE SOURCE

Entry Fees & Ticket Sales

Food & Beverage

Merchandising

Advertisement

Others

BY APPLICATION

Arcade Studios

AR &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)

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Location-based VR Entertainment Centers (LBECs)

BY REGION

North America

U.S.

Northeast

Maine

Massachusetts

Rhode Island

Connecticut

New Hampshire

Vermont

New York

Pennsylvania

New Jersey

Delaware

Maryland

Southeast

West Virginia

Virginia

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Kentucky

Tennessee

North Carolina

South Carolina

Georgia

Alabama

Mississippi

Arkansas

Louisiana

Florida

Midwest

Ohio

Indiana

Michigan

Illinois

Missouri

Wisconsin

Minnesota

Iowa

Kansas

Nebraska

South Dakota

North Dakota

Southwest

Texas

Oklahoma

New Mexico

Arizona

West

Colorado

Wyoming

Montana

Idaho

Washington

Oregon

Utah

Nevada

California

Alaska

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Hawaii

Canada

KEY MARKET PLAYERS

Cinergy Entertainment Group

CEC Entertainment, Inc.

Dave & Buster’s, Inc.

Disney

Lucky Strike Entertainment

Scene75 Entertainment Centers

SeaWorld Entertainment, Inc.

Main Event Entertainment

iPlay America

White Hutchinson Leisure &Learning Group, Inc.

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CHAPTER 5: COMPANY PROFILE

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