

Global Children Entertainment Centers Market Size Study, by Revenue Source (Entry Fees and Ticket Sales, Food and Beverages, Merchandising, Advertisement, Others), by Activity Area (Arcade Studios, AR and VR Gaming Zones, Physical Play Activities, Skill/Competition Games, Others), by Visitor Demographic (Young Adults (18-24), Adults (Ages 24+), Families with Children (0-9), Families with Children (9-12), Teenagers (12-18)), 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), and Regional Forecasts 2022-2032

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Abstracts

Global Children Entertainment Centers Market was valued at approximately USD 12.75 billion in 2023 and is anticipated to grow with a healthy growth rate of over 10.87% over the forecast period 2024-2032. Children entertainment centers, also known as amusement parks, are small outdoor or indoor enjoyment parks targeted towards families with children and teenagers. These centers, often associated with larger operational hubs such as theme parks, offer a variety of entertainment activities catering to different age groups. Major attractions include thrill rides and modern embellishments of classic family fun centers, which are projected to propel the market's growth. The Global Children Entertainment Centers Market is driven by growing preference for indoor recreational and entertainment options among families over outdoor

entertainment centers is a significant driver of the market. Moreover, the market is poised to experience notable growth due to the continuous launch of new entertainment centers that support family activities, the integration of food and beverage (F&B) services, and participatory play. The rise in the number of malls and favorable youth demographics further contribute to market expansion. Additionally, increased investments in new games and attractions present lucrative opportunities for market growth. However, the increasing penetration of smartphones and home gaming options, such as video games, alongside the high initial investments required for establishing these centers, are going to impede the overall demand for the market during the forecast period 2024-2032.

The key regions considered for the Global Children Entertainment Centers Market study includes Asia Pacific, North America, Europe, Latin America, and Rest of the World. In 2023, North America held the largest market share driven by the expansion of interactive and themed experiences within entertainment centers. The region sees a surge in creating immersive environments that transport children into fantastical worlds through themed play areas, adventure zones, and storytelling-driven attractions. Furthermore, Asia-Pacific is expected to witness the fastest growth during the forecast period, attributed to the high number of malls in the region.

Major market players included in this report are:

Funriders

Cinergy Entertainment Group

Smaaash

The Walt Disney Company

LEGO System A/S

Landmark Group

KidZania

Dave and Buster's, Inc

CEC Entertainment Concepts, LP

Scene75 Entertainment Centers LLC

The detailed segments and sub-segment of the market are explained below:

By Revenue Source:

- Entry Fees and Ticket Sales
- Food and Beverages
- Merchandising
- Advertisement
- Others

By Activity Area:

- Arcade Studios
- AR and VR Gaming Zones

- Physical Play Activities
- Skill/Competition Games
- Others

By Visitor Demographic:

- Young Adults (18-24)
- Adults (Ages 24+)
- Families with Children (0-9)
- Families with Children (9-12)
- Teenagers (12-18)

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 Region:

North America

- U.S.
- Canada

Europe

- UK
- Germany
- France
- Spain
- Italy
- ROE

Asia Pacific

- China
- India
- Japan
- Australia
- South Korea
- RoAPAC

Latin America

- Brazil
- Mexico

Middle East & Africa

- Saudi Arabia
- South Africa
- RoMEA

Years considered for the study are as follows:

- Historical year – 2022
- Base year – 2023
- Forecast period – 2024 to 2032

Key Takeaways:

- Market Estimates & Forecast for 10 years from 2022 to 2032.
- Annualized revenues and regional level analysis for each market segment.
- Detailed analysis of geographical landscape with Country level analysis of major regions.
- Competitive landscape with information on major players in the market.
- Analysis of key business strategies and recommendations on future market approach.
- Analysis of competitive structure of the market.
- Demand side and supply side analysis of the market

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