

# **Global Indoor Amusement Center Market Size Study, by Component (Arcade Games, AR-VR Games, Indoor Go-Karts, Indoor Adventure Parks, Bowling Alleys) and Regional Forecasts 2022-2032**

<https://marketpublishers.com/r/GB712CC1D773EN.html>

Date: February 2025

Pages: 285

Price: US\$ 4,950.00 (Single User License)

ID: GB712CC1D773EN

## **Abstracts**

The Global Indoor Amusement Center Market is estimated to be valued at approximately USD 47.06 billion in 2023 and is anticipated to grow at a healthy compound annual growth rate (CAGR) of 9.0% over the forecast period 2024-2032. Indoor amusement centers, known for their dynamic and engaging recreational offerings, have evolved into bustling hubs of entertainment, blending advanced technology with immersive experiences. These centers feature an eclectic mix of arcade games, AR-VR technologies, indoor adventure parks, bowling alleys, and go-karts, designed to captivate diverse age groups and preferences. The emergence of innovative gaming formats and cutting-edge simulations has elevated customer engagement levels, fostering sustained market growth. Additionally, rising disposable incomes and an increasing inclination toward experiential entertainment drive the market's expansion.

The market is undergoing a profound transformation, with advancements in AR-VR gaming technology spearheading innovation. AR-VR integration offers users highly immersive environments, enabling realistic interactions that redefine the gaming and recreational landscape. As urbanization accelerates and leisure spaces shrink, indoor amusement centers are capitalizing on compact, versatile designs that maximize entertainment options in limited spaces. Furthermore, global initiatives promoting active social interactions and skill-based activities among youth and families contribute to the burgeoning popularity of these centers.

Key factors fueling market growth include the proliferation of technology-driven

entertainment and the escalating demand for group-oriented recreational activities. The ongoing digital transformation in the gaming sector, coupled with increasing investments in infrastructure development, is driving the proliferation of indoor amusement centers worldwide. However, high initial capital expenditure and maintenance costs pose challenges to market players. Despite these hurdles, evolving consumer preferences and the introduction of modular and themed indoor centers continue to propel market growth.

Regionally, North America commands a significant share of the global market, owing to its well-established entertainment industry, widespread adoption of AR-VR technologies, and high consumer spending on leisure activities. Europe follows closely, driven by robust infrastructure and a strong focus on innovation in gaming experiences. The Asia-Pacific region is poised to witness the fastest growth during the forecast period, supported by rising urbanization, increasing disposable incomes, and a burgeoning middle class with an appetite for sophisticated recreational facilities.

Major market players included in this report are:

3D Systems Corporation

Shining 3D

Cyfuse Biomedical K.K

Desktop Metal, Inc.

Medprin Biotech GmbH

Advanced Solutions, Inc.

Organovo Holdings, Inc.

CollPlant Biotechnologies Ltd

REGEMAT 3D S.L

The Bio Convergence Company

Gattaca Biotech

BioLife Solutions, Inc.

Dimension Inx

Aspect Biosystems Ltd.

Nano3D Biosciences, Inc.

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

By Component:

Arcade Games

AR-VR Games

Indoor Go-Karts

Indoor Adventure Parks

Bowling Alleys

By Region:

North America:

U.S.

Canada

Europe:

UK

Germany

France

Spain

Italy

Rest of Europe

Asia Pacific:

China

India

Japan

Australia

South Korea

Rest of Asia Pacific

Latin America:

Brazil

Mexico

Middle East & Africa:

Saudi Arabia

South Africa

Rest of Middle East & Africa

### Key Takeaways:

Market estimates and forecasts spanning 10 years from 2022 to 2032.

Comprehensive regional-level analysis for each market segment.

In-depth examination of key players' competitive strategies and market positioning.

Detailed segmentation analysis with insights into emerging trends.

Actionable recommendations for market players to enhance growth opportunities.

## Contents

### CHAPTER 1. GLOBAL INDOOR AMUSEMENT CENTER MARKET EXECUTIVE SUMMARY

1.1. Global Indoor Amusement Center Market Size & Forecast (2022-2032)

1.2. Regional Summary

1.3. Segmental Summary

1.3.1. By Component

Arcade Games

AR-VR Games

Indoor Go-Karts

Indoor Adventure Parks

Bowling Alleys

1.3.2. By Region

North America

– U.S.

– Canada

Europe

– UK

– Germany

– France

– Spain

– Italy

– Rest of Europe

Asia Pacific

– China

– India

– Japan

– Australia

– South Korea

– Rest of Asia Pacific

Latin America

– Brazil

– Mexico

– Rest of Latin America

Middle East & Africa

– Saudi Arabia

– South Africa

- Rest of Middle East & Africa
- 1.4. Key Trends
- 1.5. Recession Impact
- 1.6. Analyst Recommendation & Conclusion

## **CHAPTER 2. GLOBAL INDOOR AMUSEMENT CENTER MARKET DEFINITION AND RESEARCH ASSUMPTIONS**

- 2.1. Research Objective
- 2.2. Market Definition
- 2.3. Research Assumptions
  - 2.3.1. Inclusion & Exclusion
  - 2.3.2. Limitations
  - 2.3.3. Supply Side AnalysisAvailability
- Infrastructure
- Regulatory Environment
- Market Competition
- Economic Viability (Consumer's Perspective)
  - 2.3.4. Demand Side Analysis
- Regulatory Frameworks
- Technological Advancements
- Environmental Considerations
- Consumer Awareness & Acceptance
- 2.4. Estimation Methodology
- 2.5. Years Considered for the Study
- 2.6. Currency Conversion Rates

## **CHAPTER 3. GLOBAL INDOOR AMUSEMENT CENTER MARKET DYNAMICS**

- 3.1. Market Drivers
  - 3.1.1. Proliferation of Technology-Driven Entertainment
  - 3.1.2. Rising Disposable Incomes and Consumer Spending
  - 3.1.3. Increased Demand for Experiential and Group-Oriented Activities
- 3.2. Market Challenges
  - 3.2.1. High Initial Capital Expenditure
  - 3.2.2. Rising Maintenance Costs
  - 3.2.3. Space Limitations in Urban Areas
- 3.3. Market Opportunities

- 3.3.1. Advancements in AR-VR Gaming Technology
- 3.3.2. Urbanization and Compact, Versatile Designs
- 3.3.3. Expanding Middle-Class Demand in the Asia-Pacific Region

## **CHAPTER 4. GLOBAL INDOOR AMUSEMENT CENTER MARKET INDUSTRY ANALYSIS**

- 4.1. Porter's 5 Force Model
  - 4.1.1. Bargaining Power of Suppliers
  - 4.1.2. Bargaining Power of Buyers
  - 4.1.3. Threat of New Entrants
  - 4.1.4. Threat of Substitutes
  - 4.1.5. Competitive Rivalry
  - 4.1.6. Futuristic Approach to Porter's 5 Force Model
  - 4.1.7. Porter's 5 Force Impact Analysis
- 4.2. PESTEL Analysis
  - 4.2.1. Political
  - 4.2.2. Economical
  - 4.2.3. Social
  - 4.2.4. Technological
  - 4.2.5. Environmental
  - 4.2.6. Legal
- 4.3. Top Investment Opportunities
- 4.4. Top Winning Strategies
- 4.5. Disruptive Trends
- 4.6. Industry Expert Perspective
- 4.7. Analyst Recommendation & Conclusion

## **CHAPTER 5. GLOBAL INDOOR AMUSEMENT CENTER MARKET SIZE & FORECASTS BY COMPONENT 2022-2032**

- 5.1. Segment Dashboard
- 5.2. Global Indoor Amusement Center Market: Component Revenue Trend Analysis, 2022 & 2032 (USD Million/Billion)
  - 5.2.1. Arcade Games
  - 5.2.2. AR-VR Games
  - 5.2.3. Indoor Go-Karts
  - 5.2.4. Indoor Adventure Parks
  - 5.2.5. Bowling Alleys



## **CHAPTER 6. GLOBAL INDOOR AMUSEMENT CENTER MARKET SIZE & FORECASTS BY REGION 2022-2032**

### 6.1. Segment Dashboard

### 6.2. Global Indoor Amusement Center Market: Regional Revenue Trend Analysis, 2022 & 2032 (USD Million/Billion)

#### 6.2.1. North America

##### 6.2.1.1. U.S. Indoor Amusement Center Market

#### – Component Breakdown & Forecasts, 2022-2032

##### 6.2.1.2. Canada Indoor Amusement Center Market

#### 6.2.2. Europe

##### 6.2.2.1. UK Indoor Amusement Center Market

##### 6.2.2.2. Germany Indoor Amusement Center Market

##### 6.2.2.3. France Indoor Amusement Center Market

##### 6.2.2.4. Spain Indoor Amusement Center Market

##### 6.2.2.5. Italy Indoor Amusement Center Market

##### 6.2.2.6. Rest of Europe Indoor Amusement Center Market

#### 6.2.3. Asia Pacific

##### 6.2.3.1. China Indoor Amusement Center Market

##### 6.2.3.2. India Indoor Amusement Center Market

##### 6.2.3.3. Japan Indoor Amusement Center Market

##### 6.2.3.4. Australia Indoor Amusement Center Market

##### 6.2.3.5. South Korea Indoor Amusement Center Market

##### 6.2.3.6. Rest of Asia Pacific Indoor Amusement Center Market

#### 6.2.4. Latin America

##### 6.2.4.1. Brazil Indoor Amusement Center Market

##### 6.2.4.2. Mexico Indoor Amusement Center Market

##### 6.2.4.3. Rest of Latin America Indoor Amusement Center Market

#### 6.2.5. Middle East & Africa

##### 6.2.5.1. Saudi Arabia Indoor Amusement Center Market

##### 6.2.5.2. South Africa Indoor Amusement Center Market

##### 6.2.5.3. Rest of Middle East & Africa Indoor Amusement Center Market

## **CHAPTER 7. COMPETITIVE INTELLIGENCE**

### 7.1. Key Company SWOT Analysis

#### 7.1.1. 3D Systems Corporation

#### 7.1.2. Shining 3D

- 7.1.3. Cyfuse Biomedical K.K
- 7.2. Top Market Strategies
- 7.3. Company Profiles
  - 7.3.1. 3D Systems Corporation
    - 7.3.1.1. Key Information
    - 7.3.1.2. Overview
    - 7.3.1.3. Financial (Subject to Data Availability)
    - 7.3.1.4. Product Summary
    - 7.3.1.5. Market Strategies
  - 7.3.2. Desktop Metal, Inc.
  - 7.3.3. Medprin Biotech GmbH
  - 7.3.4. Advanced Solutions, Inc.
  - 7.3.5. Organovo Holdings, Inc.
  - 7.3.6. CollPlant Biotechnologies Ltd
  - 7.3.7. REGEMAT 3D S.L
  - 7.3.8. The Bio Convergence Company
  - 7.3.9. Gattaca Biotech
  - 7.3.10. BioLife Solutions, Inc.
  - 7.3.11. Dimension Inx
  - 7.3.12. Aspect Biosystems Ltd.
  - 7.3.13. Nano3D Biosciences, Inc.

## **CHAPTER 8. RESEARCH PROCESS**

- 8.1. Research Process
  - 8.1.1. Data Mining
  - 8.1.2. Analysis
  - 8.1.3. Market Estimation
  - 8.1.4. Validation
  - 8.1.5. Publishing
- 8.2. Research Attributes

## List Of Tables

### LIST OF TABLES

TABLE 1. Global Indoor Amusement Center Market Report Scope

TABLE 2. Global Indoor Amusement Center Market Estimates & Forecasts by Region 2022-2032 (USD Million/Billion)

TABLE 3. Global Indoor Amusement Center Market Estimates & Forecasts by Component 2022-2032 (USD Million/Billion)

TABLE 4. Global Indoor Amusement Center Market Estimates & Forecasts by Region (North America, Europe, Asia Pacific, Latin America, Middle East & Africa) 2022-2032 (USD Million/Billion)

TABLE 5. Global Indoor Amusement Center Market by Segment, Estimates & Forecasts, 2022-2032 (USD Million/Billion)

TABLE 6. North America Indoor Amusement Center Market Estimates & Forecasts, 2022-2032 (USD Million/Billion)

TABLE 7. Europe Indoor Amusement Center Market Estimates & Forecasts, 2022-2032 (USD Million/Billion)

TABLE 8. Asia Pacific Indoor Amusement Center Market Estimates & Forecasts, 2022-2032 (USD Million/Billion)

TABLE 9. Latin America Indoor Amusement Center Market Estimates & Forecasts, 2022-2032 (USD Million/Billion)

TABLE 10. Middle East & Africa Indoor Amusement Center Market Estimates & Forecasts, 2022-2032 (USD Million/Billion)

TABLE 11. Competitive Landscape Analysis of Major Players (2023)

TABLE 12. Company Market Share Analysis (2023)

TABLE 13. Impact of AR-VR Advancements on Market Growth

TABLE 14. Cost Analysis: Capital & Maintenance Expenditures

TABLE 15. Future Projections: 2022 vs. 2032 – Regional & Component-wise (USD Million/Billion)

(Additional tables available in final deliverable; this list may be updated.)

## List Of Figures

### LIST OF FIGURES

- FIG 1. Global Indoor Amusement Center Market Research Methodology
  - FIG 2. Market Estimation Techniques
  - FIG 3. Global Market Size Estimates & Forecast Methods
  - FIG 4. Key Trends in Global Indoor Amusement Center Market (2023)
  - FIG 5. Growth Prospects 2022-2032
  - FIG 6. Porter's 5 Force Model Analysis
  - FIG 7. PESTEL Analysis
  - FIG 8. Value Chain Analysis
  - FIG 9. Component-wise Market Analysis, 2022 & 2032 (USD Million/Billion)
  - FIG 10. Regional Market Analysis, 2022 & 2032 (USD Million/Billion)
  - FIG 11. Technology Integration Trends in AR-VR Gaming
  - FIG 12. Urbanization Impact on Indoor Amusement Centers
  - FIG 13. Consumer Spending Patterns on Experiential Entertainment
  - FIG 14. North America Market Snapshot (2022 vs. 2032)
  - FIG 15. Europe Market Snapshot (2022 vs. 2032)
  - FIG 16. Asia Pacific Market Snapshot (2022 vs. 2032)
  - FIG 17. Latin America Market Snapshot (2022 vs. 2032)
  - FIG 18. Middle East & Africa Market Snapshot (2022 vs. 2032)
  - FIG 19. Competitive Landscape and Market Share Analysis
  - FIG 20. Future Market Projections & Trends
- (Additional figures available in final deliverable; this list may be updated.)

## I would like to order

Product name: Global Indoor Amusement Center Market Size Study, by Component (Arcade Games, AR-VR Games, Indoor Go-Karts, Indoor Adventure Parks, Bowling Alleys) and Regional Forecasts 2022-2032

Product link: <https://marketpublishers.com/r/GB712CC1D773EN.html>

Price: US\$ 4,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GB712CC1D773EN.html>