

# Global Amusement and Theme Park Market: Size & Forecasts with Impact Analysis of Covid-19 (2021-2025 edition)

https://marketpublishers.com/r/G4AC6257752EN.html

Date: January 2021

Pages: 75

Price: US\$ 850.00 (Single User License)

ID: G4AC6257752EN

# **Abstracts**

## Scope of the Report

The report titled "Global Amusement and Theme Park Market: Size & Forecasts with Impact Analysis of Covid-19 (2021-2025 edition)", provides an in-depth analysis of the global amusement park market by value, by segment and by region. The report provides an analysis of amusement park market of the following regions: America, Asia Pacific, Europe and Middle East and Africa.

Growth of the overall global theme park market has also been forecasted for the period 2021-2025, taking into consideration the previous growth patterns, the growth drivers and the current and future trends.

The competition in global theme park market is fragmented with several small players invading the market. However, the key players of the theme park market are Walt Disney Company, Merlin Entertainment Plc and Six Flags Entertainment Corporation. These key players are also profiled with their financial information and respective business strategies.

#### **Company Coverage**

Walt Disney

Merlin Entertainment Plc.

Six Flags Entertainment Corporation



# **Regional Coverage**

America

Asia Pacific

Europe

Middle East and Africa

# **Executive Summary**

Theme parks can be segregated on the basis of category into international destination theme parks and regional destination theme parks. The theme parks can also be segregated on the basis of types into family theme parks, regional theme parks, property theme parks, educational theme parks, etc.

Theme parks have different admission policies that includes, pay-as-you-go and payone-price.

Global theme park market has showcased high growth during the previous years and projections are made that the market would rise progressively in the forecasted years i.e., 2021-2025. The theme park market is expected to increase due to growth in urban population, increase in GDP per-capita, rise in middle class population, increase in international tourism expenditure, etc. The market faces some challenges such as, foreign exchange rate fluctuation, regulatory changes, threat of terror attacks, seasonal nature of industry, etc.

Moreover, some of the latest trends in the market are: surge in adoption of Internet of Things (IoT), rising prominence of Virtual Reality (VR) technology, budding Augmented Reality (AR) technology and innovations.



# **Contents**

#### 1. EXECUTIVE SUMMARY

#### 2. INTRODUCTION

- 2.1 Amusement Parks: An Overview
  - 2.1.1 Classification of Amusement Parks
- 2.2 Theme Parks: An Overview
  - 2.2.1 History of Theme Parks
  - 2.2.2 Theme Parks by Category
  - 2.2.3 Types of Theme Parks
  - 2.2.4 Admission Policies of Theme Parks
  - 2.2.5 Admission Policies of Theme Parks: Advantages & Disadvantages
  - 2.2.6 Theme Park Lifecycle

#### 3. GLOBAL MARKET ANALYSIS

- 3.1 Global Amusement Park Market: An Analysis
  - 3.1.1 Global Amusement Park Market by Value
- 3.2 Global Amusement Park Market: Segment Analysis
- 3.2.1 Global Amusement Park Market by Segment (Theme Park, Water Park, Acrades and Parlors)
  - 3.2.2 Global Theme Park Market by Value
  - 3.2.3 Global Water Park Market by Value
  - 3.2.4 Global Arcades and Parlors Market by Value
- 3.3 Global Amusement Park Market: Regional Analysis
- 3.3.1 Global Amusement Park Market by Region (America, Asia Pacific, Europe and Middle East and Africa)

#### 4. REGIONAL MARKET ANALYSIS

- 4.1 America Amusement Park Market: An Analysis
  - 4.1.1 America Amusement Parks Market by Value
  - 4.1.2 North America Theme Parks Market by Attendance (Top 10)
- 4.2 Asia Pacific Amusement Park Market: An Analysis
  - 4.2.1 Asia Pacific Amusement Park Market by Value
  - 4.2.2 Asia Pacific Theme Parks Market by Attendance (Top 10)
- 4.3 Europe Amusement Park Market: An Analysis



- 4.3.1 Europe Amusement Park Market by Value
- 4.3.2 Europe Theme Park Market by Attendance (Top 10)
- 4.4 Middle East and Africa Amusement Park Market: An Analysis
  - 4.4.1 Middle East and Africa Amusement Park Market by Value

#### 5. IMPACT OF COVID-19

#### 5. 1 IMPACT ON GLOBAL AMUSEMENT PARK MARKET

5.1.1 Impact on Global Theme Park Market

#### 6. MARKET DYNAMICS

- 6.1 Market Trends
  - 6.1.1 Surge in Adoption of Internet of Things (IoT)
  - 6.1.2 Rising Prominence of Virtual Reality (VR) Technology
  - 6.1.3 Budding Augmented Reality (AR) Technology
  - 6.1.4 Innovation

## 7. COMPETITIVE LANDSCAPE

- 7.1 Global Amusement Park Market Players: A Financial Comparison
- 7.2 Global Top 10 Theme Park Groups by Attendance; 2020
- 7.3 Global Theme Park Operators by Theme Park Opportunities Identified in North America, 2017-2022

#### 8. COMPANY PROFILES

- 8.1 Walt Disney Company
  - 8.1.1 Business Overview
  - 8.1.2 Financial Overview
  - 8.1.3 Business Strategy
- 8.2 Merlin Entertainment Plc
  - 8.2.1 Business Overview
  - 8.2.2 Financial Overview
  - 8.2.3 Business Strategy
- 8.3 Six Flags Entertainment Corporation
  - 8.3.1 Business Overview
  - 8.3.2 Financial Overview



8.3.3 Business Strategy



# **List Of Figures**

#### LIST OF FIGURES

- Figure 1: Classification of Amusement Parks
- Figure 2: History of Theme Parks
- Figure 3: Theme Parks by Category
- Figure 4: Types of Theme Parks
- Figure 5: Admission Policies of Theme Parks
- Figure 6: Admission Policies of Theme Parks: Advantages & Disadvantages
- Figure 7: Theme Park Lifecycle- Positive & Negative Feedback Loops
- Figure 8: Global Amusement Park Market by Value; 2016-2020 (US\$ Billion)
- Figure 9: Global Amusement Park Market by Value; 2021-2025 (US\$ Billion)
- Figure 10: Global Amusement Park Market by Segment; 2020 (Percentage, %)
- Figure 11: Global Theme Park Market by Value; 2016-2020 (US\$ Billion)
- Figure 12: Global Theme Park Market by Value; 2021-2025 (US\$ Billion)
- Figure 13: Global Water Park Market by Value; 2016-2020 (US\$ Billion)
- Figure 14: Global Water Park Market by Value; 2021-2025 (US\$ Billion)
- Figure 15: Global Arcades and Parlors Market by Value; 2016-2020 (US\$ Billion)
- Figure 16: Global Arcades and Parlors Market by Value; 2021-2025 (US\$ Billion)
- Figure 17: Global Amusement Park Market by Region; 2020 (Percentage, %)
- Figure 18: America Amusement Park Market by Value; 2016-2020 (US\$ Billion)
- Figure 19: America Amusement Park Market by Value; 2021-2025 (US\$ Billion)
- Figure 20: Asia Pacific Amusement Park Market by Value; 2016-2020 (US\$ Billion)
- Figure 21: Asia Pacific Amusement Park Market by Value; 2021-2025 (US\$ Billion)
- Figure 22: Europe Amusement Park Market by Value; 2016-2020 (US\$ Billion)
- Figure 23: Europe Amusement Park Market by Value; 2021-2025 (US\$ Billion)
- Figure 24: Middle East and Africa Amusement Park Market by Value; 2016-2020 (US\$ Billion)
- Figure 25: Middle East and Africa Amusement Park Market by Value; 2021-2025 (US\$ Billion)
- Figure 26: Global Internet of Things (IoT) Market by Value; 2018-2023 (US\$ Billion)
- Figure 27: Global Virtual Reality (VR) Market; 2016-2022 (US\$ Billion)
- Figure 28: Global Augmented Reality (AR) Market; 2016-2022 (US\$ Billion)
- Figure 29: Walt Disney Company Revenue; 2015-2019 (US\$ Billion)
- Figure 30: Walt Disney Company Revenue by Segment; 2019 (Percentage, %)
- Figure 31: Merlin Entertainments Plc Revenue; 2015-2019 (US\$ Billion)
- Figure 32: Merlin Entertainments Plc Revenue by Segments; 2019 (Percentage, %)
- Figure 33: Merlin Entertainments Plc Revenue by Region; 2019 (Percentage, %)



Figure 34: Six Flags Entertainment Corporation Total Revenue; 2015-2029 (US\$ Billion)

Figure 35: Six Flags Entertainment Corporation Total Revenue by Operations; 2019 (Percentage, %)

Figure 36: Six Flags Entertainment Corporation Total Revenue by Region; 2019 (Percentage, %)

Table 1: North America Theme Parks Market by Attendance (Top 10); 2019

Table 2: Asia Pacific Theme Parks Market by Attendance (Top 10); 2019

Table 3: Europe Theme Park Market by Attendance (Top 10); 2019

Table 4: Global Amusement Park Market Players: A Financial Comparison; 2018

Table 5: Global Top 10 Theme Park Groups by Attendance; 2019

Table 6: Global Theme Park Operators by Theme Park Opportunities Identified in North America, 2017-2022



# I would like to order

Product name: Global Amusement and Theme Park Market: Size & Forecasts with Impact Analysis of

Covid-19 (2021-2025 edition)

Product link: https://marketpublishers.com/r/G4AC6257752EN.html

Price: US\$ 850.00 (Single User License / Electronic Delivery)

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

Service:

info@marketpublishers.com

# **Payment**

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <a href="https://marketpublishers.com/r/G4AC6257752EN.html">https://marketpublishers.com/r/G4AC6257752EN.html</a>