

# Global Family/Indoor Entertainment Centres Competitive Landscape Professional Research Report 2025

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## Abstracts

### Market Overview

According to DIRResearch's in-depth investigation and research, the global Family/Indoor Entertainment Centres market size will reach 17,852 Million USD in 2025 and is projected to reach 40,765 Million USD by 2032, with a CAGR of 12.52% (2025-2032). Notably, the China Family/Indoor Entertainment Centres market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

### Research Summary

Family or Indoor Entertainment Centers (FECs) are recreational venues designed to provide a wide range of entertainment options for people of all ages within an indoor facility. These centers offer a diverse mix of attractions and activities, including arcade games, laser tag, mini-golf, go-kart racing, bowling, bumper cars, trampolines, climbing walls, and more. FECs are typically spacious and climate-controlled, making them suitable for year-round fun and a great option for families, groups, and individuals seeking leisure and entertainment. They often feature a variety of food and beverage options, party rooms for events and celebrations, and an emphasis on creating a fun and safe environment for visitors to enjoy a day of amusement and recreation.

The major global suppliers of Family/Indoor Entertainment Centres include Dave & Buster's, CEC Entertainment, LOVE YOYO, Main Event Entertainment, Legoland Discovery Center, Landmark Leisure, Timezone, KidZania, Round One Entertainment, America's Incredible Pizza Company, Scene 75 Entertainment Centers, Lucky Strike,

Smaash Entertainment, Amoeba, Toy Town, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Family/Indoor Entertainment Centres. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global Family/Indoor Entertainment Centres market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Family/Indoor Entertainment Centres market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Family/Indoor Entertainment Centres industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of Family/Indoor Entertainment Centres Include:

Dave & Buster's

CEC Entertainment

LOVE YOYO

Main Event Entertainment

Legoland Discovery Center

Landmark Leisure

Timezone

KidZania

Round One Entertainment

America's Incredible Pizza Company

Scene 75 Entertainment Centers

Lucky Strike

Smaash Entertainment

Amoeba

Toy Town

Family/Indoor Entertainment Centres Product Segment Include:

Arcade Studios

VR Gaming Zones

Sports Arcades

Others

Family/Indoor Entertainment Centres Product Application Include:

Under 5,000 Square Feet

5,001 to 10,000 Square Feet

10,001 to 20,000 Square Feet

20,001 to 40,000 Square Feet

40,000 Square Feet or More

## **Chapter Scope**

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