

Recreation, Entertainment and Arts in South Korea

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Abstracts

South Koreans' spending on leisure activities remained on a growth path in 2017, thanks to the country's expanding economy, households' improving purchasing power, and the growing domestic travel market. South Korea's real GDP grew by 3% over 2017, while households' expenditure increased by 4%, underpinned by relatively low unemployment and inflation rates. This encouraged Koreans to spend more on a wider range of goods and services, including on entertainment. Despite the serious decline in Chi...

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Product coverage: Amusement Parks and Entertainment Services, Library, Museums and Cultural Services, Movie Theatres, Sporting and Recreational Services, Theatre and Music Production.

Data coverage: market sizes (historic and forecasts), company shares, brand shares and distribution data.

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