

Global Amusement Equipment Market 2022 by Manufacturers, Regions, Type and Application, Forecast to 2028

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Abstracts

The Amusement Equipment market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global Amusement Equipment market size is estimated to be worth US\$ million in 2021 and is forecast to a readjusted size of USD million by 2028 with a CAGR of % during review period. Amusement Park accounting for % of the Amusement Equipment global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Large Amusement Equipment segment is altered to a % CAGR between 2022 and 2028.

Global key manufacturers of Amusement Equipment include Chance Rides, The Carousel Works, Felimana Luna Park, Amusement Rides, and Fabbri Group, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Amusement Equipment market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for sales by Type and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

Large Amusement Equipment

Small and Medium Sized Amusement Equipment

Inflatable Toys

Small Preschool Education

Market segment by Application can be divided into

Amusement Park

Kindergarten

Park

Mall

Other

The key market players for global Amusement Equipment market are listed below:

Chance Rides

The Carousel Works

Felimana Luna Park

Amusement Rides

Fabbri Group

Carousel Confectionery

Bertazzon

Dodgem

Harold Stoehrer

Lusse Brothers

Disneyland

Dynamic Structures

Bestway Group

The Gravity Group

Gerstlauer

London Eye

Singapore Flyer

Redhorse Osaka

Suzhou Ferris Wheel

Tianjin Eye Ferris Wheel

High Roller

Star of Nanchang

Lihpao Sky Dream

ICON Park

Melbourne Star

BigMouth

FUNBOY

Yolloy

Blast Zone

General Group

Jump Orange

Little Tikes

OMEGA Inflatables

OU Xiang

San Mei

BMI Gaming

Dream Arcades

Neo Legend

Innovative Concepts in Entertainment (ICE)

Bally Manufacturing

Stern Electronics

Arcade Machines

Adrenaline Amusements

Market segment by region, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Amusement Equipment product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top manufacturers of Amusement Equipment, with price, sales, revenue and global market share of Amusement Equipment from 2019 to 2022.

Chapter 3, the Amusement Equipment competitive situation, sales, revenue and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Amusement Equipment breakdown data are shown at the regional level, to show the sales, revenue and growth by regions, from 2017 to 2028.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share and growth rate by type, application, from 2017 to 2028.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales, revenue and market share for key countries in the world, from 2017 to 2022. and Amusement Equipment market forecast, by regions, type and application, with sales and revenue, from 2023 to 2028.

Chapter 12, the key raw materials and key suppliers, and industry chain of Amusement Equipment.

Chapter 13, 14, and 15, to describe Amusement Equipment sales channel, distributors, customers, research findings and conclusion, appendix and data source.

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