

Global Amusement Parks Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global Amusement Parks market size was valued at USD 42130 million in 2023 and is forecast to a readjusted size of USD 52330 million by 2030 with a CAGR of 3.1% during review period.

An amusement park is a park that features various attractions, such as rides and games, as well as other events for entertainment purposes. A theme park is a type of amusement park that bases its structures and attractions around a central theme, often featuring multiple areas with different themes. Unlike temporary and mobile funfairs and carnivals, amusement parks are stationary and built for long-lasting operation. They are more elaborate than city parks and playgrounds, usually providing attractions that cater to a variety of age groups. While amusement parks often contain themed areas, theme parks place a heavier focus with more intricately-designed themes that revolve around a particular subject or group of subjects.

The North American and the European amusement parks markets are anticipated to witness substantial growth due to increasing per capita disposable income along with presence of major theme-based parks in the focused regions. Walt Disney World in Florida is considered as the most visited theme park in the world. Dubailand, an amusement park currently being constructed in Dubai is expected to be the largest theme-based park in the world. In India, Imagica, an amusement park owned by Adlabs, has surged in popularity. Hong Kong Disneyland, Ocean Park Hong Kong, Lotte World (South Korea), Everland (South Korea), Tokyo Disney Resort, and Universal Studios in Japan are some of the most visited amusement parks in Asia Pacific.

The Global Info Research report includes an overview of the development of the Amusement Parks industry chain, the market status of Children (Science Theme-based

Parks, Music/Art Theme-based Parks), Adult (Science Theme-based Parks, Music/Art Theme-based Parks), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Amusement Parks.

Regionally, the report analyzes the Amusement Parks markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global Amusement Parks market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Amusement Parks market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Amusement Parks industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Science Theme-based Parks, Music/Art Theme-based Parks).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Amusement Parks market.

Regional Analysis: The report involves examining the Amusement Parks market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future projections and forecasts for the Amusement Parks market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Amusement Parks:

Company Analysis: Report covers individual Amusement Parks players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards Amusement Parks. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Children, Adult).

Technology Analysis: Report covers specific technologies relevant to Amusement Parks. It assesses the current state, advancements, and potential future developments in Amusement Parks areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the Amusement Parks market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

Amusement Parks market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

Science Theme-based Parks

Music/Art Theme-based Parks

Other Themes

Market segment by Application

Children

Adult

Market segment by players, this report covers

Disney Parks and Resorts

Universal Studios Theme parks

OTC Parks China

SeaWorld Entertainment

Six Flags Entertainment Corporation

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, UK, Russia, Italy, and Rest of Europe)

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Amusement Parks product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Amusement Parks, with revenue, gross margin and global market share of Amusement Parks from 2019 to 2024.

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

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024. and Amusement Parks market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

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

Chapter 13, to describe Amusement Parks research findings and conclusion.

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