

# Global Family/Indoor Entertainment Centres 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 Family/Indoor Entertainment Centres market size was valued at USD 11870 million in 2023 and is forecast to a readjusted size of USD 25880 million by 2030 with a CAGR of 11.8% during review period.

Family entertainment centers, or FECs, are miniature indoor or outdoor amusement parks that offer a wide variety of entertainment for all ages. Bowling alleys, miniature golf courses, museums, water parks and zoos are some of the many FECs that have endured for decades. Indoor centers mainly range from 10,000 to 200,000 square feet in size.

Global Family/Indoor Entertainment Centres key players include CEC Entertainment, LOVE YOYO, Timezone, etc. Global top three manufacturers hold a share over 15%.

China is the largest market, with a share about 30%, followed by USA, and Europe, both have a share about 30 percent.

In terms of application, the largest application is Multi-attraction Indoor Centers, followed by Outdoor Fun Centers.

The Global Info Research report includes an overview of the development of the Family/Indoor Entertainment Centres industry chain, the market status of Multi-attraction Indoor Centers (Arcade Studios, VR Gaming Zones), Outdoor Fun Centers (Arcade Studios, VR Gaming Zones), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of

## Family/Indoor Entertainment Centres.

Regionally, the report analyzes the Family/Indoor Entertainment Centres 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 Family/Indoor Entertainment Centres market, with robust domestic demand, supportive policies, and a strong manufacturing base.

### Key Features:

The report presents comprehensive understanding of the Family/Indoor Entertainment Centres 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 Family/Indoor Entertainment Centres 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., Arcade Studios, VR Gaming Zones).

**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 Family/Indoor Entertainment Centres market.

**Regional Analysis:** The report involves examining the Family/Indoor Entertainment Centres 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 Family/Indoor Entertainment Centres market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Family/Indoor Entertainment Centres:

**Company Analysis:** Report covers individual Family/Indoor Entertainment Centres 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 Family/Indoor Entertainment Centres. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Multi-attraction Indoor Centers, Outdoor Fun Centers).

**Technology Analysis:** Report covers specific technologies relevant to Family/Indoor Entertainment Centres. It assesses the current state, advancements, and potential future developments in Family/Indoor Entertainment Centres areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the Family/Indoor Entertainment Centres 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

Family/Indoor Entertainment Centres 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

Arcade Studios

VR Gaming Zones

Sports Arcades

Others

## Market segment by Application

Multi-attraction Indoor Centers

Outdoor Fun Centers

## Market segment by players, this report covers

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

Smaash Entertainment

Lucky Strike

Amoeba

Toy Town

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 Family/Indoor Entertainment Centres product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Family/Indoor Entertainment Centres, with revenue, gross margin and global market share of Family/Indoor Entertainment Centres from 2019 to 2024.

Chapter 3, the Family/Indoor Entertainment Centres 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 Family/Indoor Entertainment Centres 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 Family/Indoor Entertainment Centres.

Chapter 13, to describe Family/Indoor Entertainment Centres research findings and conclusion.

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