

Children's Entertainment Centers Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2023-2028

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Abstracts

Market Overview:

The global children's entertainment centers market size reached US\$ 11.2 Billion in 2022. Looking forward, IMARC Group expects the market to reach US\$ 18.1 Billion by 2028, exhibiting a growth rate (CAGR) of 7.95% during 2023-2028.

Children's entertainment centers are small amusement parks or entertainment zones that encompass various recreational facilities and games to serve multiple local communities. They are often associated with larger operational centers, including theme parks, and are marketed toward families and teenagers. Children's entertainment centers offer a wide range of activities, such as thrilling rides, classic fun centers, arcades, indoor playground systems, soft play areas, and skill-based machine games. These engaging activities develop the social skills of kids, provide them an opportunity to socialize, ensure active learning, encourage creativity by promoting imagination, and provide optimal safety and security to mitigate the risk of injuries. Owing to these properties, children's entertainment centers are used to engage families and host several private celebrations, such as birthday parties, corporate events, and personal accomplishment celebrations.

Children's Entertainment Centers Market Trends:

The continuous introduction of various family entertainment centers in metropolitan cities and the shifting inclination of younger demographics toward amusement parks for recreational purposes are primarily driving the market growth. This is further influenced by rapid urbanization, rising disposable incomes, and the availability of different gaming



options for visitors. In line with this, the integration of entry fees merchandising and food and beverage (F&B) companies with children's entertainment centers to offer a diverse range of food products while acting as main revenue-generating sources is supplementing the market growth. Additionally, the advent of virtual/artificial reality (VR/AR) gaming options in amusement parks and the uptake of three-dimensional (3D) technologies and consoles to offer an immersive experience to players are supporting the market growth. Apart from this, the rising organization of personal events in children's entertainment centers and the widespread adoption of various marketing tactics, such as bonuses, gift cards, and birthday discounts, are creating a positive outlook for the market.

Key Market Segmentation:

IMARC Group provides an analysis of the key trends in each sub-segment of the global children's entertainment centers market report, along with forecasts at the global, regional and country level from 2023-2028. Our report has categorized the market based on visitor demographics, facility size, revenue source and activity area.

Breakup by Visitor Demographics:

Families with Children (0-9)

Families with Children (9-12)

Teenagers (12-18)

Young Adults (18-24)

Adults (Ages 24+)

Breakup by Facility Size:

Up to 5,000 Sq. Ft.

5,001 to 10,000 Sq. Ft.

10,001 to 20,000 Sq. Ft.

20,001 to 40,000 Sq. Ft.



1 to 10 Acres
11 to 30 Acres
Over 30 Acres
Breakup by Revenue Source:
Entry Fees and Ticket Sales
Food and Beverages
Merchandising
Advertisement
Others
Breakup by Activity Area:
Arcade Studios
AR and VR Gaming Zones
Physical Play Activities
Skill/Competition Games
Others
Breakup by Region:
North America
United States
Canada



Asia-Pacific		
China		
Japan		
India		
South Korea		
Australia		
Indonesia		
Others		
Europe		
Germany		
France		
United Kingdom		
Italy		
Spain		
Russia		
Others		
Latin America		
Brazil		
Mexico		
Others		

Children's Entertainment Centers Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast...



Middle East and Africa

Competitive Landscape:

The competitive landscape of the industry has also been examined along with the profiles of the key players being Cinergy Entertainment Group, Dave & Buster's Inc., Fun City India (Landmark Group), Funriders Leisure & Amusement Pvt. Ltd., KidZania S.A.P.I. de C.V., Lucky Strike Entertainment, Scene75 Entertainment Centers, Smaaash and The Walt Disney Company.

Key Questions Answered in This Report

- 1. How big is the children's entertainment market?
- 2. What is the demand for children's entertainment?
- 3. What is the expected growth rate of the global children's entertainment centers market during 2023-2028?
- 4. What are the key factors driving the global children's entertainment centers market?
- 5. What has been the impact of COVID-19 on the global children's entertainment centers market?
- 6. What is the breakup of the global children's entertainment centers market based on the visitor demographics?
- 7. What is the breakup of the global children's entertainment centers market based on the facility size?
- 8. What is the breakup of the global children's entertainment centers market based on revenue source?
- 9. What is the breakup of the global children's entertainment centers market based on the activity area?
- 10. What are the key regions in the global children's entertainment centers market?



11. Who are the key players/companies in the global children's entertainment centers market?



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