

Global Family/Indoor Entertainment Centres Market Growth (Status and Outlook) 2025-2031

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Abstracts

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The global Family/Indoor Entertainment Centres market size is predicted to grow from US\$ 14210 million in 2025 to US\$ 29210 million in 2031; it is expected to grow at a CAGR of 12.8% from 2025 to 2031.

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.

LPI (LP Information)' newest research report, the "Family/Indoor Entertainment Centres Industry Forecast" looks at past sales and reviews total world Family/Indoor Entertainment Centres sales in 2024, providing a comprehensive analysis by region and market sector of projected Family/Indoor Entertainment Centres sales for 2025 through 2031. With Family/Indoor Entertainment Centres sales broken down by region, market

sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Family/Indoor Entertainment Centres industry.

This Insight Report provides a comprehensive analysis of the global Family/Indoor Entertainment Centres landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Family/Indoor Entertainment Centres portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Family/Indoor Entertainment Centres market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Family/Indoor Entertainment Centres and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Family/Indoor Entertainment Centres.

This report presents a comprehensive overview, market shares, and growth opportunities of Family/Indoor Entertainment Centres market by product type, application, key players and key regions and countries.

Segmentation by Type:

Arcade Studios

VR Gaming Zones

Sports Arcades

Others

Segmentation by Application:

Multi-attraction Indoor Centers

Outdoor Fun Centers

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

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

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