

# **Global Family and Indoor Entertainment Centres Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect**

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## **Abstracts**

Family/indoor entertainment centers (FECs) are small amusement parks or entertainment zones that typically serve local communities in big and small cities.

The report combines extensive quantitative analysis and exhaustive qualitative analysis, ranges from a macro overview of the total market size, industry chain, and market dynamics to micro details of segment markets by type, application and region, and, as a result, provides a holistic view of, as well as a deep insight into the Family and Indoor Entertainment Centres market covering all its essential aspects.

For the competitive landscape, the report also introduces players in the industry from the perspective of the market share, concentration ratio, etc., and describes the leading companies in detail, with which the readers can get a better idea of their competitors and acquire an in-depth understanding of the competitive situation. Further, mergers & acquisitions, emerging market trends, the impact of COVID-19, and regional conflicts will all be considered.

In a nutshell, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the market in any manner.

Key players in the global Family and Indoor Entertainment Centres market are covered in Chapter 9:

Dave & Buster's

Lucky Strike

Legoland Discovery Center

Nickelodeon Universe

Time Zone Entertainment Pvt. Ltd.

Funcity

Scene 75 Entertainment Centers

Kidzania

Amoeba Services

Tenpin

The Walt Disney Company

Toy Town

CEC Entertainment

Bowlmor AMF Corporation

Smaash Entertainment Pvt. Ltd.

Gatti's Pizza Corporation

Main Event Entertainment

Bandai Namco Entertainment

In Chapter 5 and Chapter 7.3, based on types, the Family and Indoor Entertainment Centres market from 2017 to 2027 is primarily split into:

Arcade Studios

AR and VR Gaming Zones

Physical Play Activities

Skill/Competition Games

Others

In Chapter 6 and Chapter 7.4, based on applications, the Family and Indoor Entertainment Centres market from 2017 to 2027 covers:

Entry Fees & Ticket Sales

Food & Beverages

Merchandising

Advertisement

Others

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historical data and forecast (2017-2027) of the following regions are covered in Chapter 4 and Chapter 7:

United States

Europe

China

Japan

India

Southeast Asia

Latin America

Middle East and Africa

Client Focus

1. Does this report consider the impact of COVID-19 and the Russia-Ukraine war on the Family and Indoor Entertainment Centres market?

Yes. As the COVID-19 and the Russia-Ukraine war are profoundly affecting the global supply chain relationship and raw material price system, we have definitely taken them into consideration throughout the research, and in Chapters 1.7, 2.7, 4.X.1, 7.5, 8.7, we elaborate at full length on the impact of the pandemic and the war on the Family and Indoor Entertainment Centres Industry.

2. How do you determine the list of the key players included in the report?

With the aim of clearly revealing the competitive situation of the industry, we concretely analyze not only the leading enterprises that have a voice on a global scale, but also the regional small and medium-sized companies that play key roles and have plenty of potential growth.

Please find the key player list in Summary.

3. What are your main data sources?

Both Primary and Secondary data sources are being used while compiling the report.

Primary sources include extensive interviews of key opinion leaders and industry experts (such as experienced front-line staff, directors, CEOs, and marketing executives), downstream distributors, as well as end-users.

Secondary sources include the research of the annual and financial reports of the top companies, public files, new journals, etc. We also cooperate with some third-party databases.

Please find a more complete list of data sources in Chapters 11.2.1 & 11.2.2.

4. Can I modify the scope of the report and customize it to suit my requirements?

Yes. Customized requirements of multi-dimensional, deep-level and high-quality can

help our customers precisely grasp market opportunities, effortlessly confront market challenges, properly formulate market strategies and act promptly, thus to win them sufficient time and space for market competition.

## Outline

Chapter 1 mainly defines the market scope and introduces the macro overview of the industry, with an executive summary of different market segments ((by type, application, region, etc.), including the definition, market size, and trend of each market segment.

Chapter 2 provides a qualitative analysis of the current status and future trends of the market. Industry Entry Barriers, market drivers, market challenges, emerging markets, consumer preference analysis, together with the impact of the COVID-19 outbreak will all be thoroughly explained.

Chapter 3 analyzes the current competitive situation of the market by providing data regarding the players, including their sales volume and revenue with corresponding market shares, price and gross margin. In addition, information about market concentration ratio, mergers, acquisitions, and expansion plans will also be covered.

Chapter 4 focuses on the regional market, presenting detailed data (i.e., sales volume, revenue, price, gross margin) of the most representative regions and countries in the world.

Chapter 5 provides the analysis of various market segments according to product types, covering sales volume, revenue along with market share and growth rate, plus the price analysis of each type.

Chapter 6 shows the breakdown data of different applications, including the consumption and revenue with market share and growth rate, with the aim of helping the readers to take a close-up look at the downstream market.

Chapter 7 provides a combination of quantitative and qualitative analyses of the market size and development trends in the next five years. The forecast information of the whole, as well as the breakdown market, offers the readers a chance to look into the future of the industry.

Chapter 8 is the analysis of the whole market industrial chain, covering key raw materials suppliers and price analysis, manufacturing cost structure analysis, alternative

product analysis, also providing information on major distributors, downstream buyers, and the impact of COVID-19 pandemic.

Chapter 9 shares a list of the key players in the market, together with their basic information, product profiles, market performance (i.e., sales volume, price, revenue, gross margin), recent development, SWOT analysis, etc.

Chapter 10 is the conclusion of the report which helps the readers to sum up the main findings and points.

Chapter 11 introduces the market research methods and data sources.

Years considered for this report:

Historical Years: 2017-2021

Base Year: 2021

Estimated Year: 2022

Forecast Period: 2022-2027

## Contents

### 1 FAMILY AND INDOOR ENTERTAINMENT CENTRES MARKET OVERVIEW

1.1 Product Overview and Scope of Family and Indoor Entertainment Centres Market

1.2 Family and Indoor Entertainment Centres Market Segment by Type

1.2.1 Global Family and Indoor Entertainment Centres Market Sales Volume and CAGR (%) Comparison by Type (2017-2027)

1.3 Global Family and Indoor Entertainment Centres Market Segment by Application

1.3.1 Family and Indoor Entertainment Centres Market Consumption (Sales Volume) Comparison by Application (2017-2027)

1.4 Global Family and Indoor Entertainment Centres Market, Region Wise (2017-2027)

1.4.1 Global Family and Indoor Entertainment Centres Market Size (Revenue) and CAGR (%) Comparison by Region (2017-2027)

1.4.2 United States Family and Indoor Entertainment Centres Market Status and Prospect (2017-2027)

1.4.3 Europe Family and Indoor Entertainment Centres Market Status and Prospect (2017-2027)

1.4.4 China Family and Indoor Entertainment Centres Market Status and Prospect (2017-2027)

1.4.5 Japan Family and Indoor Entertainment Centres Market Status and Prospect (2017-2027)

1.4.6 India Family and Indoor Entertainment Centres Market Status and Prospect (2017-2027)

1.4.7 Southeast Asia Family and Indoor Entertainment Centres Market Status and Prospect (2017-2027)

1.4.8 Latin America Family and Indoor Entertainment Centres Market Status and Prospect (2017-2027)

1.4.9 Middle East and Africa Family and Indoor Entertainment Centres Market Status and Prospect (2017-2027)

1.5 Global Market Size of Family and Indoor Entertainment Centres (2017-2027)

1.5.1 Global Family and Indoor Entertainment Centres Market Revenue Status and Outlook (2017-2027)

1.5.2 Global Family and Indoor Entertainment Centres Market Sales Volume Status and Outlook (2017-2027)

1.6 Global Macroeconomic Analysis

1.7 The impact of the Russia-Ukraine war on the Family and Indoor Entertainment Centres Market

## **2 INDUSTRY OUTLOOK**

- 2.1 Family and Indoor Entertainment Centres Industry Technology Status and Trends
- 2.2 Industry Entry Barriers
  - 2.2.1 Analysis of Financial Barriers
  - 2.2.2 Analysis of Technical Barriers
  - 2.2.3 Analysis of Talent Barriers
  - 2.2.4 Analysis of Brand Barrier
- 2.3 Family and Indoor Entertainment Centres Market Drivers Analysis
- 2.4 Family and Indoor Entertainment Centres Market Challenges Analysis
- 2.5 Emerging Market Trends
- 2.6 Consumer Preference Analysis
- 2.7 Family and Indoor Entertainment Centres Industry Development Trends under COVID-19 Outbreak
  - 2.7.1 Global COVID-19 Status Overview
  - 2.7.2 Influence of COVID-19 Outbreak on Family and Indoor Entertainment Centres Industry Development

## **3 GLOBAL FAMILY AND INDOOR ENTERTAINMENT CENTRES MARKET LANDSCAPE BY PLAYER**

- 3.1 Global Family and Indoor Entertainment Centres Sales Volume and Share by Player (2017-2022)
- 3.2 Global Family and Indoor Entertainment Centres Revenue and Market Share by Player (2017-2022)
- 3.3 Global Family and Indoor Entertainment Centres Average Price by Player (2017-2022)
- 3.4 Global Family and Indoor Entertainment Centres Gross Margin by Player (2017-2022)
- 3.5 Family and Indoor Entertainment Centres Market Competitive Situation and Trends
  - 3.5.1 Family and Indoor Entertainment Centres Market Concentration Rate
  - 3.5.2 Family and Indoor Entertainment Centres Market Share of Top 3 and Top 6 Players
  - 3.5.3 Mergers & Acquisitions, Expansion

## **4 GLOBAL FAMILY AND INDOOR ENTERTAINMENT CENTRES SALES VOLUME AND REVENUE REGION WISE (2017-2022)**

- 4.1 Global Family and Indoor Entertainment Centres Sales Volume and Market Share,



## Region Wise (2017-2022)

### 4.2 Global Family and Indoor Entertainment Centres Revenue and Market Share, Region Wise (2017-2022)

### 4.3 Global Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

### 4.4 United States Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

#### 4.4.1 United States Family and Indoor Entertainment Centres Market Under COVID-19

### 4.5 Europe Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

#### 4.5.1 Europe Family and Indoor Entertainment Centres Market Under COVID-19

### 4.6 China Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

#### 4.6.1 China Family and Indoor Entertainment Centres Market Under COVID-19

### 4.7 Japan Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

#### 4.7.1 Japan Family and Indoor Entertainment Centres Market Under COVID-19

### 4.8 India Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

#### 4.8.1 India Family and Indoor Entertainment Centres Market Under COVID-19

### 4.9 Southeast Asia Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

#### 4.9.1 Southeast Asia Family and Indoor Entertainment Centres Market Under COVID-19

### 4.10 Latin America Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

#### 4.10.1 Latin America Family and Indoor Entertainment Centres Market Under COVID-19

### 4.11 Middle East and Africa Family and Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin (2017-2022)

#### 4.11.1 Middle East and Africa Family and Indoor Entertainment Centres Market Under COVID-19

## **5 GLOBAL FAMILY AND INDOOR ENTERTAINMENT CENTRES SALES VOLUME, REVENUE, PRICE TREND BY TYPE**

### 5.1 Global Family and Indoor Entertainment Centres Sales Volume and Market Share by Type (2017-2022)

### 5.2 Global Family and Indoor Entertainment Centres Revenue and Market Share by

Type (2017-2022)

5.3 Global Family and Indoor Entertainment Centres Price by Type (2017-2022)

5.4 Global Family and Indoor Entertainment Centres Sales Volume, Revenue and Growth Rate by Type (2017-2022)

5.4.1 Global Family and Indoor Entertainment Centres Sales Volume, Revenue and Growth Rate of Arcade Studios (2017-2022)

5.4.2 Global Family and Indoor Entertainment Centres Sales Volume, Revenue and Growth Rate of AR and VR Gaming Zones (2017-2022)

5.4.3 Global Family and Indoor Entertainment Centres Sales Volume, Revenue and Growth Rate of Physical Play Activities (2017-2022)

5.4.4 Global Family and Indoor Entertainment Centres Sales Volume, Revenue and Growth Rate of Skill/Competition Games (2017-2022)

5.4.5 Global Family and Indoor Entertainment Centres Sales Volume, Revenue and Growth Rate of Others (2017-2022)

## **6 GLOBAL FAMILY AND INDOOR ENTERTAINMENT CENTRES MARKET ANALYSIS BY APPLICATION**

6.1 Global Family and Indoor Entertainment Centres Consumption and Market Share by Application (2017-2022)

6.2 Global Family and Indoor Entertainment Centres Consumption Revenue and Market Share by Application (2017-2022)

6.3 Global Family and Indoor Entertainment Centres Consumption and Growth Rate by Application (2017-2022)

6.3.1 Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Entry Fees & Ticket Sales (2017-2022)

6.3.2 Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Food & Beverages (2017-2022)

6.3.3 Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Merchandising (2017-2022)

6.3.4 Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Advertisement (2017-2022)

6.3.5 Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Others (2017-2022)

## **7 GLOBAL FAMILY AND INDOOR ENTERTAINMENT CENTRES MARKET FORECAST (2022-2027)**

7.1 Global Family and Indoor Entertainment Centres Sales Volume, Revenue Forecast

(2022-2027)

7.1.1 Global Family and Indoor Entertainment Centres Sales Volume and Growth Rate Forecast (2022-2027)

7.1.2 Global Family and Indoor Entertainment Centres Revenue and Growth Rate Forecast (2022-2027)

7.1.3 Global Family and Indoor Entertainment Centres Price and Trend Forecast (2022-2027)

7.2 Global Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast, Region Wise (2022-2027)

7.2.1 United States Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast (2022-2027)

7.2.2 Europe Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast (2022-2027)

7.2.3 China Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast (2022-2027)

7.2.4 Japan Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast (2022-2027)

7.2.5 India Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast (2022-2027)

7.2.6 Southeast Asia Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast (2022-2027)

7.2.7 Latin America Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast (2022-2027)

7.2.8 Middle East and Africa Family and Indoor Entertainment Centres Sales Volume and Revenue Forecast (2022-2027)

7.3 Global Family and Indoor Entertainment Centres Sales Volume, Revenue and Price Forecast by Type (2022-2027)

7.3.1 Global Family and Indoor Entertainment Centres Revenue and Growth Rate of Arcade Studios (2022-2027)

7.3.2 Global Family and Indoor Entertainment Centres Revenue and Growth Rate of AR and VR Gaming Zones (2022-2027)

7.3.3 Global Family and Indoor Entertainment Centres Revenue and Growth Rate of Physical Play Activities (2022-2027)

7.3.4 Global Family and Indoor Entertainment Centres Revenue and Growth Rate of Skill/Competition Games (2022-2027)

7.3.5 Global Family and Indoor Entertainment Centres Revenue and Growth Rate of Others (2022-2027)

7.4 Global Family and Indoor Entertainment Centres Consumption Forecast by Application (2022-2027)

7.4.1 Global Family and Indoor Entertainment Centres Consumption Value and Growth Rate of Entry Fees & Ticket Sales(2022-2027)

7.4.2 Global Family and Indoor Entertainment Centres Consumption Value and Growth Rate of Food & Beverages(2022-2027)

7.4.3 Global Family and Indoor Entertainment Centres Consumption Value and Growth Rate of Merchandising(2022-2027)

7.4.4 Global Family and Indoor Entertainment Centres Consumption Value and Growth Rate of Advertisement(2022-2027)

7.4.5 Global Family and Indoor Entertainment Centres Consumption Value and Growth Rate of Others(2022-2027)

7.5 Family and Indoor Entertainment Centres Market Forecast Under COVID-19

## **8 FAMILY AND INDOOR ENTERTAINMENT CENTRES MARKET UPSTREAM AND DOWNSTREAM ANALYSIS**

8.1 Family and Indoor Entertainment Centres Industrial Chain Analysis

8.2 Key Raw Materials Suppliers and Price Analysis

8.3 Manufacturing Cost Structure Analysis

8.3.1 Labor Cost Analysis

8.3.2 Energy Costs Analysis

8.3.3 R&D Costs Analysis

8.4 Alternative Product Analysis

8.5 Major Distributors of Family and Indoor Entertainment Centres Analysis

8.6 Major Downstream Buyers of Family and Indoor Entertainment Centres Analysis

8.7 Impact of COVID-19 and the Russia-Ukraine war on the Upstream and Downstream in the Family and Indoor Entertainment Centres Industry

## **9 PLAYERS PROFILES**

9.1 Dave & Buster's

9.1.1 Dave & Buster's Basic Information, Manufacturing Base, Sales Region and Competitors

9.1.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

9.1.3 Dave & Buster's Market Performance (2017-2022)

9.1.4 Recent Development

9.1.5 SWOT Analysis

9.2 Lucky Strike

9.2.1 Lucky Strike Basic Information, Manufacturing Base, Sales Region and

## Competitors

### 9.2.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.2.3 Lucky Strike Market Performance (2017-2022)

#### 9.2.4 Recent Development

#### 9.2.5 SWOT Analysis

## 9.3 Legoland Discovery Center

### 9.3.1 Legoland Discovery Center Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.3.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.3.3 Legoland Discovery Center Market Performance (2017-2022)

#### 9.3.4 Recent Development

#### 9.3.5 SWOT Analysis

## 9.4 Nickelodeon Universe

### 9.4.1 Nickelodeon Universe Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.4.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.4.3 Nickelodeon Universe Market Performance (2017-2022)

#### 9.4.4 Recent Development

#### 9.4.5 SWOT Analysis

## 9.5 Time Zone Entertainment Pvt. Ltd.

### 9.5.1 Time Zone Entertainment Pvt. Ltd. Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.5.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.5.3 Time Zone Entertainment Pvt. Ltd. Market Performance (2017-2022)

#### 9.5.4 Recent Development

#### 9.5.5 SWOT Analysis

## 9.6 Funcity

### 9.6.1 Funcity Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.6.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.6.3 Funcity Market Performance (2017-2022)

#### 9.6.4 Recent Development

#### 9.6.5 SWOT Analysis

## 9.7 Scene 75 Entertainment Centers

### 9.7.1 Scene 75 Entertainment Centers Basic Information, Manufacturing Base, Sales

## Region and Competitors

### 9.7.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.7.3 Scene 75 Entertainment Centers Market Performance (2017-2022)

#### 9.7.4 Recent Development

#### 9.7.5 SWOT Analysis

## 9.8 Kidzania

### 9.8.1 Kidzania Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.8.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.8.3 Kidzania Market Performance (2017-2022)

#### 9.8.4 Recent Development

#### 9.8.5 SWOT Analysis

## 9.9 Amoeba Services

### 9.9.1 Amoeba Services Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.9.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.9.3 Amoeba Services Market Performance (2017-2022)

#### 9.9.4 Recent Development

#### 9.9.5 SWOT Analysis

## 9.10 Tenpin

### 9.10.1 Tenpin Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.10.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.10.3 Tenpin Market Performance (2017-2022)

#### 9.10.4 Recent Development

#### 9.10.5 SWOT Analysis

## 9.11 The Walt Disney Company

### 9.11.1 The Walt Disney Company Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.11.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.11.3 The Walt Disney Company Market Performance (2017-2022)

#### 9.11.4 Recent Development

#### 9.11.5 SWOT Analysis

## 9.12 Toy Town

### 9.12.1 Toy Town Basic Information, Manufacturing Base, Sales Region and Competitors



9.12.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

9.12.3 Toy Town Market Performance (2017-2022)

9.12.4 Recent Development

9.12.5 SWOT Analysis

9.13 CEC Entertainment

9.13.1 CEC Entertainment Basic Information, Manufacturing Base, Sales Region and Competitors

9.13.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

9.13.3 CEC Entertainment Market Performance (2017-2022)

9.13.4 Recent Development

9.13.5 SWOT Analysis

9.14 Bowlmor AMF Corporation

9.14.1 Bowlmor AMF Corporation Basic Information, Manufacturing Base, Sales Region and Competitors

9.14.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

9.14.3 Bowlmor AMF Corporation Market Performance (2017-2022)

9.14.4 Recent Development

9.14.5 SWOT Analysis

9.15 Smaash Entertainment Pvt. Ltd.

9.15.1 Smaash Entertainment Pvt. Ltd. Basic Information, Manufacturing Base, Sales Region and Competitors

9.15.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

9.15.3 Smaash Entertainment Pvt. Ltd. Market Performance (2017-2022)

9.15.4 Recent Development

9.15.5 SWOT Analysis

9.16 Gatti's Pizza Corporation

9.16.1 Gatti's Pizza Corporation Basic Information, Manufacturing Base, Sales Region and Competitors

9.16.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

9.16.3 Gatti's Pizza Corporation Market Performance (2017-2022)

9.16.4 Recent Development

9.16.5 SWOT Analysis

9.17 Main Event Entertainment

9.17.1 Main Event Entertainment Basic Information, Manufacturing Base, Sales

## Region and Competitors

### 9.17.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.17.3 Main Event Entertainment Market Performance (2017-2022)

#### 9.17.4 Recent Development

#### 9.17.5 SWOT Analysis

## 9.18 Bandai Namco Entertainment

### 9.18.1 Bandai Namco Entertainment Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.18.2 Family and Indoor Entertainment Centres Product Profiles, Application and Specification

#### 9.18.3 Bandai Namco Entertainment Market Performance (2017-2022)

#### 9.18.4 Recent Development

#### 9.18.5 SWOT Analysis

## 10 RESEARCH FINDINGS AND CONCLUSION

## 11 APPENDIX

### 11.1 Methodology

### 11.2 Research Data Source



## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Family and Indoor Entertainment Centres Product Picture

Table Global Family and Indoor Entertainment Centres Market Sales Volume and CAGR (%) Comparison by Type

Table Family and Indoor Entertainment Centres Market Consumption (Sales Volume) Comparison by Application (2017-2027)

Figure Global Family and Indoor Entertainment Centres Market Size (Revenue, Million USD) and CAGR (%) (2017-2027)

Figure United States Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Europe Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure China Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Japan Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure India Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Southeast Asia Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Latin America Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Middle East and Africa Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Global Family and Indoor Entertainment Centres Market Sales Volume Status and Outlook (2017-2027)

Table Global Macroeconomic Analysis

Figure Global COVID-19 Status Overview

Table Influence of COVID-19 Outbreak on Family and Indoor Entertainment Centres Industry Development

Table Global Family and Indoor Entertainment Centres Sales Volume by Player (2017-2022)

Table Global Family and Indoor Entertainment Centres Sales Volume Share by Player (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume Share by Player in 2021

Table Family and Indoor Entertainment Centres Revenue (Million USD) by Player (2017-2022)

Table Family and Indoor Entertainment Centres Revenue Market Share by Player (2017-2022)

Table Family and Indoor Entertainment Centres Price by Player (2017-2022)

Table Family and Indoor Entertainment Centres Gross Margin by Player (2017-2022)

Table Mergers & Acquisitions, Expansion Plans

Table Global Family and Indoor Entertainment Centres Sales Volume, Region Wise (2017-2022)

Table Global Family and Indoor Entertainment Centres Sales Volume Market Share, Region Wise (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume Market Share, Region Wise (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume Market Share, Region Wise in 2021

Table Global Family and Indoor Entertainment Centres Revenue (Million USD), Region Wise (2017-2022)

Table Global Family and Indoor Entertainment Centres Revenue Market Share, Region Wise (2017-2022)

Figure Global Family and Indoor Entertainment Centres Revenue Market Share, Region Wise (2017-2022)

Figure Global Family and Indoor Entertainment Centres Revenue Market Share, Region Wise in 2021

Table Global Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table United States Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Europe Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table China Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Japan Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table India Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Southeast Asia Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Latin America Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Middle East and Africa Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Table Global Family and Indoor Entertainment Centres Sales Volume by Type (2017-2022)

Table Global Family and Indoor Entertainment Centres Sales Volume Market Share by Type (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume Market Share by Type in 2021

Table Global Family and Indoor Entertainment Centres Revenue (Million USD) by Type (2017-2022)

Table Global Family and Indoor Entertainment Centres Revenue Market Share by Type (2017-2022)

Figure Global Family and Indoor Entertainment Centres Revenue Market Share by Type in 2021

Table Family and Indoor Entertainment Centres Price by Type (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume and Growth Rate of Arcade Studios (2017-2022)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Arcade Studios (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume and Growth Rate of AR and VR Gaming Zones (2017-2022)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of AR and VR Gaming Zones (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume and Growth Rate of Physical Play Activities (2017-2022)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Physical Play Activities (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume and Growth Rate of Skill/Competition Games (2017-2022)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Skill/Competition Games (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume and Growth Rate of Others (2017-2022)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Others (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption by Application (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption Market Share by Application (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption Revenue (Million USD) by Application (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption Revenue Market Share by Application (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Entry Fees & Ticket Sales (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Food & Beverages (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Merchandising (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Advertisement (2017-2022)

Table Global Family and Indoor Entertainment Centres Consumption and Growth Rate of Others (2017-2022)

Figure Global Family and Indoor Entertainment Centres Sales Volume and Growth Rate Forecast (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate Forecast (2022-2027)

Figure Global Family and Indoor Entertainment Centres Price and Trend Forecast (2022-2027)

Figure USA Family and Indoor Entertainment Centres Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure USA Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Europe Family and Indoor Entertainment Centres Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Europe Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure China Family and Indoor Entertainment Centres Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure China Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Japan Family and Indoor Entertainment Centres Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Japan Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure India Family and Indoor Entertainment Centres Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure India Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Southeast Asia Family and Indoor Entertainment Centres Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Southeast Asia Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Latin America Family and Indoor Entertainment Centres Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Latin America Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Middle East and Africa Family and Indoor Entertainment Centres Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Middle East and Africa Family and Indoor Entertainment Centres Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Table Global Family and Indoor Entertainment Centres Market Sales Volume Forecast, by Type

Table Global Family and Indoor Entertainment Centres Sales Volume Market Share Forecast, by Type

Table Global Family and Indoor Entertainment Centres Market Revenue (Million USD) Forecast, by Type

Table Global Family and Indoor Entertainment Centres Revenue Market Share Forecast, by Type

Table Global Family and Indoor Entertainment Centres Price Forecast, by Type

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Arcade Studios (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Arcade Studios (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of AR and VR Gaming Zones (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of AR and VR Gaming Zones (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Physical Play Activities (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Physical Play Activities (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Skill/Competition Games (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Skill/Competition Games (2022-2027)



Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Others (2022-2027)

Figure Global Family and Indoor Entertainment Centres Revenue (Million USD) and Growth Rate of Others (2022-2027)

Table Global Family and Indoor Entertainment Centres Market Consumption Forecast, by Application

Table Global Family and Indoor Entertainment Centres Consumption Market Share Forecast, by Application

Table Global Family and Indoor Entertainment Centres Market Revenue (Million USD) Forecast, by Application

Table Global Family and Indoor Entertainment Centres Revenue Market Share Forecast, by Application

Figure Global Family and Indoor Entertainment Centres Consumption Value (Million USD) and Growth Rate of Entry Fees & Ticket Sales (2022-2027)

Figure Global Family and Indoor Entertainment Centres Consumption Value (Million USD) and Growth Rate of Food & Beverages (2022-2027)

Figure Global Family and Indoor Entertainment Centres Consumption Value (Million USD) and Growth Rate of Merchandising (2022-2027)

Figure Global Family and Indoor Entertainment Centres Consumption Value (Million USD) and Growth Rate of Advertisement (2022-2027)

Figure Global Family and Indoor Entertainment Centres Consumption Value (Million USD) and Growth Rate of Others (2022-2027)

Figure Family and Indoor Entertainment Centres Industrial Chain Analysis

Table Key Raw Materials Suppliers and Price Analysis

Figure Manufacturing Cost Structure Analysis

Table Alternative Product Analysis

Table Downstream Distributors

Table Downstream Buyers

Table Dave & Buster's Profile



Table Dave & Buster's Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Dave & Buster's Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Dave & Buster's Revenue (Million USD) Market Share 2017-2022

Table Lucky Strike Profile

Table Lucky Strike Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Lucky Strike Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Lucky Strike Revenue (Million USD) Market Share 2017-2022

Table Legoland Discovery Center Profile

Table Legoland Discovery Center Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Legoland Discovery Center Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Legoland Discovery Center Revenue (Million USD) Market Share 2017-2022

Table Nickelodeon Universe Profile

Table Nickelodeon Universe Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Nickelodeon Universe Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Nickelodeon Universe Revenue (Million USD) Market Share 2017-2022

Table Time Zone Entertainment Pvt. Ltd. Profile

Table Time Zone Entertainment Pvt. Ltd. Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Time Zone Entertainment Pvt. Ltd. Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Time Zone Entertainment Pvt. Ltd. Revenue (Million USD) Market Share 2017-2022

Table Funcity Profile

Table Funcity Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Funcity Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Funcity Revenue (Million USD) Market Share 2017-2022

Table Scene 75 Entertainment Centers Profile

Table Scene 75 Entertainment Centers Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Scene 75 Entertainment Centers Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Scene 75 Entertainment Centers Revenue (Million USD) Market Share 2017-2022

Table Kidzania Profile

Table Kidzania Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Kidzania Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Kidzania Revenue (Million USD) Market Share 2017-2022

Table Amoeba Services Profile

Table Amoeba Services Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Amoeba Services Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Amoeba Services Revenue (Million USD) Market Share 2017-2022

Table Tenpin Profile

Table Tenpin Family and Indoor Entertainment Centres Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Tenpin Family and Indoor Entertainment Centres Sales Volume and Growth Rate

Figure Tenpin Revenue (Million USD) Market Share 2017-2022

Table The Walt Disney Company Profile

Table The Walt Disney Company Famil

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