

United States of America (USA) Leisure Attractions Market Summary, Competitive Analysis and Forecast to 2026

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Abstracts

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SUMMARY

Leisure Attractions in the United States industry profile provides top-line qualitative and quantitative summary information including: market size (value 2016-21, and forecast to 2026). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

KEY HIGHLIGHTS

The leisure attractions sector includes revenues generated by recreational attractions, such as museums, historical sites and similar institutions, and amusement parks and arcades.

The US leisure attractions sector had total revenues of \$48.5 billion in 2021, representing a compound annual growth rate (CAGR) of 5.6% between 2016 and 2021.

The museums & historical sites segment was the sector's most lucrative in 2021, with total revenues of \$24.4 billion, equivalent to 50.4% of the sector's overall value.

The US leisure attractions are expanding as a result of the country's booming

tourism economy and the presence of numerous leisure attractions.

SCOPE

Save time carrying out entry-level research by identifying the size, growth, major segments, and leading players in the leisure attractions market in the United States

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the leisure attractions market in the United States

Leading company profiles reveal details of key leisure attractions market players' global operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the United States leisure attractions market with five year forecasts

REASONS TO BUY

What was the size of the United States leisure attractions market by value in 2021?

What will be the size of the United States leisure attractions market in 2026?

What factors are affecting the strength of competition in the United States leisure attractions market?

How has the market performed over the last five years?

What are the main segments that make up the United State's leisure attractions market?

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