

# Family Indoor Entertainment Centres-Asia Pacific Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/FC0B9FBC594EN.html>

Date: January 2018

Pages: 158

Price: US\$ 3,480.00 (Single User License)

ID: FC0B9FBC594EN

## Abstracts

### Report Summary

Family Indoor Entertainment Centres-Asia Pacific Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Family Indoor Entertainment Centres industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Whole Asia Pacific and Regional Market Size of Family Indoor Entertainment Centres 2013-2017, and development forecast 2018-2023

Main market players of Family Indoor Entertainment Centres in Asia Pacific, with company and product introduction, position in the Family Indoor Entertainment Centres market

Market status and development trend of Family Indoor Entertainment Centres by types and applications

Cost and profit status of Family Indoor Entertainment Centres, and marketing status

Market growth drivers and challenges

The report segments the Asia Pacific Family Indoor Entertainment Centres market as:

Asia Pacific Family Indoor Entertainment Centres Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

China

Japan  
Korea  
India  
Southeast Asia  
Australia

Asia Pacific Family Indoor Entertainment Centres Market: Product Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

By Visitor Demographics  
By Facility Size

Asia Pacific Family Indoor Entertainment Centres Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

Arcade Studios  
VR Gaming Zones  
Sports Arcades  
Others

Asia Pacific Family Indoor Entertainment Centres Market: Players Segment Analysis (Company and Product introduction, Family Indoor Entertainment Centres Sales Volume, Revenue, Price and Gross Margin):

Dave & Busters  
CEC Entertainment  
Main Event Entertainment  
Legoland Discovery Center  
Scene 75 Entertainment Centers  
Gattis Pizza Corporation  
Bowlmor AMF Corporation  
Nickelodeon Universe  
Lucky Strike  
Smaash Entertainment Pvt. Ltd.  
Amoeba ICTs  
Funcity  
Time Zone Entertainment Pvt. Ltd.

Tenpin  
Kidzania  
Bandai Namco Entertainment  
Toy Town  
The Walt Disney Company

In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.

## Contents

### **CHAPTER 1 OVERVIEW OF FAMILY INDOOR ENTERTAINMENT CENTRES**

- 1.1 Definition of Family Indoor Entertainment Centres in This Report
- 1.2 Commercial Types of Family Indoor Entertainment Centres
  - 1.2.1 By Visitor Demographics
  - 1.2.2 By Facility Size
- 1.3 Downstream Application of Family Indoor Entertainment Centres
  - 1.3.1 Arcade Studios
  - 1.3.2 VR Gaming Zones
  - 1.3.3 Sports Arcades
  - 1.3.4 Others
- 1.4 Development History of Family Indoor Entertainment Centres
- 1.5 Market Status and Trend of Family Indoor Entertainment Centres 2013-2023
  - 1.5.1 Asia Pacific Family Indoor Entertainment Centres Market Status and Trend 2013-2023
  - 1.5.2 Regional Family Indoor Entertainment Centres Market Status and Trend 2013-2023

### **CHAPTER 2 ASIA PACIFIC MARKET STATUS AND FORECAST BY REGIONS**

- 2.1 Market Status of Family Indoor Entertainment Centres in Asia Pacific 2013-2017
- 2.2 Consumption Market of Family Indoor Entertainment Centres in Asia Pacific by Regions
  - 2.2.1 Consumption Volume of Family Indoor Entertainment Centres in Asia Pacific by Regions
  - 2.2.2 Revenue of Family Indoor Entertainment Centres in Asia Pacific by Regions
- 2.3 Market Analysis of Family Indoor Entertainment Centres in Asia Pacific by Regions
  - 2.3.1 Market Analysis of Family Indoor Entertainment Centres in China 2013-2017
  - 2.3.2 Market Analysis of Family Indoor Entertainment Centres in Japan 2013-2017
  - 2.3.3 Market Analysis of Family Indoor Entertainment Centres in Korea 2013-2017
  - 2.3.4 Market Analysis of Family Indoor Entertainment Centres in India 2013-2017
  - 2.3.5 Market Analysis of Family Indoor Entertainment Centres in Southeast Asia 2013-2017
  - 2.3.6 Market Analysis of Family Indoor Entertainment Centres in Australia 2013-2017
- 2.4 Market Development Forecast of Family Indoor Entertainment Centres in Asia Pacific 2018-2023
  - 2.4.1 Market Development Forecast of Family Indoor Entertainment Centres in Asia

Pacific 2018-2023

2.4.2 Market Development Forecast of Family Indoor Entertainment Centres by Regions 2018-2023

## **CHAPTER 3 ASIA PACIFIC MARKET STATUS AND FORECAST BY TYPES**

3.1 Whole Asia Pacific Market Status by Types

3.1.1 Consumption Volume of Family Indoor Entertainment Centres in Asia Pacific by Types

3.1.2 Revenue of Family Indoor Entertainment Centres in Asia Pacific by Types

3.2 Asia Pacific Market Status by Types in Major Countries

3.2.1 Market Status by Types in China

3.2.2 Market Status by Types in Japan

3.2.3 Market Status by Types in Korea

3.2.4 Market Status by Types in India

3.2.5 Market Status by Types in Southeast Asia

3.2.6 Market Status by Types in Australia

3.3 Market Forecast of Family Indoor Entertainment Centres in Asia Pacific by Types

## **CHAPTER 4 ASIA PACIFIC MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY**

4.1 Demand Volume of Family Indoor Entertainment Centres in Asia Pacific by Downstream Industry

4.2 Demand Volume of Family Indoor Entertainment Centres by Downstream Industry in Major Countries

4.2.1 Demand Volume of Family Indoor Entertainment Centres by Downstream Industry in China

4.2.2 Demand Volume of Family Indoor Entertainment Centres by Downstream Industry in Japan

4.2.3 Demand Volume of Family Indoor Entertainment Centres by Downstream Industry in Korea

4.2.4 Demand Volume of Family Indoor Entertainment Centres by Downstream Industry in India

4.2.5 Demand Volume of Family Indoor Entertainment Centres by Downstream Industry in Southeast Asia

4.2.6 Demand Volume of Family Indoor Entertainment Centres by Downstream Industry in Australia

4.3 Market Forecast of Family Indoor Entertainment Centres in Asia Pacific by

Downstream Industry

## **CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF FAMILY INDOOR ENTERTAINMENT CENTRES**

5.1 Asia Pacific Economy Situation and Trend Overview

5.2 Family Indoor Entertainment Centres Downstream Industry Situation and Trend Overview

## **CHAPTER 6 FAMILY INDOOR ENTERTAINMENT CENTRES MARKET COMPETITION STATUS BY MAJOR PLAYERS IN ASIA PACIFIC**

6.1 Sales Volume of Family Indoor Entertainment Centres in Asia Pacific by Major Players

6.2 Revenue of Family Indoor Entertainment Centres in Asia Pacific by Major Players

6.3 Basic Information of Family Indoor Entertainment Centres by Major Players

6.3.1 Headquarters Location and Established Time of Family Indoor Entertainment Centres Major Players

6.3.2 Employees and Revenue Level of Family Indoor Entertainment Centres Major Players

6.4 Market Competition News and Trend

6.4.1 Merger, Consolidation or Acquisition News

6.4.2 Investment or Disinvestment News

6.4.3 New Product Development and Launch

## **CHAPTER 7 FAMILY INDOOR ENTERTAINMENT CENTRES MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA**

7.1 Dave & Busters

7.1.1 Company profile

7.1.2 Representative Family Indoor Entertainment Centres Product

7.1.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Dave & Busters

7.2 CEC Entertainment

7.2.1 Company profile

7.2.2 Representative Family Indoor Entertainment Centres Product

7.2.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of CEC Entertainment

7.3 Main Event Entertainment

- 7.3.1 Company profile
- 7.3.2 Representative Family Indoor Entertainment Centres Product
- 7.3.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Main Event Entertainment
- 7.4 Legoland Discovery Center
  - 7.4.1 Company profile
  - 7.4.2 Representative Family Indoor Entertainment Centres Product
  - 7.4.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Legoland Discovery Center
- 7.5 Scene 75 Entertainment Centers
  - 7.5.1 Company profile
  - 7.5.2 Representative Family Indoor Entertainment Centres Product
  - 7.5.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Scene 75 Entertainment Centers
- 7.6 Gattis Pizza Corporation
  - 7.6.1 Company profile
  - 7.6.2 Representative Family Indoor Entertainment Centres Product
  - 7.6.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Gattis Pizza Corporation
- 7.7 Bowlmor AMF Corporation
  - 7.7.1 Company profile
  - 7.7.2 Representative Family Indoor Entertainment Centres Product
  - 7.7.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Bowlmor AMF Corporation
- 7.8 Nickelodeon Universe
  - 7.8.1 Company profile
  - 7.8.2 Representative Family Indoor Entertainment Centres Product
  - 7.8.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Nickelodeon Universe
- 7.9 Lucky Strike
  - 7.9.1 Company profile
  - 7.9.2 Representative Family Indoor Entertainment Centres Product
  - 7.9.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Lucky Strike
- 7.10 Smaash Entertainment Pvt. Ltd.
  - 7.10.1 Company profile
  - 7.10.2 Representative Family Indoor Entertainment Centres Product
  - 7.10.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Smaash Entertainment Pvt. Ltd.

## 7.11 Amoeba ICTs

### 7.11.1 Company profile

### 7.11.2 Representative Family Indoor Entertainment Centres Product

### 7.11.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Amoeba ICTs

## 7.12 Funcity

### 7.12.1 Company profile

### 7.12.2 Representative Family Indoor Entertainment Centres Product

### 7.12.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Funcity

## 7.13 Time Zone Entertainment Pvt. Ltd.

### 7.13.1 Company profile

### 7.13.2 Representative Family Indoor Entertainment Centres Product

### 7.13.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Time Zone Entertainment Pvt. Ltd.

## 7.14 Tenpin

### 7.14.1 Company profile

### 7.14.2 Representative Family Indoor Entertainment Centres Product

### 7.14.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Tenpin

## 7.15 Kidzania

### 7.15.1 Company profile

### 7.15.2 Representative Family Indoor Entertainment Centres Product

### 7.15.3 Family Indoor Entertainment Centres Sales, Revenue, Price and Gross Margin of Kidzania

## 7.16 Bandai Namco Entertainment

## 7.17 Toy Town

## 7.18 The Walt Disney Company

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

### 8.1 Industry Chain of Family Indoor Entertainment Centres

### 8.2 Upstream Market and Representative Companies Analysis

### 8.3 Downstream Market and Representative Companies Analysis

## **CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF FAMILY INDOOR ENTERTAINMENT CENTRES**



- 9.1 Cost Structure Analysis of Family Indoor Entertainment Centres
- 9.2 Raw Materials Cost Analysis of Family Indoor Entertainment Centres
- 9.3 Labor Cost Analysis of Family Indoor Entertainment Centres
- 9.4 Manufacturing Expenses Analysis of Family Indoor Entertainment Centres

## **CHAPTER 10 MARKETING STATUS ANALYSIS OF FAMILY INDOOR ENTERTAINMENT CENTRES**

- 10.1 Marketing Channel
  - 10.1.1 Direct Marketing
  - 10.1.2 Indirect Marketing
  - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
  - 10.2.1 Pricing Strategy
  - 10.2.2 Brand Strategy
  - 10.2.3 Target Client
- 10.3 Distributors/Traders List

## **CHAPTER 11 REPORT CONCLUSION**

## **CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE**

- 12.1 Methodology/Research Approach
  - 12.1.1 Research Programs/Design
  - 12.1.2 Market Size Estimation
  - 12.1.3 Market Breakdown and Data Triangulation
- 12.2 Data Source
  - 12.2.1 Secondary Sources
  - 12.2.2 Primary Sources
- 12.3 Reference

## I would like to order

Product name: Family Indoor Entertainment Centres-Asia Pacific Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/FC0B9FBC594EN.html>

Price: US\$ 3,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/FC0B9FBC594EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

