

# Family Indoor Entertainment Centres-South America Market Status and Trend Report 2013-2023

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## Abstracts

### Report Summary

Family Indoor Entertainment Centres-South America 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 South America 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 South America, 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 South America Family Indoor Entertainment Centres market as:

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

Brazil

Argentina

Venezuela

Colombia

Others

South America 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

South America 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

South America 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 South America 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 SOUTH AMERICA MARKET STATUS AND FORECAST BY REGIONS**

- 2.1 Market Status of Family Indoor Entertainment Centres in South America 2013-2017
- 2.2 Consumption Market of Family Indoor Entertainment Centres in South America by Regions
  - 2.2.1 Consumption Volume of Family Indoor Entertainment Centres in South America by Regions
  - 2.2.2 Revenue of Family Indoor Entertainment Centres in South America by Regions
- 2.3 Market Analysis of Family Indoor Entertainment Centres in South America by Regions
  - 2.3.1 Market Analysis of Family Indoor Entertainment Centres in Brazil 2013-2017
  - 2.3.2 Market Analysis of Family Indoor Entertainment Centres in Argentina 2013-2017
  - 2.3.3 Market Analysis of Family Indoor Entertainment Centres in Venezuela 2013-2017
  - 2.3.4 Market Analysis of Family Indoor Entertainment Centres in Colombia 2013-2017
  - 2.3.5 Market Analysis of Family Indoor Entertainment Centres in Others 2013-2017
- 2.4 Market Development Forecast of Family Indoor Entertainment Centres in South America 2018-2023
  - 2.4.1 Market Development Forecast of Family Indoor Entertainment Centres in South America 2018-2023

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

## **CHAPTER 3 SOUTH AMERICA MARKET STATUS AND FORECAST BY TYPES**

3.1 Whole South America Market Status by Types

3.1.1 Consumption Volume of Family Indoor Entertainment Centres in South America by Types

3.1.2 Revenue of Family Indoor Entertainment Centres in South America by Types

3.2 South America Market Status by Types in Major Countries

3.2.1 Market Status by Types in Brazil

3.2.2 Market Status by Types in Argentina

3.2.3 Market Status by Types in Venezuela

3.2.4 Market Status by Types in Colombia

3.2.5 Market Status by Types in Others

3.3 Market Forecast of Family Indoor Entertainment Centres in South America by Types

## **CHAPTER 4 SOUTH AMERICA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY**

4.1 Demand Volume of Family Indoor Entertainment Centres in South America 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 Brazil

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

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

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

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

4.3 Market Forecast of Family Indoor Entertainment Centres in South America by Downstream Industry

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

5.1 South America 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 SOUTH AMERICA**

6.1 Sales Volume of Family Indoor Entertainment Centres in South America by Major Players

6.2 Revenue of Family Indoor Entertainment Centres in South America 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

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