

Family Entertainment Centers Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/F58B27838491EN.html>

Date: February 2022

Pages: 64

Price: US\$ 3,250.00 (Single User License)

ID: F58B27838491EN

Abstracts

Family entertainment centers (FEC) are small amusement parks or entertainment areas that typically serve local communities in cities large and small. The FEC is designed to involve the whole family, and its per-capita cost is often much lower than that of a traditional amusement park.

This report contains market size and forecasts of Family Entertainment Centers in Global, including the following market information:

Global Family Entertainment Centers Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Family Entertainment Centers market was valued at 524.8 million in 2021 and is projected to reach US\$ 953.7 million by 2028, at a CAGR of 8.9% during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Below 5,000 Sq Feet Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Family Entertainment Centers include Smaaash Entertainment, The Walt Disney Company, Dave & Buster's Inc., CEC Entertainment, Seaworld Entertainment, Merlin Entertainment, Time Zone Entertainment., Cinergy

Entertainment and Funcity, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Family Entertainment Centers companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Family Entertainment Centers Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Family Entertainment Centers Market Segment Percentages, by Type, 2021 (%)

Below 5,000 Sq Feet

5,001-10,000 Sq Feet

10,001-20,000 Sq Feet

20,001-40,000 Sq Feet

Above 40,000 Sq Feet

Global Family Entertainment Centers Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Family Entertainment Centers Market Segment Percentages, by Application, 2021 (%)

Families with Children (0 Year-old-8 Year-old)

Families with Children (9-12 Year-old)

Teenagers (13-19 Year-old)

Young Adults (20-25 Year-old)

Adults (Ages Above 25 Year-old)

Global Family Entertainment Centers Market, By Region and Country, 2017-2022,
2023-2028 (\$ Millions)

Global Family Entertainment Centers Market Segment Percentages, By Region and
Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Family Entertainment Centers revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Family Entertainment Centers revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Smaaash Entertainment

The Walt Disney Company

Dave & Buster's Inc.

CEC Entertainment

Seaworld Entertainment

Merlin Entertainment

Time Zone Entertainment.

Cinergy Entertainment

Funcity

LEGOLAND Discovery Center

Main Event Entertainment

Scene 75 Entertainment Centers

KidZania

Lucky Strike Entertainment

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