

Global Family Entertainment Centers Market By Type (Arcade Studios, VR Gaming Zones, Sports Arcades and Others), By Visitor Demographics, By Facility Size, By Revenue Source, By Region, Competition, Forecast & Opportunities, 2024

<https://marketpublishers.com/r/G0819192103EN.html>

Date: May 2019

Pages: 110

Price: US\$ 4,900.00 (Single User License)

ID: G0819192103EN

Abstracts

Global family entertainment centers market stood at around \$ 18.7 billion in 2018 and is forecast to grow at a CAGR of around 10.93% during 2019-2024 to reach \$ 36.4 billion by 2024, on the back of growing per capita disposable income and technological innovations such as virtual reality games. Family entertainment centers are small amusement parks designed to keep the entire family engaged at low prices. These centers follow strategies such as bonuses, gift cards and birthday discounts, thereby positively influencing the market. Moreover, environmental factors do not affect customer experience, consequently more and more families are opting for entertainment centers due to the availability of options such as food & beverages, gaming and movies.

Family entertainment centers market can be segmented based on type, visitor demographics, facility size and revenue source. On the basis of type, the market can be segmented into virtual reality gaming zones, sports arcades, arcade studios and others. Virtual reality gaming zones segment is expected to register the fastest growth in coming years, as it offers advanced entertainment experience, thereby boosting revenues. Different sources that help to generate revenue for family entertainment centers include food & beverages, entry fees and ticket sales, advertising, merchandising. Food & beverages segment is anticipated to register growth in global family entertainment centers market, as more and more people have started preferring these centers for hosting corporate and birthday parties.

Family entertainment centers are gaining traction and expanding to various regions including Asia-Pacific, North America, Europe, South America and Middle East & Africa. North America dominates global entertainment centers market due to the presence of large number of players and surging disposable income and middle-class population in the region.

Major players operating in global family entertainment centers market include Smaaash Entertainment Pvt. Ltd., The Walt Disney Company, Dave & Buster's Inc., CEC Entertainment, Inc., Seaworld Entertainment and Merlin Entertainment. Players operating in entertainment centers market are introducing loyalty programs based on parameters such as visit points, memberships and reward points in order to attract new customers and retain old ones.

Years considered for this report:

Historical Years: 2014-2017

Base Year: 2018

Estimated Year: 2019

Forecast Period: 2020-2024

Objective of the Study:

To analyze and forecast global family entertainment centers market size.

To classify and forecast global family entertainment centers market based on type, visitor demographics, facility size, revenue source and regional distribution.

To identify drivers and challenges for global family entertainment centers market.

To examine competitive developments such as expansions, new product launches, mergers & acquisitions, etc., in global family entertainment centers market.

To conduct the pricing analysis for global family entertainment centers market.

To identify and analyze the profile of leading players operating in global family entertainment centers market.

Some of the leading players in global family entertainment centers market are Seaworld Entertainment, Smaaash Entertainment Pvt. Ltd., The Walt Disney Company, Dave & Buster's Inc., CEC Entertainment, Inc., Time Zone Entertainment Pvt. Ltd., Cinergy Entertainment, Funcity, Merlin Entertainment, LEGOLAND Discovery Center, Main Event Entertainment and Scene 75 Entertainment Centers.

TechSci Research performed both primary as well as exhaustive secondary research for this study. Initially, TechSci Research sourced a list of developers across the globe. Subsequently, TechSci Research conducted primary research surveys with the identified companies. While interviewing, the respondents were also enquired about their competitors. TechSci Research analyzed the developers, facility size and presence of all major players across the globe.

TechSci Research calculated global family entertainment centers market size using a bottom-up approach, where data for various end-user segments was recorded and forecast for the future years. TechSci Research sourced these values from the industry experts and company representatives and externally validated through analyzing historical data of various FAMILY ENTERTAINMENT CENTERS types for getting an appropriate, overall market size. Various secondary sources such as company websites, news articles, press releases, company annual reports, investor presentations and financial reports were also studied by TechSci Research.

Key Target Audience:

Family Entertainment Center Developers and Owners

Research organizations and consulting companies

Government bodies such as regulating authorities and policy makers

Organizations, forums and alliances related to family entertainment centers

The study is useful in providing answers to several critical questions that are important

for industry stakeholders such as family entertainment center developers and owners and partners, end users, etc., besides allowing them in strategizing investments and capitalizing on market opportunities.

Report Scope:

In this report, global family entertainment centers market has been segmented into following categories, in addition to the industry trends which have also been detailed below:

Market, by Type:

Arcade Studios

VR Gaming Zones

Sports Arcades

Others

Market, by Visitor Demographics:

Young adults (19-25)

Adults (>25)

Families with children (0-9)

Families with children (9-12)

Teenagers(12-18)

Market, by Facility Size:

10,001-20,000 sq feet

>40,000 sq feet

Contents

1. PRODUCT OVERVIEW

2. RESEARCH METHODOLOGY

3. EXECUTIVE SUMMARY

4. VOICE OF CUSTOMER

4.1. Average time spent (in hrs.) (0-5; 5-10; 10-15; More than 15)

4.2. Preferred pricing policy (Combination of pay-one-price and pay-as-you-go; Pay-as-you-go; Pay-one-price)

4.3. Distance covered while commuting (in miles) (0-5; 5-10; 10-15; More than 15)

5. GLOBAL FAMILY ENTERTAINMENT CENTERS MARKET OUTLOOK

5.1. Market Size & Forecast

5.1.1. By Value

5.2. Market Share & Forecast

5.2.1. By Type (Arcade Studios, VR Gaming Zones, Sports Arcades and Others)

5.2.2. By Visitor Demographics (Young adults 19-25, Adults >25, Families With Children 0-9, Families with Children 9-12, and Teenagers)

5.2.3. By Facility Size (10,000-20,000, >40,000 Sq Feet,

List Of Figures

LIST OF FIGURES

Figure 1: Global Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 2: Global Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 3: Global Family Entertainment Centers Market Share, By Facility Size, By Value, 2014-2024F

Figure 4: Global Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 5: Global Family Entertainment Centers Market Share, By Revenue Source, By Value, 2014-2024F

Figure 6: Global Family Entertainment Centers Market Share, By Region, By Value, 2018 & 2024F

Figure 7: Global Family Entertainment Centers Market Share, By Company, By Value, 2018

Figure 8: North America Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 9: North America Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 10: North America Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 11: North America Family Entertainment Centers Market Share, By Revenue Source, By Value, 2014-2024F

Figure 12: North America Family Entertainment Centers Market Share, By Country, By Value, 2014-2024F

Figure 13: United States Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 14: United States Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 15: United States Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 16: Canada Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 17: Canada Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 18: Canada Family Entertainment Centers Market Share, By Visitor

Demographics, By Value, 2014-2024F

Figure 19: Mexico Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 20: Mexico Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 21: Mexico Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 22: Europe Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 23: Europe Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 24: Europe Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 25: Europe Family Entertainment Centers Market Share, By Revenue Source, By Value, 2014-2024F

Figure 26: Europe Family Entertainment Centers Market Share, By Country, By Value, 2014-2024F

Figure 27: United Kingdom Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 28: United Kingdom Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 29: United Kingdom Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 30: Germany Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 31: Germany Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 32: Germany Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 33: France Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 34: France Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 35: France Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 36: Spain Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 37: Spain Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 38: Spain Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 39: Italy Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 40: Italy Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 41: Italy Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 42: Asia-Pacific Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 43: Asia-Pacific Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 44: Asia-Pacific Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 45: Asia-Pacific Family Entertainment Centers Market Share, By Revenue Source, By Value, 2014-2024F

Figure 46: Asia-Pacific Family Entertainment Centers Market Share, By Country, By Value, 2014-2024F

Figure 47: China Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 48: China Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 49: China Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 50: Japan Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 51: Japan Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 52: Japan Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 53: India Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 54: India Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 55: India Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 56: South Korea Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 57: South Korea Family Entertainment Centers Market Share, By Type, By

Value, 2014-2024F

Figure 58: South Korea Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 59: Australia Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 60: Australia Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 61: Australia Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 62: Middle East & Africa Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 63: Middle East & Africa Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 64: Middle East & Africa Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 65: Middle East & Africa Family Entertainment Centers Market Share, By Revenue Source, By Value, 2014-2024F

Figure 66: Middle East & Africa Family Entertainment Centers Market Share, By Country, By Value, 2014-2024F

Figure 66: UAE Family Entertainment Centers Market Size, By Value (USD Million), 2014-2024F

Figure 67: UAE Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 68: UAE Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 69: Saudi Arabia Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 70: Saudi Arabia Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 71: Saudi Arabia Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 72: South Africa Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 73: South Africa Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 74: South Africa Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 75: Qatar Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 76: Qatar Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 77: Qatar Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 78: South America Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 79: South America Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 80: South America Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 81: South-America Family Entertainment Centers Market Share, By Revenue Source, By Value, 2014-2024F

Figure 82: South America Family Entertainment Centers Market Share, By Country, By Value, 2014-2024F

Figure 83: Brazil Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 84: Brazil Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 85: Brazil Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 86: Argentina Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 87: Argentina Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 88: Argentina Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

Figure 89: Colombia Family Entertainment Centers Market Size, By Value, 2014-2024F (USD Million)

Figure 90: Colombia Family Entertainment Centers Market Share, By Type, By Value, 2014-2024F

Figure 91: Colombia Family Entertainment Centers Market Share, By Visitor Demographics, By Value, 2014-2024F

I would like to order

Product name: Global Family Entertainment Centers Market By Type (Arcade Studios, VR Gaming Zones, Sports Arcades and Others), By Visitor Demographics, By Facility Size, By Revenue Source, By Region, Competition, Forecast & Opportunities, 2024

Product link: <https://marketpublishers.com/r/G0819192103EN.html>

Price: US\$ 4,900.00 (Single User License / Electronic Delivery)

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

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G0819192103EN.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