

Family Indoor Entertainment Market - Highest Revenue Generating Segments, Key Trends, and Competitive Scenario

Rising number of family entertainment center to facilitate family activities and increasing disposable income in developing countries are factors driving market

VANCOUVER, BC, CANADA, November 21, 2022 /EINPresswire.com/ -- The global [family indoor entertainment market](#) size reached USD 24.35 Billion in 2020 and is expected to register a revenue CAGR of 10.3%, during the forecast period, according to latest analysis by Emergen Research.

Increasing disposable income among consumers in developing countries and an increase in the number of family entertainment centers to offer a variety of family entertainment and celebratory activities are among some key factors driving global family indoor entertainment market revenue growth. Increasing number of malls in rapidly expanding urban areas and

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Family Indoor Entertainment Market Size – USD 24.35 Billion in 2020, Market Growth – at a CAGR of 10.3%, Market Trends – Increasing number of malls

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settings is expected to continue to support deployment and opening of such centers and drive revenue growth of the market to a significant extent going ahead.

Various operators and developers are designing and deploying new-gen entertainment centers to leverage the trend of individuals feeling safer or more protected in smaller gatherings and at private settings owing to the COVID-19 pandemic as well as the various restrictions and fears of contracting or spreading the virus. Furthermore, some customers find indoor entertainment and gaming venues more appealing for a variety of reasons, including

privacy, protection from the elements such as harsh sunlight, rain, air pollution, dust, etc. For operators as well, this is emerging as a rather more lucrative opportunity than investing and

operating larger and more cost-intensive outdoor amusement parks and centers. Additionally, as large outdoor entertainment centers have higher land, labor, and infrastructure expenses, the attractiveness of indoor playgrounds has been gaining rapid traction among entrepreneurs with lower budgets. Operators are constructing indoor family entertainment centers with the marketing objective of promoting family activities, providing F&B services, and offering gaming experiences to stay ahead to the competition.

However, high setup cost of family indoor entertainment centers and increasing ticket costs are some key factors expected to hamper growth of the global family indoor entertainment market to a certain extent over the forecast period.

The major companies Covered in the report are:

Dave & Buster's Inc., Cinergy Entertainment Group, Inc., The Walt Disney Company, Legoland Discovery Centre, Smaaash Entertainment Pvt Ltd., Lucky Strike Entertainment, LLC, Scene75 Entertainment Center, CEC Entertainment Inc., Bandai Namco Entertainment Inc., and Main Event Entertainment, LP

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The report also presents the country-wise and region-wise analysis of the Emergen Research and includes a detailed analysis of the key factors affecting the growth of the market.

Sample Report further sheds light on the Major Market Players with their Sales Volume, Business Strategy and Revenue Analysis, to offer the readers an advantage over others.

Competitive Landscape:

The market intelligence report on the Family Indoor Entertainment Industry also includes an extensive investigation of the competitive landscape. It assesses the business and marketing strategies expected to be present in the market through the forecast years. It also includes an investigation of the recent advancements and other factors driving the growth of the overall market to help comprehend the progress of the companies in the coming years.

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The report offers an accurate forecast estimation of the Family Indoor Entertainment industry based on the recent technological and research advancements. It also offers valuable data to assist the investors in formulating strategic business investment plans and capitalize on the emerging growth prospects in the Family Indoor Entertainment market.

Segments Covered in this report are:

Visitor Demographic Outlook (Revenue, USD Billion; 2018–2028)

Families with Children (0-8)

Families with Children (9-12)

Teenagers (13-19)

Young adults (20-25)

Adults (25+)

Revenue Source Outlook (Revenue, USD Billion; 2018–2028)

Entry Fees & Ticket Sales

Merchandising

Food & Beverages

Advertisement

Others

Type Outlook (Revenue, USD Billion; 2018–2028)

Children's Edutainment Centers (CEDCs)

Children's Entertainment Centers (CECs)

Adult Entertainment Centers (AECs)

Location-based VR Entertainment Centers (LBECs)

Regional Outlook (Revenue, USD Billion; 2018–2028)

North America

U.S.

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Spain

BENELUX

Rest of Europe

Asia Pacific

China

India

Japan

South Korea

Rest of APAC

Latin America

Brazil

Rest of LATAM

Middle East & Africa

Saudi Arabia

UAE

South Africa

Turkey

Rest of MEA

Browse Full Report Description + Research Methodology + Table of Content + Infographics@
<https://www.emergenresearch.com/industry-report/family-indoor-entertainment-market>

Key highlights of this research report:

Families with children (9-12) segment revenue is expected to expand at a significantly robust CAGR during the forecast period. High number of children-related birthday celebrations, events, rituals and ceremonies, as well as other celebration activities are conducted at family indoor entertainment centers for families with children (9-12).

Entry fees & ticket sales segment is expected to lead in terms of revenue over the forecast period. Major source of income is ticket sales and entry fees in family indoor entertainment centers, which is expected to increase as the number of visitors increase and the competitive scenario continues to change going ahead.

Arcade studios segment is expected to account for largest revenue share over the forecast period. Popularity of video games and arcade games is not restricted to children and young adults. More advanced and exciting games and technologies are steadily becoming popular with an increasing adult base.

North America is expected to account for a significantly larger revenue share than other regional markets over the forecast period. Growth of the market in North America is expected to be fueled by high disposable income among consumers in countries such as the U.S., Canada, and

Mexico, and trend of family outings on weekends and during holiday season to destinations and for activities that allow prebooking and high competitiveness among participants.

The professional intelligence study on the Family Indoor Entertainment market addresses some of the most critical questions:

What market size will 2031 be, and what growth rate will it experience?

What are the key trends in the Market?

What are the driving forces behind the Family Indoor Entertainment market?

What are the obstacles to market growth?

Which are the top vendors in this space?

What are the threats and opportunities in the market for key vendors?

What are the strengths or weaknesses of critical vendors?

What are the future opportunities for the players in the Family Indoor Entertainment market?

What are the main issues facing the global Family Indoor Entertainment market?

How does the competitive landscape look?

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Table of Contents:

Report Overview: It includes the objectives and scope of the study and gives highlights of key market segments and players covered. It also includes years considered for the research study.

Executive Summary: It covers industry trends with high focus on market use cases and top market trends, market size by regions, and global market size. It also covers market share and growth rate by regions.

Key Players: Here, the report concentrates on mergers and acquisitions, expansions, analysis of key players, establishment date of companies, and areas served, manufacturing base, and revenue of key players.

Breakdown by Product and Application: This section provides details about market size by

product and application.

Regional Analysis: All of the regions and countries analyzed in the report are studied on the basis of market size by product and application, key players, and market forecast.

Profiles of International Players: Here, players are evaluated on the basis of their gross margin, price, sales, revenue, business, products, and other company details.

Market Dynamics: It includes supply chain analysis, analysis of regional marketing, challenges, opportunities, and drivers analyzed in the report.

Appendix: It includes details about research and methodology approach, research methodology, data sources, authors of the study, and a disclaimer.

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Thank you for reading our report. Please get in touch with us for further queries about the report and our team will assist you according to your needs.

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