

# UK Family/ Indoor Entertainment Centers Market to Reach USD 2.72 Billion by 2031 | Top Players as-Genesis, Legoland & Walt

*Surge in per capita disposable income, availability of diversified gaming & entertainment options & youth demographics in the UK region are driving the market.*

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/EINPresswire.com/ -- Allied Market Research published a new report, titled, " The [UK Family/ Indoor Entertainment Centers Market](#) to Reach USD 2.72 Billion by 2031 | Top Players as-Genesis, Legoland & Walt."

The report offers an extensive analysis of key growth strategies, drivers, opportunities, key segment, Porter's Five Forces analysis, and competitive landscape. This study is a helpful source of information for market players, investors, VPs, stakeholders, and new entrants to gain thorough understanding of the industry and determine steps to be taken to gain competitive advantage.

The UK family/indoor entertainment centers market size was valued at USD 857.64 million in 2021, and is projected to reach USD 2,723.37 million by 2031, growing at a CAGR of 12.6% from 2022 to 2031.

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Continuous launch of new FECs supporting family activities, F&B integration, and participatory play, increase in number of malls, and presence of significant target population and rise in per capita disposable income drive the growth of the UK family/indoor entertainment centers market. On the other hand, rise in popularity of home and mobile gaming restrains the market growth to some extent.



The UK family/ indoor entertainment centers market is segmented into by visitor demographic, facility size, revenue source, application, and type. Depending on the visitor demographic, the market is divided into families with children [0-8], families with children [9-12], teenagers [13-19], young adults [20-25] and adults [ages 25+]. Based on facility size, it is categorized into up to 5,000 sq. ft., 5,001 to 10,000 sq. ft., 10,001 to 20,000 sq. ft., 20,001 to 40,000 sq. ft., 1 to 10 acre, 11 to 30 acre and over 30 acre. By revenue source, it is divided into entry fees & ticket sales, food & beverages, merchandising, advertisement and others. Based on application, it is bifurcated into arcade studios, AR & VR gaming zones, physical play activities, skill/competition games, and others. By type, it is segregated into Children's Entertainment Centers (CECs), Children's Edutainment Centers (CEDCs), Adult Entertainment Centers (AECs), and Location-Based Entertainment Centers (LBECs).

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By application, the arcade studios segment accounted for nearly one-thirds of the UK family/indoor entertainment centers market share in 2021, and is expected to rule the roost by 2031. This is due to the rise in innovations in arcade gaming has changed gaming from 2D gameplay on a screen.

By revenue source, the entry fees & ticket sales segment contributed to the highest share in 2021, accounting for around two-fifths of the UK family/indoor entertainment centers market revenue. This is attributed owing to the growing adoption of corporate strategy to advance business strategies and growth of fun activities in every other part of family entertainment centers.

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The UK family/ indoor entertainment centers market is dominated by key players such as Fun Farm Lincoln Family Entertainment Centre, Genesis Centre, Hunstanton Pier KidZania, LEGOLAND, Richardson's Family Entertainment Centre, Superbowl UK Tenpin, The Walt Disney Company, and Time Twisters. These players have adopted various strategies to increase their market penetration and strengthen their position in the industry.

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Covid-19 Scenario

- The outbreak of the pandemic gave way to a steep decline in demand for UK family/indoor entertainment centers from the entertainment industry, which impacted the market negatively.
- Increase in ticket prices also hampered the manufacturing of UK family/indoor entertainment

centers across the world. However, the market has now got back on track with continuous efforts made by the key players.

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Lastly, this report provides market intelligence most comprehensively. The report structure has been kept such that it offers maximum business value. It provides critical insights into the market dynamics and will enable strategic decision-making for the existing market players as well as those willing to enter the market.

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