

Children entertainment centres Market to Reach USD 15.37 Billion Emerging Technological Growth, Future Opportunities

Continuous launch of new entertainment centers that are kids friendly and are further supporting family activities with inclusion of food & beverage options

PORTLAND, PORTLAND, OR, UNITED STATE, November 8, 2023

/EINPresswire.com/ -- Allied Market Research published a report, titled, "[Children Entertainment Centers Market](#)" by Visitor Demographics

(Families with Children (0-9), Families with Children (9-12), Teenagers (12-18), Young Adults (18-24), Adults (Ages 24+)), Facility Size (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 acres, 11 to 30 acres, and Over 30 acres), Revenue Source (Entry Fees & Ticket Sales, Food & Beverages, Merchandising, Advertisement, and Others), and Activity Area (Arcade Studios, AR and VR gaming Zones, Physical Play Activities, Skill/Competition Games, and Others)): Global Opportunity Analysis and Industry Forecast, 2019-2026." According to the report, the global children entertainment centers industry garnered \$8.15 billion in 2018, and is estimated to reach \$15.37 billion by 2026, growing at a CAGR of 8.4% from 2019 to 2026.

□ Request Sample Report at: □ <https://www.alliedmarketresearch.com/request-sample/6175>

Rise in number of malls, favorable youth demographics, and continuous launch of new entertainment centers supporting family activities, F&B integration, and participatory play drive the growth of the global children entertainment centers market. However, rise in ticket price, and increase in popularity of home and mobile gaming impede the market growth. On the other hand, rise in investments in new games and attractions creates new opportunity in the market.

Based on activity area, the arcade studios segment held the highest market share of the global children entertainment centers market, accounting for nearly one-third of the total market share



in 2018, and will maintain its dominant position during the forecast period. This is due to the compact size of arcade studios and their easy installation especially in individual stores. However, AR and VR gaming zone segment is expected to register the fastest CAGR of 11.7% from 2019 to 2026. This is attributed to increase in adoption of VR headsets among entertainment centers.

□ For Report Customization: <https://www.alliedmarketresearch.com/request-for-customization/6175>

Based on visitor's demographics, the teenagers (12–18) segment contributed more than two-fifths of the total share in terms of revenue of the global children entertainment centers market in 2018. This is due to surge in disposable income of parents and the need to spend quality time with their kids. However, the families with children (9–12) segment would grow at the fastest CAGR of 10.9% from 2019 to 2026. This is due to increase in demand for recreational activity areas among parents with children of age group 9 to 12.

Based on region, North America accounted for the largest share in terms of revenue, contributing to more than one-third of the global children entertainment centers market in 2018, and is expected to maintain its lead status by 2026. This is due to high preferences of consumers towards entertainment facilities in this region. On the other hand, Asia-Pacific is estimated to grow at the fastest CAGR of 10.3% from 2019 to 2026. This is due to rise in integration of entertainment centers in malls in the region.

Access the full summary at: □ <https://www.alliedmarketresearch.com/children-entertainment-centers-market>

The report has offered an all-inclusive analysis of the global Children entertainment centers Market taking into consideration all the crucial aspects like growth factors, constraints, market developments, top investment pockets, prospects, and trends. At the start, the report lays emphasis on the key trends and opportunities that may emerge soon and positively impact overall industry growth.

The report presents in-depth insights into each of the leading Children entertainment centers end user verticals along with annual forecasts for 2026. The report provides revenue forecast with sales, and sales growth rate of the global Key drivers that are propelling the growth of the market included in the report. Additionally, challenges and restraining factors that are likely to curb the growth of the market are put forth by the analysts to prepare the manufacturers for future challenges in advance.

□ Buy Now & Get Exclusive Discount on this Report: □ <https://www.alliedmarketresearch.com/children-entertainment-centers-market/purchase-options>

Leading Market Players:

- Cinergy Entertainment
- Scene 75 Entertainment Centers
- Dave & Buster's
- CEC Entertainment Inc.
- The Walt Disney Company
- Lucky Strike Entertainment
- FunCity.
- KidZania
- LEGOLAND Discovery Center
- Smaaash Entertainment Pvt. Ltd

These players have adopted various strategies to increase their market penetration and strengthen their position in the industry. Current and future children entertainment centers market trends are outlined to determine the overall attractiveness of the market.

□ Inquiry Before Buying:□ <https://www.alliedmarketresearch.com/purchase-enquiry/6175>

Similar Reports:

1. [Family/Indoor Entertainment Centers Market](#)
2. [North America Family/Indoor Entertainment Centers Market](#)

Thanks for reading this article; you can also get individual chapter-wise sections or region-wise report versions like North America, Europe, or Asia

If you have any special requirements, please let us know and we will offer you the report as per your requirements.

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.

About Us:

Allied Market Research (AMR) is a full-service market research and business-consulting wing of Allied Analytics LLP, based in Portland, Oregon. AMR provides global enterprises as well as medium and small businesses with unmatched quality of "Market Research Reports" and "Business Intelligence Solutions." AMR has a targeted view to provide business insights and consulting to assist its clients in making strategic business decisions and achieving sustainable

growth in their respective market domains.

AMR launched its user-based online library of reports and company profiles, Avenue. An e-access library is accessible from any device, anywhere, and at any time for entrepreneurs, stakeholders, researchers, and students at universities. With reports on more than 60,000 niche markets with data comprising of 600,000 pages along with company profiles on more than 12,000 firms, Avenue offers access to the entire repository of information through subscriptions. A hassle-free solution to clients' requirements is complemented with analyst support and customization requests.

Contact:

David Correa

5933 NE Wi

Toll-Free: 1-800-792-5285

UK: +44-845-528-1300n Sivers Drive

#205, Portland, OR 97220

United States

Hong Kong: +852-301-84916

India (Pune): +91-20-66346060

Fax: +1-855-550-5975

help@alliedmarketresearch.com

Web: <https://www.alliedmarketresearch.com>

Follow Us on: LinkedIn Twitter

Allied Market Research

Allied Market Research

+1 800-792-5285

[email us here](#)

Visit us on social media:

[Facebook](#)

[Twitter](#)

[LinkedIn](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/667053915>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2023 Newsmatics Inc. All Right Reserved.