

The Global Children Entertainment Centers Market Size Reach USD 30.7 Billion by 2032, Growing with 10.6% of CAGR

Owing to continuous launch of new entertainment centers supporting family activities, increase in number of malls and favorable youth demographics drive market.

PORTLAND, OR, UNITED STATES, October 8, 2024 /EINPresswire.com/ -- According to the report published by Allied Market Research, "The [Global Children Entertainment Centers Market Size](#) Reach USD 30.7 Billion by 2032, Growing with 10.6% of CAGR." The

report provides an extensive analysis of changing market dynamics, major segments, value chain, competitive scenario, and regional landscape. This research offers valuable able guidance to leading players, investors, shareholders, and startups in devising strategies for sustainable growth and gaining a competitive edge in the market.

The global children entertainment centers market was valued at USD 11.5 billion in 2022, and is projected to reach USD 30.7 billion by 2032, growing at a CAGR of 10.6% from 2023 to 2032.

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The children entertainment centers market is expected to witness notable growth owing to continuous launch of new entertainment centers supporting family activities, F&B integration, and participatory play, increase in number of malls and favorable youth demographics. Moreover, the surge in investments in new games and attractions is expected to provide a lucrative opportunity for the growth of the market during the forecast period.

The global children entertainment centers market is segmented on the basis of visitor demographics, facility size, revenue source, and activity area, and region. On the basis of visitor demographics, the market is categorized into families with children (0-9), families with children



Children Entertainment Centers

(9-12), teenagers (12-18), young adults (18-24), and adults (Ages 24+). By facility size, it is divided 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 acres, 11 to 30 acres, and over 30 acres. By revenue source, it is classified into entry fees & ticket sales, food & beverages, merchandising, advertisement, and others. In terms of activity area, the market is classified into arcade studios, AR and VR gaming zones, physical play activities, skill/competition games, and others. By region, the market is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

If you have any questions, Please feel free to contact our analyst at:

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COVID-19 Scenario

□ The COVID-19 pandemic had a profound impact on children entertainment centers, significantly altering their operations and visitor experiences. These centers, often bustling hubs for families, faced unprecedented challenges due to lockdowns, social distancing mandates, and safety concerns.

□ Closures or severe limitations in capacity affected these venues, leading to revenue loss and financial strain. To adapt, many centers implemented stringent safety protocols, such as enhanced cleaning measures, reduced capacities, and mandatory mask mandates, impacting the overall ambiance and visitor capacity.

□ The pandemic accelerated the adoption of online and at-home entertainment options, diverting attention away from physical entertainment centers. The financial impact and shifts in consumer behavior led to closures or limited services for several entertainment centers, reshaping the landscape of this industry.

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□ Recent Partnership

On October 2023, Dave & Buster's Entertainment, Inc., the ultimate restaurant and entertainment destination, partnered with Universal Pictures to celebrate the release of the terrifying new Blumhouse film Five Nights at Freddy's, based on the blockbuster horror game phenomenon.

On October 2023, Chuck E. Cheese partnered with new California Dreamin' water park in Sacramento, California. The park will include a Chuck E. Cheese branded children's and family area with branded rides, slides, and splash zones, as well as an arcade and branded retail shop, and a Pasqually's Pizzeria Restaurant.

On June 2023, Landmark Group partnered with SirajPower, a prominent provider of distributed

solar energy in the GCC region, with the aim of strengthening the Group's dedication to sustainable practices and supporting the UAE's sustainability agenda.

□ Recent Expansion

On January 2019, CEC Entertainment expands international footprints in Center America and Middle East. This expansion signs development agreements with franchisees for 25 new Chuck E. Cheese's restaurants across Mexico, Egypt, Kuwait, El Salvador, and Bahrain.

□ Recent Acquisition

On September 2023, Cinergy Entertainment Group announced today that it has acquired two formerly-owned Regal Cinemas locations. The new properties are located in Midland, TX and Amarillo, TX, to create spaces with luxury, dine-in auditoriums, arcades, bowling alleys, escape rooms, axe throwing, chef-inspired menus and sports bars.

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By region, North America garnered the highest share in 2022, holding more than one-third of the global children entertainment centers market revenue in 2022, and is projected to retain its dominance by 2032, owing to surge in emphasis on creating immersive environments that transport children into fantastical worlds through themed play areas, adventure zones, and storytelling-driven attractions. The Asia-Pacific region would also portray the fastest CAGR of 12.6% during the forecast period, owing to the largest number of malls in the world are in the Asia-Pacific region, accounting for nearly 80% of the retail space under construction globally.

Competitive analysis and profiles of the major players in the children entertainment centers industry include Dave & Buster's, CEC Entertainment, Inc., Cinergy Entertainment, KidZania, Scene 75 Entertainment Centers, The Walt Disney Company, Lucky Strike Entertainment, FunCity, Smaaash Entertainment Pvt. Ltd., and LEGOLAND Discovery Center. Major players have adopted product launch, partnership, collaborations, and acquisition as key developmental strategies to improve the product portfolio and gain strong foothold in the children entertainment centers industry.

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.

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