

# Key Drivers of the 2024 Family/Indoor Entertainment Centers Market: Rise of Mobile Gaming Among Youth

*The Business Research Company's Family/Indoor Entertainment Centers Global Market Report 2024 - Market Size, Trends, And Global Forecast 2024-2033*

LONDON, GREATER LONDON, UNITED KINGDOM, November 18, 2024 /EINPresswire.com/ -- The Business Research Company's Early Year-End Sale! Get up to 30% off detailed market research reports—limited time only!



The family/indoor entertainment centers market has experienced significant growth in recent years. It is projected to increase from \$28.32 billion in 2023 to \$32.55 billion in 2024, reflecting a compound annual growth rate (CAGR) of 15.0%. This growth in the past has been driven by

“

The family/indoor entertainment centers market size is expected to see rapid growth in the next few years. It will grow to \$55.49 billion in 2028 at a compound annual growth rate (CAGR) of 14.3%.”

*The Business Research Company*

evolving leisure preferences, the demand for activities not affected by weather, urbanization, the rise of nuclear families, a wide range of entertainment options, and the fast-paced nature of modern lifestyles.

What Are The Forecasts For The [Global Family/Indoor Entertainment Centers Market](#) Size And The Predicted Annual Growth Rates?

The family/indoor entertainment centers market is anticipated to experience strong growth in the coming years. It is projected to reach \$55.49 billion by 2028, with a compound annual growth rate (CAGR) of 14.3%. This growth during the forecast period is expected to be driven

by the rise of membership and loyalty programs, cultural events and festivals, greater accessibility and inclusivity, community engagement efforts, and family-focused dining experiences.

Gain Complete Insights into the Global Family/Indoor Entertainment Centers Market with a Detailed Sample Report:

[https://www.thebusinessresearchcompany.com/sample\\_request?id=7123&type=smp](https://www.thebusinessresearchcompany.com/sample_request?id=7123&type=smp)

What Are The Major Factors Driving The Growth Of The Family/Indoor Entertainment Centers Market?

The increasing popularity of mobile gaming among the younger population is expected to drive growth in the family or indoor entertainment centers market. Mobile gaming, which involves playing games on portable devices with easy accessibility, has become a major trend. Family indoor entertainment centers cater to this demand by offering a wide range of mobile gaming options, making these centers more appealing to younger audiences. As a result, the rising interest in mobile gaming is contributing to the growing demand for family or indoor entertainment centers.

Pre-book the report for a swift delivery:

<https://www.thebusinessresearchcompany.com/report/family-or-indoor-entertainment-centers-global-market-report>

Which Major Market Players Are Propelling the Family/Indoor Entertainment Centers Market?

Key players in the family/indoor entertainment centers market include The Walt Disney Company, Bandai Namco Entertainment, Merlin Entertainments, Dave & Buster's Inc., Bowlmor AMF Corporation, Main Event Entertainment, KidZania, Amoeba Services, Scene75 Entertainment Centers, Gatti's Pizza Corporation, Round1 Entertainment, Cinergy Entertainment Group, Sky Zone, Fun Spot America Theme Parks, Tenpin, Timezone Global, Andretti Indoor Karting & Games, iPlay America, Billy Beez, Legoland Discovery Center, Lucky Strike Entertainment, Nickelodeon Universe, Fun City, Funriders Leisure & Amusement, Toy Town, Apex Entertainment, Urban Air Adventure Park, Smaash Entertainment Pvt. Ltd., Safari Nation, CEC Entertainment Inc.

What Trends Are Shaping the Future of the Family/Indoor Entertainment Centers Market Size?

Leading companies in the family or indoor entertainment centers (FEC) market are creating innovative products, such as family entertainment centers (FEC), to attract larger customer bases, boost sales, and drive revenue growth. A family entertainment center (FEC) is a facility, either indoor or outdoor, designed to offer a diverse array of recreational activities and entertainment options for families and individuals of all age groups.

What Is the Segmentation of the Global Family/Indoor Entertainment Centers Market?

1) By Activity area: Arcade Studios, AR and VR Gaming Zones, Physical Play Activities, Skill/Competition Games, Other Activity Areas

2) By 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, 10 to 30 Acres, Over 30 Acres

3) By Revenue Source: Entry Fees and Ticket Sales, Food and Beverages, Merchandising, Advertisement, Other Sources

4) By Visitor: Families with Children (0-8), Families with Children (9-12), Teenagers (13-19), Young adults (20-25), Adults (Ages 25+)

Regional Insights: North America's Dominance in the Family/Indoor Entertainment Centers Market

North America was the largest region in the market in 2023. The regions covered in the report are Asia-Pacific, Western Europe, Eastern Europe, North America, South America, Middle East, Africa.

What Is The Definition Of The Family/Indoor Entertainment Centers Market?

Family or indoor entertainment centers (FECs) are small-scale amusement parks designed for families with young children or teenagers. These centers provide a range of entertainment services to engage and entertain their visitors.

The Family/Indoor Entertainment Centers Global Market Report 2024 from The Business Research Company includes the following key information:

- Market size data for both historical and future periods
- Analysis of both macro and microeconomic factors that have impacted the market over the past five years
- Regional market analysis covering Asia-Pacific, China, Western Europe, Eastern Europe, North America, the USA, South America, and the Middle East and Africa
- Country-specific market analysis for Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, the UK, and the USA.

[Overview of the Global Family/Indoor Entertainment Centers Market](#) Report: Trends, Opportunities, Strategies, and More

The Family/Indoor Entertainment Centers Global Market Report 2024 from The Business Research Company is an extensive resource that delivers insights into family/indoor entertainment centers market size, family/indoor entertainment centers market drivers and trends, family/indoor entertainment centers competitors' revenues, and family/indoor entertainment centers market growth across geographies. This report provides valuable in-depth insights into potential opportunities and strategies. Companies can utilize the information presented to target segments with the greatest growth potential.

Browse Through More Similar Reports By The Business Research Company:

Gaming Global Market Report 2024

<https://www.thebusinessresearchcompany.com/report/gaming-global-market-report>

Browser Games Global Market Report 2024

<https://www.thebusinessresearchcompany.com/report/browser-games-global-market-report>

Games Streaming Global Market Report 2024

<https://www.thebusinessresearchcompany.com/report/games-streaming-global-market-report>

What Services Does [The Business Research Company Offer?](#)

The Business Research Company has published more than 15,000 reports spanning 27 industries and over 60 regions. Our research is supported by 1.5 million datasets, thorough secondary research, and unique insights gained from interviews with industry experts. We offer ongoing and customized research services, featuring a variety of specialized packages designed to meet your specific needs, such as Market Entry Research, Competitor Tracking, Supplier & Distributor Packages, and many others.

Our flagship product, the Global Market Model, serves as a leading market intelligence platform that provides comprehensive and updated forecasts to facilitate informed decision-making.

Oliver Guirdham

The Business Research Company

+44 20 7193 0708

[email us here](#)

Visit us on social media:

[Facebook](#)

[X](#)

[LinkedIn](#)

---

This press release can be viewed online at: <https://www.einpresswire.com/article/761496261>

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.

© 1995-2024 Newsmatics Inc. All Right Reserved.