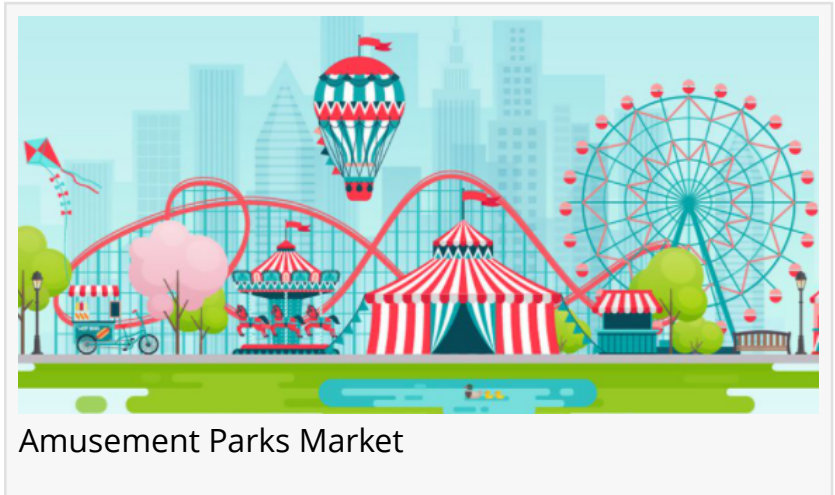


# Amusement Parks Market to Reach \$138.7 Billion, Globally, by 2034 at 6.8% CAGR From 2024-2034

*Amusement Parks Market Size was valued at \$69.2 billion in 2023, is projected to reach \$138.7 billion by 2034, grow at a CAGR of 6.8% from 2024-2034.*

WILMINGTON, NEW CASTLE, DE, UNITED STATES, February 26, 2025 /EINPresswire.com/ -- Allied Market Research published a report, titled, "Amusement Parks Market Size, Share, Competitive Landscape and Trend Analysis Report, by Type, by Ride, by Revenue Source : Global Opportunity Analysis and Industry Forecast, 2024-2034".



The research provides a current evaluation of the global market landscape, highlighting recent trends, key drivers, and the overall market environment. The study examines the main factors influencing industry expansion, analyzing both its growth drivers and restraints. Additionally, it sheds light on factors expected to offer promising opportunities for development of industry in the future.

“

Virtual and augmented reality became increasingly popular in amusement parks, with over 35% of major global parks incorporating VR/AR attractions by 2023.”

*Roshan Deshmukh*

Download Sample Report:

<https://www.alliedmarketresearch.com/request-sample/A07666>

The growth of franchise-based attractions has significantly boosted market demand in the amusement parks sector by drawing large crowds attracted to beloved characters and stories. Popular franchises like Harry Potter, Star Wars,

and Marvel have become major selling points, driving higher visitor numbers. These themed attractions offer immersive experiences that resonate with fans, creating a strong pull for repeat visits and extended stays. Moreover, franchise-based attractions enhance profitability through merchandise sales and exclusive experiences tied to the franchise, increasing per capita spending within the parks. As parks continue to integrate these well-known brands, they tap into

a broader audience, including international visitors, expanding their market reach. Thus, the Amusement Parks Market Trends has boosted the overall park attendance.

As a result, this trend has strengthened the financial sustainability of the Amusement Parks Market Share.

However, the rise in competition from alternative entertainment options has restrained market demand in the amusement parks sector by offering consumers more diverse and often more accessible leisure activities. Streaming services, video games, and immersive digital experiences provide convenient and cost-effective entertainment, which in turn reduces the frequency of visits to amusement parks, thus having an impact on Amusement Parks Market Growth. These alternatives appeal to a wide audience, particularly younger generations who may prefer digital entertainment over traditional theme park experiences. In addition, the growth of attractions such as indoor entertainment centers, virtual reality arcades, and interactive museums has provided more localized and year-round options. These alternatives can be less expensive and require less time commitment, making them attractive choices for families and individuals.

The global Amusement Parks Market Analysis is done on the basis of type, ride, revenue source, and region. On the basis of type, the market is categorized into theme parks, water parks, adventure parks, and zoo parks. As per ride, the market is classified into mechanical ride, water ride, and others. According to revenue source, it is fragmented into tickets, food & beverage, merchandise, hotel & resorts, and others. Region wise, the amusement parks market is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

#### Industry Trends:

Virtual and augmented reality became increasingly popular in amusement parks, with over 35% of major global parks incorporating VR/AR attractions by 2023. Six Flags, for example, reported a 20% increase in visitor engagement at parks featuring VR-enhanced rides compared to traditional rides. Moreover, by 2024, 75% of leading amusement parks had developed mobile apps that allowed visitors to plan their day, navigate the park, and access personalized content. Disney's Genie+ app, launched in 2023, was downloaded by 60% of park visitors, with over 50% using it for ride reservations.

Amusement parks increasingly focused on creating immersive environments, with 30% of new park developments in 2023 centered around storytelling and themed experiences. For instance, Disney's Star Wars: Galaxy's Edge attracted over 14 million visitors in its first year, highlighting the appeal of immersive, story-driven attractions. In addition, 50% of new attractions in global amusement parks were based on popular movie and game franchises in 2023. Furthermore, Universal Studios reported that their Harry Potter-themed attractions generated 40% higher revenue per visitor compared to non-franchise attractions.

Buy This Research Report: <https://www.alliedmarketresearch.com/checkout-final/6ea16673ad2ee894fedd1ee8f4787de1>

## Key Benefits For Stakeholders:-

- This report provides a quantitative analysis of the market segments, current trends, estimations, and dynamics of the amusement parks market analysis from 2024 to 2034 to identify the prevailing amusement parks market opportunities.
- The market research is offered along with information related to key drivers, restraints, and opportunities.
- Porter's five forces analysis highlights the potency of buyers and suppliers to enable stakeholders make profit-oriented business decisions and strengthen their supplier-buyer network.
- In-depth analysis of the amusement parks market segmentation assists to determine the prevailing market opportunities.
- Major countries in each region are mapped according to their revenue contribution to the global market.
- Market player positioning facilitates benchmarking and provides a clear understanding of the present position of the market players.
- The report includes the analysis of the regional as well as global amusement parks market trends, key players, market segments, application areas, and market growth strategies.

## Reasons to Buy This Amusement Parks Market Report:-

- Procure strategically important competitor information, analysis, and insights to formulate effective R&D strategies.
- Recognize emerging players with potentially strong product portfolio and create effective counter-strategies to gain competitive advantage.
- Classify potential new clients or partners in the target demographic.
- Develop tactical initiatives by understanding the focus areas of leading companies.
- Plan mergers and acquisitions meritoriously by identifying Top Manufacturer.
- Develop and design in-licensing and out-licensing strategies by identifying prospective partners with the most attractive projects to enhance and expand business potential and Scope.
- Report will be updated with the latest data and delivered to you within 2-4 working days of order.
- Suitable for supporting your internal and external presentations with reliable high-quality data and analysis.
- Create regional and country strategies on the basis of local data and analysis.

## Frequently Asked Questions about the Amusement Parks Market:-

1. What is the current size of the global amusement parks market in 2025?
2. What are the primary types of amusement parks?
3. What factors are driving the growth of the amusement parks market?
4. What challenges does the amusement parks market face in 2025?

5. What are the key trends shaping the amusement parks market in 2025?
6. Which regions dominate the amusement parks market?
7. What role does technology play in amusement parks?
8. How are amusement parks addressing sustainability?
9. Who are the major players in the amusement parks market?
10. How are consumer preferences evolving in the amusement parks market?

Enquiry About Report: <https://www.alliedmarketresearch.com/purchase-enquiry/A07666>

Explore AMR's Extensive ongoing Coverage on Consumer and Goods Domain:

□ Music Event Market Opportunity Analysis and Industry Forecast, 2024-2035  
<https://www.alliedmarketresearch.com/music-event-market-A08029>

□ K-pop Events Market Opportunity Analysis and Industry Forecast, 2022-2031  
<https://www.alliedmarketresearch.com/k-pop-events-market-A47369>

□ Europe Events Market Opportunity Analysis and Industry Forecast, 2020-2030  
<https://www.alliedmarketresearch.com/europe-events-market-A15957>

□ UK Events Industry Opportunity Analysis and Industry Forecast, 2023-2032  
<https://www.alliedmarketresearch.com/uk-events-industry-market-A169718>

□ U.S. Event Services Market Opportunity Analysis and Industry Forecast, 2023-2032  
<https://www.alliedmarketresearch.com/u-s-event-services-market-A20622>

□ Sports Events Market Opportunity Analysis and Industry Forecast, 2021-2031  
<https://www.alliedmarketresearch.com/sports-events-market-A16874>

□ Fashion Events Market Opportunity Analysis and Industry Forecast, 2023-2032  
<https://www.alliedmarketresearch.com/fashion-events-market-A225351>

David Correa

Allied Market Research

+ 1 800-792-5285

[email us here](#)

Visit us on social media:

[Facebook](#)

[X](#)

[LinkedIn](#)

[YouTube](#)

---

This press release can be viewed online at: <https://www.einpresswire.com/article/789428185>

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.

© 1995-2025 Newsmatics Inc. All Right Reserved.