

# Global Zero-Gravity Entertainment Market Outlook 2025-2034: Growth Drivers, Share, And Trends

*The Business Research Company's Zero-Gravity Entertainment Global Market Report 2025 – Market Size, Trends, And Global Forecast 2025-2034*

LONDON, GREATER LONDON, UNITED KINGDOM, June 12, 2025

/EINPresswire.com/ -- The growing fascination for space and advancements in technology have

propelled the zero-gravity entertainment market to new heights. The market has grown rapidly in recent years, rising from \$1.59 billion in 2024 to an anticipated value of \$1.80 billion in 2025. This represents an impressive compound annual growth rate CAGR of 13.5%. The surge in the historic period can be attributed to the hype surrounding space tourism, investments made in

amusement parks, early adoption of virtual reality, initiatives by public space agencies, and widespread media exposure of astronaut training.



The Business Research Company's Latest Report Explores Market Driver, Trends, Regional Insights - Market Sizing & Forecasts Through 2034"

*The Business Research Company*

What Is The Projected Future Growth Of [The Zero-Gravity Entertainment Market Size?](#)

The upcoming years also hold a lot of promise for the zero-gravity entertainment market. The market size is expected to catapult to \$2.96 billion by 2029, maintaining a robust CAGR of 13.2%. Several factors are expected to contribute to this rapid growth including rising demand for immersive

experiences, growth in the commercial space travel sector, expanding virtual reality platforms, increased consumer spending on entertainment, and integration of advanced technologies like AI and sensors.

Get Your Free Sample Market Report:

<https://www.thebusinessresearchcompany.com/sample.aspx?id=23876&type=smp>

The Business  
Research Company

Zero-Gravity Entertainment Global Market Report  
2025



**What Are The Key Drivers Propelling The Growth Of The Zero-Gravity Entertainment Market?**  
Prominent trends for the forecast period encompass technological advancements, innovations in immersive experiences, hardware and software developments, R&D in simulation, and the emergence of gamified zero-gravity platforms. All these factors spearhead the development and growth of the market to new frontiers.

The market is also seeing a growing desire for new and immersive entertainment. Such experiences captivate the senses and emotions by integrating physical, digital, and interactive components, thereby crafting believable or imaginative worlds. Technologies like virtual reality VR and augmented reality AR enhance zero-gravity experiences with realistic, interactive simulations of weightlessness, thus enhancing appeal and accessibility to a wider audience.

**What Key Player Strategies Are Driving The Zero-Gravity Entertainment Market?**

Leading companies participating in the zero-gravity entertainment market realm include Space Perspective, World View Enterprises, AlterG, MiGFlug GmbH, Virgin Galactic, Big Rock Amusements, Battech Enterprises, Zero Gravity Corporation, AntiGravity, Inc, Zero Gravity Management, Incredible Adventures Inc., Space Adventures Inc., Cluven, Vast, BigCityBeats, D.A. Campbell Amusements Ltd., Space Entertainment Enterprises SEE, Microgravity, Zero Gravity Dance Company, and GravityZip.

Order Your Report Now For A Swift Delivery:

<https://www.thebusinessresearchcompany.com/report/zero-gravity-entertainment-global-market-report>

**What Are The Emerging Trends In The Zero-Gravity Entertainment Market?**

Innovative products like zero-gravity gaming chairs are emerging trends in the zero-gravity entertainment market. Companies are focused on enhancing user immersion and elevating the overall interactive entertainment experience. A remarkable example of such a revolutionary product is the Scorpion IW-SK Zero-Gravity Gaming Chair by Cluven, a China-based manufacturer. This ergonomic chair redefines the gaming experience and is designed to resemble a scorpion, complete with a motorized tail for mounting monitors and six sturdy legs for stability.

**How Is The [Zero-Gravity Entertainment Market Segmented?](#)**

The zero-gravity entertainment market report segments the market into several categories:

- 1 By Product Type: Virtual Reality Experiences, Augmented Reality Experiences, Zero-Gravity Rides, Zero-Gravity Sports, Other Product Types
- 2 By Age Group: Children, Teenagers, Adults
- 3 By Distribution Channel: Online Platforms, Offline Stores
- 4 By Application: Amusement Parks, Gaming Centers, Themed Attractions, Educational Institutions, Other Applications

Furthermore, the report also provides a detailed breakdown for the following subsegments:

- 1 By Virtual Reality Experiences: Space Exploration Simulations, Zero-Gravity Gaming, Immersive Training Modules, Educational Virtual Reality VR Tours, Virtual Concerts
- 2 By Augmented Reality Experiences: Interactive Space-Themed Apps, Augmented Reality AR Fitness Experiences, Educational Overlays, Zero-Gravity Museum Exhibits, Augmented Reality AR-Enabled Storytelling
- 3 By Zero-Gravity Rides: Parabolic Flight Tours, Indoor Free-Fall Simulators, Space Capsule Simulators, Vertical Wind Tunnels, Amusement Park Zero-G Rides
- 4 By Zero-Gravity Sports: Microgravity Basketball, Floating Obstacle Courses, Space Yoga And Fitness, Zero-G Soccer, Aerial Combat Games
- 5 By Other Product Types: Zero-Gravity Dining, Immersive Art Installations, Floating Theaters, Zero-G Fashion Shows, Sensory Wellness Experiences

What Are The Regional Insights In The Energy Consulting Mark Zero-Gravity Entertainment Market?

In 2024, North America was leading in the zero-gravity entertainment market. Asia-Pacific, however, is expected to lead the charge in the forecast period showing the fastest growth.

Browse Through More Similar Reports By The Business Research Company:

In-flight Entertainment And Connectivity Global Market Report 2025

<https://www.thebusinessresearchcompany.com/report/in-flight-entertainment-and-connectivity-global-market-report>

AI In Media & Entertainment Global Market Report 2025

<https://www.thebusinessresearchcompany.com/report/ai-in-media-and-entertainment-global-market-report>

Wireless In-Flight Entertainment Global Market Report 2025

<https://www.thebusinessresearchcompany.com/report/wireless-in-flight-entertainment-global-market-report>

### [About The Business Research Company](#)

Learn More About The Business Research Company. With over 15000+ reports from 27 industries covering 60+ geographies, The Business Research Company has built a reputation for offering comprehensive, data-rich research and insights. Armed with 1,500,000 datasets, the optimistic contribution of in-depth secondary research, and unique insights from industry leaders, you can get the information you need to stay ahead in the game.

Contact us at:

The Business Research Company: <https://www.thebusinessresearchcompany.com/>

Americas +1 3156230293

Asia +44 2071930708

Europe +44 2071930708

Email us at [info@tbrc.info](mailto:info@tbrc.info)

Follow us on:

LinkedIn: <https://in.linkedin.com/company/the-business-research-company>

YouTube: [https://www.youtube.com/channel/UC24\\_fI0rV8cR5DxICpgmyFQ](https://www.youtube.com/channel/UC24_fI0rV8cR5DxICpgmyFQ)

Global Market Model: <https://www.thebusinessresearchcompany.com/global-market-model>

Oliver Guirdham

The Business Research Company

+44 20 7193 0708

[info@tbrc.info](mailto:info@tbrc.info)

Visit us on social media:

[LinkedIn](#)

[Facebook](#)

[X](#)

---

This press release can be viewed online at: <https://www.einpresswire.com/article/821413631>

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.