Entertainment Buildings Market - Opportunities, Share, Growth and Competitive Analysis and Forecast 2029

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

The Business Research Company

LONDON, GREATER LONDON, UNITED KINGDOM, September 22, 2025 /EINPresswire.com/ -- What Is The Forecast For [The Entertainment Buildings Market From 2024 To 2029?]

The growth of the entertainment buildings market has been consistent over the recent years. It is set to expand from $110.83 billion in 2024 to $114.29 billion in 2025, demonstrating a compound annual growth rate (CAGR) of 3.1%. Factors contributing to the growth during the historic period include the flourishing of culture and art, population surge and increased urbanization, tourist attractions, economic flourishing, and evolving leisure preferences.

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The market size for entertainment buildings is predicted to experience consistent expansion in the coming years, reaching a value of $136.05 billion in 2029 with a compound annual growth rate (CAGR) of 4.5%. This growth during the forecast period is credited to factors such as the rise of immersive entertainment trends, a focus on sustainability and eco-friendly design, adaptation to digital platforms, efforts towards community engagement, and crisis resilience. The forecast period will also see prominent trends like digital ticketing and access control, the fusion of art and technology, food-related experiences, the emphasis on accessibility and inclusivity, along with the use of data-driven insights.

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What Are The Current Leading Growth Drivers For Entertainment Buildings Market?
Anticipated growth in the entertainment buildings market is largely attributed to a rise in construction expenditures. Expenses involved in new construction such as labour, materials, and infrastructural work are encapsulated within the term ""construction spending"". An uptick in this spending can result in the creation of new entertainment facilities like music halls, theatres, and sports stadiums. As demonstrated by a report from the United States Census Bureau in March 2023, American construction spending equated to roughly $1.70 trillion in 2022, a surge of 16% from prior values. As such, the escalation in construction spending is a key driving force for the expansion of the entertainment buildings market.

Which Companies Are Currently Leading In The Entertainment Buildings Market?
Major players in the Entertainment Buildings include:
• Larsen & Toubro Limited
• Tata Projects Limited
• Hindustan Construction Company Limited
• Theme Park Build Limited
• Play Mart International Limited
• Garmendale Engineering Limited
• WaterPark Construction Inc.
• David Theming Works S.L.
• Forté Specialty Contractors LLC
• AECOM Inc.

What Are The Top Trends In The Entertainment Buildings Industry?
Key players in the entertainment buildings sector, such as Tillman Digital Cities LLC and Penn Entertainment Inc., are forming partnerships to boost their market revenues. A connectivity partnership, which is a cooperative agreement to improve aspects related to connectivity, is a primary focus. For instance, in May 2023, a pact was formed between Tillman Digital Cities LLC, a US-based infrastructure company, and Penn Entertainment Inc. This partnership allows Tillman Digital Cities to utilise its in-building connectivity solutions to enhance customer experience and augment Penn Entertainment's connectivity across the nation. As a result, customers can enjoy wireless access for cashless, contactless, cordless, and sports betting, with support for all cell providers and the national public safety network, FirstNe. Penn Entertainment Inc. is a renowned entertainment company from the US.

Comparative Analysis Of Leading Entertainment Buildings Market Segments
The entertainment buildings market covered in this report is segmented –

1) By Type: Residential, Non-residential
2) By Construction Type: New Construction, Renovation
3) By Application: Owned, Rental
4) By End User: Private, Public

Subsegments:
1) By Residential: Home Theaters, Private Screening Rooms, Entertainment Rooms
2) By Non-Residential: Cinemas And Movie Theaters, Live Performance Venues, Amusement Parks, Recreation Centers

View the full entertainment buildings market report:
https://www.thebusinessresearchcompany.com/report/entertainment-buildings-global-market-report

Which Regions Are Dominating The Entertainment Buildings Market Landscape?
In 2024, Asia-Pacific led the entertainment buildings market. The report on the entertainment buildings market included the following regions: Asia-Pacific, Western Europe, Eastern Europe, North America, South America, the Middle East, and Africa.

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