

U.S. Family/Indoor Entertainment Centers Market Size to Reach \$10,555.24 Million by 2034, Growing at CAGR of 8.1%

WILMINGTON, NEW CASTLE, DE, UNITED STATES, October 3, 2025 /EINPresswire.com/ -- According to a recent report published by Allied Market Research, titled, "[U.S. family/indoor entertainment centers market](#)" by Facility Size, Revenue Source, Activity Area, type, Visitors Demography: Opportunity Analysis and Industry Forecast, 2025–2034," The U.S. family/indoor entertainment centers market was valued at \$5,248.87 million in 2024 and is estimated to reach \$10,555.24 million by 2034, exhibiting a CAGR of 8.1% from 2025 to 2034.



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The U.S. family/indoor entertainment center (FEC) market includes indoor spaces designed to offer fun, engaging, and safe entertainment for families. These centers provide a mix of activities like arcade games, indoor playgrounds, laser tag, bowling, trampolines, and virtual reality experiences. They are made for all age groups, especially children and teens, and are used for birthdays, family outings, and group events. FECs are popular because they offer year-round fun in a controlled, weather-proof environment. Located in malls, shopping centers, or as standalone locations, they combine entertainment, food, and social interaction in one place. According to the U.S. Family/Indoor Entertainment Centers Market Forecast, the demand for such integrated entertainment experiences is expected to continue growing steadily over the coming years.

The integration of advanced technologies is boosting the growth of the U.S. family/indoor entertainment centers market. Many family entertainment centers are using innovations like virtual reality (VR), augmented reality (AR), motion tracking, and interactive gaming systems to offer more exciting and immersive experiences. These technologies attract both kids and adults

by creating fun, high-tech environments. In addition, centers are also using digital ticketing, self-service kiosks, and mobile apps to improve customer convenience. These smart upgrades are boosting visitor engagement, repeat visits, and overall revenue for family/indoor entertainment center operators across the U.S. as U.S. families seek unique and tech-driven entertainment.

Moreover, the U.S. family/indoor entertainment centers market share is expanding rapidly, driven by the growing popularity of birthday parties and group events. Many venues offer all-inclusive party packages covering invitations, food, decorations, and a party host, saving families time and stress. Companies, sports teams, and youth groups also book these centers for team-building days because they offer a variety of activities like arcade games for casual fun, bowling for group interaction, and virtual reality for immersive experiences making it enjoyable for both kids and adults.

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By Activity Area, the U.S. family/indoor entertainment centers market was dominated by the physical play activities segment in 2024 and is expected to maintain its dominance in the upcoming years owing to the high popularity of trampolines, climbing walls, obstacle courses, and soft play zones. These activities not only promote physical fitness among children but also offer engaging experiences that encourage repeat visits and longer dwell times.

By Visitors Demography, teenagers (13-18) segment attained the highest market size in 2024 and is expected to retain its position during the forecast period. This is attributed to the strong preference for social, interactive, and tech-based activities such as arcade gaming, laser tag, and virtual reality experiences. Teenagers often visit with friends for group outings, birthday celebrations, or weekend hangouts, driving the U.S. family/indoor entertainment centers size market.

Key Findings Of The Study

By Facility Size, the 10001 to 20000 Sq ft. segment generated the highest revenue for the U.S. family/indoor entertainment centers market in 2024.

By Revenue Source, the entry fees and ticket sales segment generated the highest revenue for the U.S. family/indoor entertainment centers market in 2024.

By Activity Area, the physical play activities generated the highest revenue in 2024.

By type, the children entertainment centers (CECS) segment generated the highest revenue for the U.S. family/indoor entertainment centers industry in 2024.

By End User, the teenagers (13-18) segment generated the highest revenue for the U.S.

family/indoor entertainment centers industry in 2024.

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The key players profiled in the U.S. family/indoor entertainment centers market analysis such as Cec Entertainment Concepts, Lp., Dave and Buster's, Inc., Cinergy Entertainment Group, Scene75 Entertainment Centers, Round One Entertainment Inc., Punch Bowl Social, iPlay America, Urban Air, Sky Zone, Scallywag Tag Family Entertainment Centers, Funopolis Family Fun Center, Inc., Alley Cats Entertainment, Funtasticks Family Fun Park, The Rush Fun Park, Zap Zone, The Hub Stadium, Golfland Entertainment Centers, Inc., Lucky Strike Entertainment Corporation, Launch Franchising, LLC, and ATP IP, LLC. These players have adopted various strategies to increase their market penetration and strengthen their position in the U.S. family/indoor entertainment centers market industry.

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