

Amusement Park Market: Global Industry Analysis, Trends, Market Size, and Forecasts up to 2032

Market Report | 2024-05-23 | 255 pages | Infinium Global Research and Consulting Solutions

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Report description:

The report on the global amusement park market provides qualitative and quantitative analysis for the period from 2022-2031. The global amusement park market is projected to grow at a CAGR of 9.17 % between 2024 and 2032, expanding from USD 59,326.7 million in 2023 to USD 129,896.2 million in 2032. The study on amusement park market covers the analysis of the leading geographies such as North America, Europe, Asia Pacific, and RoW for the period of 2022-2031.

The report on amusement park market is a comprehensive study and presentation of drivers, restraints, opportunities, demand factors, market size, forecasts, and trends in the global amusement park market over the period of 2022-2031. Moreover, the report is a collective presentation of primary and secondary research findings.

Porter's five forces model in the report provides insights into the competitive rivalry, supplier and buyer positions in the market and opportunities for the new entrants in the global amusement park market over the period of 2022-2031. Further, IGR- Growth Matrix gave in the report brings an insight into the investment areas that existing or new market players can consider.

Report Findings

- 1) Drivers
- Increased disposable income and growing urbanization are driving the growth of the amusement park market.
- The rising attention toward theme-based amusement parks is expected to stimulate the growth of the market.
- 2) Restraints
- The high installation, operating, and maintenance costs can hamper the growth of the market.
- 3) Opportunities
- Expansion into emerging markets can provide opportunities for the growth of the amusement park market.

Research Methodology

A) Primary Research

Our primary research involves extensive interviews and analysis of the opinions provided by the primary respondents. The primary research starts with identifying and approaching the primary respondents, the primary respondents are approached

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include

- 1. Key Opinion Leaders associated with Infinium Global Research
- 2. Internal and External subject matter experts
- 3. Professionals and participants from the industry

Our primary research respondents typically include

- 1. Executives working with leading companies in the market under review
- 2. Product/brand/marketing managers
- 3. CXO level executives
- 4. Regional/zonal/ country managers
- 5. Vice President level executives.
- B) Secondary Research

Secondary research involves extensive exploring through the secondary sources of information available in both the public domain and paid sources. At Infinium Global Research, each research study is based on over 500 hours of secondary research accompanied by primary research. The information obtained through the secondary sources is validated through the crosscheck on various data sources.

The secondary sources of the data typically include

- 1. Company reports and publications
- 2. Government/institutional publications
- 3. Trade and associations journals
- 4. Databases such as WTO, OECD, World Bank, and among others.
- 5. Websites and publications by research agencies

Segment Covered

The global amusement park market is segmented on the basis of type of ride, age limit, and revenue source.

The Global Amusement Park Market by Type of Ride

- Mechanical Rides
- Water Rides
- Other Rides

The Global Amusement Park Market by Age Limit

- Up to 18 Years
- 19 to 35 Years
- 36 to 50 Years
- 51 to 65 Years
- More than 65 years

The Global Amusement Park Market by Revenue Source

- Tickets
- Hospitality
- Merchandizing
- Food & Beverage
- Other revenue sources

Company Profiles

The companies covered in the report include

- Cedar Fair Entertainment Company

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- Disney
- Universal Studios
- Chimelong Group Co., Ltd.
- Fantawild Holdings Inc.
- Hershey Entertainment & Resorts
- IMG Worlds of Adventure
- Merlin Entertainments
- SeaWorld Parks & Entertainment, Inc.
- Parques Reunidos

What does this Report Deliver?

- 1. Comprehensive analysis of the global as well as regional markets of the amusement park market.
- 2. Complete coverage of all the segments in the amusement park market to analyze the trends, developments in the global market and forecast of market size up to 2032.
- 3. Comprehensive analysis of the companies operating in the global amusement park market. The company profile includes analysis of product portfolio, revenue, SWOT analysis and latest developments of the company.
- 4. IGR- Growth Matrix presents an analysis of the product segments and geographies that market players should focus to invest, consolidate, expand and/or diversify.

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