

Family/Indoor Entertainment Centers Market By Activity Area (Arcade Studios, AR and VR Gaming Zones, Physical Play Activities, Skill or Competition Games, Others), By Facility Size (Up to 5,000 Sq. Ft., 5,001 to 10,000 Sq. Ft., 10,001 to 20,000 Sq. Ft., 20,001 to 40,000 Sq. Ft., 1 to 10 Acres, 10 to 30 Acres, Over 30 Acres), By Visitor Demographics (Families With Children (0-9), Families With Children (9-12), Teenagers (12-18), Young Adults (18-24), Adults (Ages 24 and above)), By Revenue Source (Entry Fees and Ticket Sales, Food and Beverages, Merchandising, Advertisement, Others), By Type (Childrens Entertainment Centers (CECs), Childrens Edutainment Centers (CEDCs), Adult Entertainment Centers (AECs), Location-based VR Entertainment Centers (LBECs)): Global Opportunity Analysis and Industry Forecast, 2024-2033

Market Report	2024-08-01	267 pages	I Allied Market Res	search

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Report description:

The global family and indoor entertainment centers market was valued at \$30.8 billion in 2022 and is projected to grow to \$108.4

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billion by 2033, with a CAGR of 12.1% from 2024 to 2033. Family/indoor entertainment center (FEC) is a compact indoor/outdoor amusement park for families with young children to teens and are linked to a bigger operation such as a theme park. It provides a wide range of recreational activities for people of all ages. FECs often serve sub-regional markets inside larger metropolitan areas and are smaller than full-scale amusement parks, having fewer attractions and a cheaper per-person per-hour cost for customers than traditional amusement parks. Families prefer FECs over outdoor entertainment centers as a source of amusement and relaxation since external conditions and climatic change have no effect on the customers' enjoyment or experience. FECs often feature a diverse array of activities to cater to people of all ages and interests. These may include arcade games, laser tag, go-kart racing, mini-golf, bowling, virtual reality experiences, trampoline parks, climbing walls, bumper cars, indoor playgrounds, and even entertainment options like live shows or movie theaters. Some FECs also incorporate dining areas, cafes, or snack bars to provide food and refreshments for visitors.

Favorable youth demographics and continuous launch of new FECs supporting family activities, food & beverages (F&B) integration, and participatory play boost the growth of the global family/indoor entertainment centers market. In addition, the increase in number of malls positively impacts the growth of the market. However, increase in ticket prices and rise in popularity of home & mobile gaming hamper the market growth. On the contrary, surge in investments on new games and attractions is expected to offer remunerative opportunities for expansion of the market during the forecast period.

The family/indoor entertainment centers market is segmented on the basis of activity area, facility size, revenue source, type, visitor demographics, and region. In terms of activity area, the market is classified into arcade studios, AR & VR gaming zones, physical play activities, skill/competition games, and others. Depending on facility size, it is divided into up to 5,000 sq. ft., 5,001 to 10,000 sq. ft., 10,001 to 20,000 sq. ft., 20,001 to 40,000 sq. ft., 1 to 10 acres, 11 to 30 acres, and over 30 acres. Depending on revenue source, it is fragmented into entry fees & ticket sales, food & beverages, merchandising, advertisement, and others. On the basis of type, the market is categorized into children's entertainment centers (CECs), children's edutainment centers (CEDCs), adult entertainment centers (AECs), and location-based VR entertainment centers (LBECs). By visitor demographics, the market is segregated into families with children (0-9), families with children (9-12), teenagers (12-18), young adults (18-24), and adults (ages 24+). Region-wise, the market is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

The global family/indoor entertainment centers market is dominated by CEC Entertainment Concepts, LP., Cinergy Entertainment Group, Landmark Leisure LLC (Fun City), Funriders, KidZania, Dave and Buster's, Inc., Lucky Strike Entertainment, Scene75 Entertainment Centers, Smaaash, and Timezone Global. These players have adopted various strategies such as product launch, partnership, and acquisition to increase their market penetration and strengthen their position in the industry. Key Benefits For Stakeholders

- -This report provides a quantitative analysis of the market segments, current trends, estimations, and dynamics of the family/indoor entertainment centers market analysis from 2022 to 2033 to identify the prevailing family/indoor entertainment centers 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 family/indoor entertainment centers 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 family/indoor entertainment centers market trends, key players, market segments, application areas, and market growth strategies.

Additional benefits you will get with this purchase are:

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- Consumer Buying Behavior Analysis
- End user preferences and pain points
- Industry life cycle assessment, by region
- Product Benchmarking / Product specification and applications
- Product Life Cycles
- Senario Analysis & Growth Trend Comparision
- Supply Chain Analysis & Vendor Margins
- Technology Trend Analysis
- Go To Market Strategy
- Market share analysis of players by products/segments
- New Product Development/ Product Matrix of Key Players
- Pain Point Analysis
- Regulatory Guidelines
- Strategic Recommedations
- Additional company profiles with specific to client's interest
- Additional country or region analysis- market size and forecast
- Brands Share Analysis
- Criss-cross segment analysis- market size and forecast
- Expanded list for Company Profiles
- Historic market data
- Key player details (including location, contact details, supplier/vendor network etc. in excel format)
- Market share analysis of players at global/region/country level
- SWOT Analysis

Key Market Segments

By Activity Area

- Arcade Studios
- AR and VR Gaming Zones
- Physical Play Activities
- Skill or Competition Games
- Others

By Facility Size

- Up to 5,000 Sq. Ft.
- 5,001 to 10,000 Sq. Ft.
- 10,001 to 20,000 Sq. Ft.
- 20,001 to 40,000 Sq. Ft.
- 1 to 10 Acres
- 10 to 30 Acres

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- Over 30 Acres
- By Visitor Demographics
- Young Adults (18-24)
- Adults (Ages 24 and above)
- Families With Children (0-9)
- Families With Children (9-12)
- Teenagers (12-18)
- By Revenue Source
- Entry Fees and Ticket Sales
- Food and Beverages
- Merchandising
- Advertisement
- Others

By Type

- Childrens Entertainment Centers (CECs)
- Childrens Edutainment Centers (CEDCs)
- Adult Entertainment Centers (AECs)
- Location-based VR Entertainment Centers (LBECs)

By Region

- North America
- U.S.
- Canada
- Europe
- UK
- Germany
- France
- Italy
- Spain
- Rest of Europe
- Asia-Pacific
- China
- Japan
- India
- Australia
- South Korea
- Rest of Asia-Pacific
- LAMEA
- Latin America
- Middle East
- Africa
- Key Market Players
- CEC Entertainment Concepts, LP.
- Cinergy Entertainment Group
- Dave and Buster's, Inc.
- Funriders
- KidZania
- Landmark Leisure LLC.

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- Lucky Strike Entertainment, LLC
- SCENE75 ENTERTAINMENT CENTERS LLC
- SMAAASH
- Timezone Entertainment Pvt Ltd.

Table of Contents:

CHAPTER 1: INTRODUCTION

- 1.1. Report description
- 1.2. Key market segments
- 1.3. Key benefits to the stakeholders
- 1.4. Research methodology
- 1.4.1. Primary research
- 1.4.2. Secondary research
- 1.4.3. Analyst tools and models

CHAPTER 2: EXECUTIVE SUMMARY

2.1. CXO perspective

CHAPTER 3: MARKET OVERVIEW

- 3.1. Market definition and scope
- 3.2. Key findings
- 3.2.1. Top impacting factors
- 3.2.2. Top investment pockets
- 3.3. Porter's five forces analysis
- 3.3.1. Low bargaining power of suppliers
- 3.3.2. Low threat of new entrants
- 3.3.3. Low threat of substitutes
- 3.3.4. Low intensity of rivalry
- 3.3.5. Low bargaining power of buyers
- 3.4. Market dynamics
- 3.4.1. Drivers
- 3.4.1.1. Increasing Consumer Spending on Leisure and Entertainment
- 3.4.1.2. Technological Advancements
- 3.4.1.3. Urbanization and Demographic Shifts
- 3.4.2. Restraints
- 3.4.2.1. Seasonal Variability and Weather Dependency
- 3.4.2.2. High Operational Costs
- 3.4.3. Opportunities
- 3.4.3.1. Demand for Family-Oriented Activities
- 3.4.3.2. Corporate and Group Events

CHAPTER 4: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY ACTIVITY AREA

- 4.1. Overview
- 4.1.1. Market size and forecast
- 4.2. Arcade Studios
- 4.2.1. Key market trends, growth factors and opportunities
- 4.2.2. Market size and forecast, by region
- 4.2.3. Market share analysis by country
- 4.3. AR and VR Gaming Zones
- 4.3.1. Key market trends, growth factors and opportunities

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- 4.3.2. Market size and forecast, by region
- 4.3.3. Market share analysis by country
- 4.4. Physical Play Activities
- 4.4.1. Key market trends, growth factors and opportunities
- 4.4.2. Market size and forecast, by region
- 4.4.3. Market share analysis by country
- 4.5. Skill or Competition Games
- 4.5.1. Key market trends, growth factors and opportunities
- 4.5.2. Market size and forecast, by region
- 4.5.3. Market share analysis by country
- 4.6. Others
- 4.6.1. Key market trends, growth factors and opportunities
- 4.6.2. Market size and forecast, by region
- 4.6.3. Market share analysis by country

CHAPTER 5: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY FACILITY SIZE

- 5.1. Overview
- 5.1.1. Market size and forecast
- 5.2. Up to 5,000 Sq. Ft.
- 5.2.1. Key market trends, growth factors and opportunities
- 5.2.2. Market size and forecast, by region
- 5.2.3. Market share analysis by country
- 5.3. 5,001 to 10,000 Sq. Ft.
- 5.3.1. Key market trends, growth factors and opportunities
- 5.3.2. Market size and forecast, by region
- 5.3.3. Market share analysis by country
- 5.4. 10,001 to 20,000 Sq. Ft.
- 5.4.1. Key market trends, growth factors and opportunities
- 5.4.2. Market size and forecast, by region
- 5.4.3. Market share analysis by country
- 5.5. 20,001 to 40,000 Sq. Ft.
- 5.5.1. Key market trends, growth factors and opportunities
- 5.5.2. Market size and forecast, by region
- 5.5.3. Market share analysis by country
- 5.6. 1 to 10 Acres
- 5.6.1. Key market trends, growth factors and opportunities
- 5.6.2. Market size and forecast, by region
- 5.6.3. Market share analysis by country
- 5.7. 10 to 30 Acres
- 5.7.1. Key market trends, growth factors and opportunities
- 5.7.2. Market size and forecast, by region
- 5.7.3. Market share analysis by country
- 5.8. Over 30 Acres
- 5.8.1. Key market trends, growth factors and opportunities
- 5.8.2. Market size and forecast, by region
- 5.8.3. Market share analysis by country

CHAPTER 6: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY VISITOR DEMOGRAPHICS

6.1. Overview

Scotts International, EU Vat number: PL 6772247784

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- 6.1.1. Market size and forecast
- 6.2. Families With Children (0-9)
- 6.2.1. Key market trends, growth factors and opportunities
- 6.2.2. Market size and forecast, by region
- 6.2.3. Market share analysis by country
- 6.3. Families With Children (9-12)
- 6.3.1. Key market trends, growth factors and opportunities
- 6.3.2. Market size and forecast, by region
- 6.3.3. Market share analysis by country
- 6.4. Teenagers (12-18)
- 6.4.1. Key market trends, growth factors and opportunities
- 6.4.2. Market size and forecast, by region
- 6.4.3. Market share analysis by country
- 6.5. Young Adults (18-24)
- 6.5.1. Key market trends, growth factors and opportunities
- 6.5.2. Market size and forecast, by region
- 6.5.3. Market share analysis by country
- 6.6. Adults (Ages 24 and above)
- 6.6.1. Key market trends, growth factors and opportunities
- 6.6.2. Market size and forecast, by region
- 6.6.3. Market share analysis by country

CHAPTER 7: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REVENUE SOURCE

- 7.1. Overview
- 7.1.1. Market size and forecast
- 7.2. Entry Fees and Ticket Sales
- 7.2.1. Key market trends, growth factors and opportunities
- 7.2.2. Market size and forecast, by region
- 7.2.3. Market share analysis by country
- 7.3. Food and Beverages
- 7.3.1. Key market trends, growth factors and opportunities
- 7.3.2. Market size and forecast, by region
- 7.3.3. Market share analysis by country
- 7.4. Merchandising
- 7.4.1. Key market trends, growth factors and opportunities
- 7.4.2. Market size and forecast, by region
- 7.4.3. Market share analysis by country
- 7.5. Advertisement
- 7.5.1. Key market trends, growth factors and opportunities
- 7.5.2. Market size and forecast, by region
- 7.5.3. Market share analysis by country
- 7.6. Others
- 7.6.1. Key market trends, growth factors and opportunities
- 7.6.2. Market size and forecast, by region
- 7.6.3. Market share analysis by country
- CHAPTER 8: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY TYPE
- 8.1. Overview
- 8.1.1. Market size and forecast

Scotts International, EU Vat number: PL 6772247784

- 8.2. Childrens Entertainment Centers (CECs)
- 8.2.1. Key market trends, growth factors and opportunities
- 8.2.2. Market size and forecast, by region
- 8.2.3. Market share analysis by country
- 8.3. Childrens Edutainment Centers (CEDCs)
- 8.3.1. Key market trends, growth factors and opportunities
- 8.3.2. Market size and forecast, by region
- 8.3.3. Market share analysis by country
- 8.4. Adult Entertainment Centers (AECs)
- 8.4.1. Key market trends, growth factors and opportunities
- 8.4.2. Market size and forecast, by region
- 8.4.3. Market share analysis by country
- 8.5. Location-based VR Entertainment Centers (LBECs)
- 8.5.1. Key market trends, growth factors and opportunities
- 8.5.2. Market size and forecast, by region
- 8.5.3. Market share analysis by country

CHAPTER 9: FAMILY/INDOOR ENTERTAINMENT CENTERS MARKET, BY REGION

- 9.1. Overview
- 9.1.1. Market size and forecast By Region
- 9.2. North America
- 9.2.1. Key market trends, growth factors and opportunities
- 9.2.2. Market size and forecast, by Activity Area
- 9.2.3. Market size and forecast, by Facility Size
- 9.2.4. Market size and forecast, by Visitor Demographics
- 9.2.5. Market size and forecast, by Revenue Source
- 9.2.6. Market size and forecast, by Type
- 9.2.7. Market size and forecast, by country
- 9.2.7.1. U.S.
- 9.2.7.1.1. Market size and forecast, by Activity Area
- 9.2.7.1.2. Market size and forecast, by Facility Size
- 9.2.7.1.3. Market size and forecast, by Visitor Demographics
- 9.2.7.1.4. Market size and forecast, by Revenue Source
- 9.2.7.1.5. Market size and forecast, by Type
- 9.2.7.2. Canada
- 9.2.7.2.1. Market size and forecast, by Activity Area
- 9.2.7.2.2. Market size and forecast, by Facility Size
- 9.2.7.2.3. Market size and forecast, by Visitor Demographics
- 9.2.7.2.4. Market size and forecast, by Revenue Source
- 9.2.7.2.5. Market size and forecast, by Type
- 9.3. Europe
- 9.3.1. Key market trends, growth factors and opportunities
- 9.3.2. Market size and forecast, by Activity Area
- 9.3.3. Market size and forecast, by Facility Size
- 9.3.4. Market size and forecast, by Visitor Demographics
- 9.3.5. Market size and forecast, by Revenue Source
- 9.3.6. Market size and forecast, by Type
- 9.3.7. Market size and forecast, by country

Scotts International, EU Vat number: PL 6772247784

- 9.3.7.1. UK
- 9.3.7.1.1. Market size and forecast, by Activity Area
- 9.3.7.1.2. Market size and forecast, by Facility Size
- 9.3.7.1.3. Market size and forecast, by Visitor Demographics
- 9.3.7.1.4. Market size and forecast, by Revenue Source
- 9.3.7.1.5. Market size and forecast, by Type
- 9.3.7.2. Germany
- 9.3.7.2.1. Market size and forecast, by Activity Area
- 9.3.7.2.2. Market size and forecast, by Facility Size
- 9.3.7.2.3. Market size and forecast, by Visitor Demographics
- 9.3.7.2.4. Market size and forecast, by Revenue Source
- 9.3.7.2.5. Market size and forecast, by Type
- 9.3.7.3. France
- 9.3.7.3.1. Market size and forecast, by Activity Area
- 9.3.7.3.2. Market size and forecast, by Facility Size
- 9.3.7.3.3. Market size and forecast, by Visitor Demographics
- 9.3.7.3.4. Market size and forecast, by Revenue Source
- 9.3.7.3.5. Market size and forecast, by Type
- 9.3.7.4. Italy
- 9.3.7.4.1. Market size and forecast, by Activity Area
- 9.3.7.4.2. Market size and forecast, by Facility Size
- 9.3.7.4.3. Market size and forecast, by Visitor Demographics
- 9.3.7.4.4. Market size and forecast, by Revenue Source
- 9.3.7.4.5. Market size and forecast, by Type
- 9.3.7.5. Spain
- 9.3.7.5.1. Market size and forecast, by Activity Area
- 9.3.7.5.2. Market size and forecast, by Facility Size
- 9.3.7.5.3. Market size and forecast, by Visitor Demographics
- 9.3.7.5.4. Market size and forecast, by Revenue Source
- 9.3.7.5.5. Market size and forecast, by Type
- 9.3.7.6. Rest of Europe
- 9.3.7.6.1. Market size and forecast, by Activity Area
- 9.3.7.6.2. Market size and forecast, by Facility Size
- 9.3.7.6.3. Market size and forecast, by Visitor Demographics
- 9.3.7.6.4. Market size and forecast, by Revenue Source
- 9.3.7.6.5. Market size and forecast, by Type
- 9.4. Asia-Pacific
- 9.4.1. Key market trends, growth factors and opportunities
- 9.4.2. Market size and forecast, by Activity Area
- 9.4.3. Market size and forecast, by Facility Size
- 9.4.4. Market size and forecast, by Visitor Demographics
- 9.4.5. Market size and forecast, by Revenue Source
- 9.4.6. Market size and forecast, by Type
- 9.4.7. Market size and forecast, by country
- 9.4.7.1. China
- 9.4.7.1.1. Market size and forecast, by Activity Area
- 9.4.7.1.2. Market size and forecast, by Facility Size

Scotts International, EU Vat number: PL 6772247784

- 9.4.7.1.3. Market size and forecast, by Visitor Demographics
- 9.4.7.1.4. Market size and forecast, by Revenue Source
- 9.4.7.1.5. Market size and forecast, by Type
- 9.4.7.2. Japan
- 9.4.7.2.1. Market size and forecast, by Activity Area
- 9.4.7.2.2. Market size and forecast, by Facility Size
- 9.4.7.2.3. Market size and forecast, by Visitor Demographics
- 9.4.7.2.4. Market size and forecast, by Revenue Source
- 9.4.7.2.5. Market size and forecast, by Type
- 9.4.7.3. India
- 9.4.7.3.1. Market size and forecast, by Activity Area
- 9.4.7.3.2. Market size and forecast, by Facility Size
- 9.4.7.3.3. Market size and forecast, by Visitor Demographics
- 9.4.7.3.4. Market size and forecast, by Revenue Source
- 9.4.7.3.5. Market size and forecast, by Type
- 9.4.7.4. Australia
- 9.4.7.4.1. Market size and forecast, by Activity Area
- 9.4.7.4.2. Market size and forecast, by Facility Size
- 9.4.7.4.3. Market size and forecast, by Visitor Demographics
- 9.4.7.4.4. Market size and forecast, by Revenue Source
- 9.4.7.4.5. Market size and forecast, by Type
- 9.4.7.5. South Korea
- 9.4.7.5.1. Market size and forecast, by Activity Area
- 9.4.7.5.2. Market size and forecast, by Facility Size
- 9.4.7.5.3. Market size and forecast, by Visitor Demographics
- 9.4.7.5.4. Market size and forecast, by Revenue Source
- 9.4.7.5.5. Market size and forecast, by Type
- 9.4.7.6. Rest of Asia-Pacific
- 9.4.7.6.1. Market size and forecast, by Activity Area
- 9.4.7.6.2. Market size and forecast, by Facility Size
- 9.4.7.6.3. Market size and forecast, by Visitor Demographics
- 9.4.7.6.4. Market size and forecast, by Revenue Source
- 9.4.7.6.5. Market size and forecast, by Type
- 9.5. LAMEA
- 9.5.1. Key market trends, growth factors and opportunities
- 9.5.2. Market size and forecast, by Activity Area
- 9.5.3. Market size and forecast, by Facility Size
- 9.5.4. Market size and forecast, by Visitor Demographics
- 9.5.5. Market size and forecast, by Revenue Source
- 9.5.6. Market size and forecast, by Type
- 9.5.7. Market size and forecast, by country
- 9.5.7.1. Latin America
- 9.5.7.1.1. Market size and forecast, by Activity Area
- 9.5.7.1.2. Market size and forecast, by Facility Size
- 9.5.7.1.3. Market size and forecast, by Visitor Demographics
- 9.5.7.1.4. Market size and forecast, by Revenue Source
- 9.5.7.1.5. Market size and forecast, by Type

Scotts International, EU Vat number: PL 6772247784

- 9.5.7.2. Middle East
- 9.5.7.2.1. Market size and forecast, by Activity Area
- 9.5.7.2.2. Market size and forecast, by Facility Size
- 9.5.7.2.3. Market size and forecast, by Visitor Demographics
- 9.5.7.2.4. Market size and forecast, by Revenue Source
- 9.5.7.2.5. Market size and forecast, by Type
- 9.5.7.3. Africa
- 9.5.7.3.1. Market size and forecast, by Activity Area
- 9.5.7.3.2. Market size and forecast, by Facility Size
- 9.5.7.3.3. Market size and forecast, by Visitor Demographics
- 9.5.7.3.4. Market size and forecast, by Revenue Source
- 9.5.7.3.5. Market size and forecast, by Type
- CHAPTER 10: COMPETITIVE LANDSCAPE
- 10.1. Introduction
- 10.2. Top winning strategies
- 10.3. Product mapping of top 10 player
- 10.4. Competitive dashboard
- 10.5. Competitive heatmap
- 10.6. Top player positioning, 2022
- **CHAPTER 11: COMPANY PROFILES**
- 11.1. CEC Entertainment Concepts, LP.
- 11.1.1. Company overview
- 11.1.2. Key executives
- 11.1.3. Company snapshot
- 11.1.4. Operating business segments
- 11.1.5. Product portfolio
- 11.1.6. Key strategic moves and developments
- 11.2. Cinergy Entertainment Group
- 11.2.1. Company overview
- 11.2.2. Key executives
- 11.2.3. Company snapshot
- 11.2.4. Operating business segments
- 11.2.5. Product portfolio
- 11.2.6. Key strategic moves and developments
- 11.3. Funriders
- 11.3.1. Company overview
- 11.3.2. Key executives
- 11.3.3. Company snapshot
- 11.3.4. Operating business segments
- 11.3.5. Product portfolio
- 11.4. KidZania
- 11.4.1. Company overview
- 11.4.2. Key executives
- 11.4.3. Company snapshot
- 11.4.4. Operating business segments
- 11.4.5. Product portfolio
- 11.4.6. Key strategic moves and developments

Scotts International. EU Vat number: PL 6772247784

- 11.5. Landmark Leisure LLC.
- 11.5.1. Company overview
- 11.5.2. Key executives
- 11.5.3. Company snapshot
- 11.5.4. Operating business segments
- 11.5.5. Product portfolio
- 11.5.6. Key strategic moves and developments
- 11.6. Dave and Buster's, Inc.
- 11.6.1. Company overview
- 11.6.2. Key executives
- 11.6.3. Company snapshot
- 11.6.4. Operating business segments
- 11.6.5. Product portfolio
- 11.6.6. Business performance
- 11.6.7. Key strategic moves and developments
- 11.7. Lucky Strike Entertainment, LLC
- 11.7.1. Company overview
- 11.7.2. Key executives
- 11.7.3. Company snapshot
- 11.7.4. Operating business segments
- 11.7.5. Product portfolio
- 11.7.6. Business performance
- 11.7.7. Key strategic moves and developments
- 11.8. SCENE75 ENTERTAINMENT CENTERS LLC
- 11.8.1. Company overview
- 11.8.2. Key executives
- 11.8.3. Company snapshot
- 11.8.4. Operating business segments
- 11.8.5. Product portfolio
- 11.9. Timezone Entertainment Pvt Ltd.
- 11.9.1. Company overview
- 11.9.2. Key executives
- 11.9.3. Company snapshot
- 11.9.4. Operating business segments
- 11.9.5. Product portfolio
- 11.9.6. Key strategic moves and developments
- 11.10. SMAAASH
- 11.10.1. Company overview
- 11.10.2. Key executives
- 11.10.3. Company snapshot
- 11.10.4. Operating business segments
- 11.10.5. Product portfolio
- 11.10.6. Key strategic moves and developments



Family/Indoor Entertainment Centers Market By Activity Area (Arcade Studios, AR and VR Gaming Zones, Physical Play Activities, Skill or Competition Games, Others), By Facility Size (Up to 5,000 Sq. Ft., 5,001 to 10,000 Sq. Ft., 10,001 to 20,000 Sq. Ft., 20,001 to 40,000 Sq. Ft., 1 to 10 Acres, 10 to 30 Acres, Over 30 Acres), By Visitor Demographics (Families With Children (0-9), Families With Children (9-12), Teenagers (12-18), Young Adults (18-24), Adults (Ages 24 and above)), By Revenue Source (Entry Fees and Ticket Sales, Food and Beverages, Merchandising, Advertisement, Others), By Type (Childrens Entertainment Centers (CECs), Childrens Edutainment Centers (CEDCs), Adult Entertainment Centers (AECs), Location-based VR Entertainment Centers (LBECs)): Global Opportunity Analysis and Industry Forecast, 2024-2033

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