United States: Leisure Industry Guide

Description: The United States: Leisure Industry Guide is an essential resource for top-level data and analysis covering the United States Leisure industry. It includes detailed data on market size and segmentation, textual analysis of the key trends and competitive landscape. This incisive report provides expert analysis with distinct chapters for Casinos & Gaming, Games Consoles, Games Software, Hotels & Motels, Pet Care, Sports Equipment and Toys & Games

Scope of the Report
- Contains an executive summary and data on value, volume and segmentation for Casinos & Gaming, Games Consoles, Games Software, Hotels & Motels, Pet Care, Sports Equipment and Toys & Games
- Provides textual analysis of the industry's prospects
- Incorporates in-depth five forces competitive environment analysis and scorecards
- Includes five-year forecasts for Casinos & Gaming, Games Consoles, Games Software, Hotels & Motels, Pet Care, Sports Equipment and Toys & Games

Highlights
The US casinos & gaming sector generated total revenues of $89.8 billion in 2009, representing a compound annual growth rate (CAGR) of 1.6% for the period spanning 2005-2009.

The US games consoles market had total revenue of $7,619.5 million in 2009, representing a compound annual growth rate (CAGR) of 16.1% for the period spanning 2005-2009.

The US games software market had total revenue of $14,809.4 million in 2009, representing a compound annual growth rate (CAGR) of 18.8% for the period spanning 2005-2009.

The US hotels & motels industry had total revenue of $127.2 billion in 2009, representing a compound annual growth rate (CAGR) of 0.9% for the period spanning 2005-2009.

The US pet care market generated total revenues of $28 billion in 2009, representing a compound annual growth rate (CAGR) of 4.1% for the period spanning 2005-2009.

The US sports equipment market had total revenue of $24,680.2 million in 2009, representing a compound annual growth rate (CAGR) of 1.6% for the period spanning 2005-2009.

The US toys & games market had total revenue of $21,923.7 million in 2009, representing a compound annual rate of change (CARC) of -0.1% for the period spanning 2005-2009.

Why you should buy this report
- Spot future trends and developments
- Inform your business decisions
- Add weight to presentations and marketing materials
- Save time carrying out entry-level research

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