

#### Leisure - UK

# December 2011

## **Gambling Review - UK**

The UK's land-based gambling market remains in recovery mode following the three-pronged hit it took in the final years of the last decade through the smoking ban, Gambling Act and economic recession.

## **Leisure Review - UK**

"Three in four adults say they are always on the lookout for special offers and deals when it comes to visiting leisure venues and this becomes even more of a factor among the heaviest users. It is important for venues looking to protect their market position to roll their sleeves ...

# November 2011

# **Tenpin Bowling - UK**

"The prospect that the further falls in consumer confidence and corporate trade which seem likely to result from the financial crisis afflicting the eurozone could cause another operator to go under cannot be ruled out."

# Outlook - Quarterly Update - UK

**Consumers and The Economic** 

The report includes an overview of the changes in household well-being over the last three years, a breakdown of planned and recent spending, and consumers' assessment of when the feelgood factor will return to the economy.

## **Football Business - UK**

"Much of English football's recent commercial growth has been fuelled by the globalisation of interest in the FA Premier League, but its stadium product remains the platform on which brands can engage with fans when they are at their most passionate.

#### Video Games - UK

"Publishers are developing ways in which to potentially increase acceptance of the play pass model (for example through the inclusion of a multiplayer aspect), but consumers will inevitably expect the initial cost of second-hand games to fall to allow for the subsequent expected outlay. So while publishers' revenues may receive ...

# October 2011

#### **Visitor Attractions - UK**

"The continued pressure on household incomes, driven by the combination of flat earnings and rising food, petrol and utility prices, could result in consumers having less money to spend on leisure generally, and this could impact on the attractions industry, particularly the sectors which target families and young people."

## **Television Viewing Habits - UK**

"Innovations in technology and digital media are changing the way we consume television. We may soon be saying goodbye to the traditional TV guide, made up of a scrolling timeline, and instead welcoming a personalised guide populated with our favourites and recommendations, so that we can watch the shows that

# **Online Gaming and Betting - UK**

"The growth of online leisure, the move into the mainstream of gambling in general and the increasing role web-based technology plays in our everyday lives

# Video Game Consoles and Peripherals - UK

"There is no doubt that a strong software offering aimed at traditional audiences for the PlayStation 3 and the



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have enabled internet gaming and betting to grow at a rapid pace over the last five years.

Xbox 360, utilising the PlayStation Move and the Kinect, will eventually be successful. However as well as producing software aligned to their own demographics, both Sony and Microsoft could potentially gather ...