

June 2017

Teen and Tween Gaming - US

"An overwhelming majority of teens and tweens aged 10-17 have played video games in the last three months. A majority of them are not beholden to any one gaming device or genre of video game. While girls are significantly more likely to enjoy games typically found on mobile devices, boys ...

May 2017

Health and Fitness Clubs - US

"Health and fitness club revenues increased from 2011-16 but are expected to soften some into the future, a result of the markets' heavy dependence on adults aged 18-34 and competition from digital fitness tools. However, consumers' continued focus on health and wellness will keep the market heading in an upward ...

April 2017

Consumers and the Economic Outlook: Quarterly Update - US

"With a new administration, a growing economy, and a relatively healthy jobs market, this Report addresses how consumers are feeling about their current financial situation. Through a series of questions that will be asked throughout 2017, Mintel has aggregated consumer opinion on their current finances, how they hope to improve ...

Theme Parks - US

"Theme park revenues are forecast to increase more rapidly over the next five years. Rising attendance and per capita spend help spur growth. While Disney and Universal dominate the market, nearly all other major theme park companies are showing positive results. Visitors seek a balance between familiar attractions and new ...