

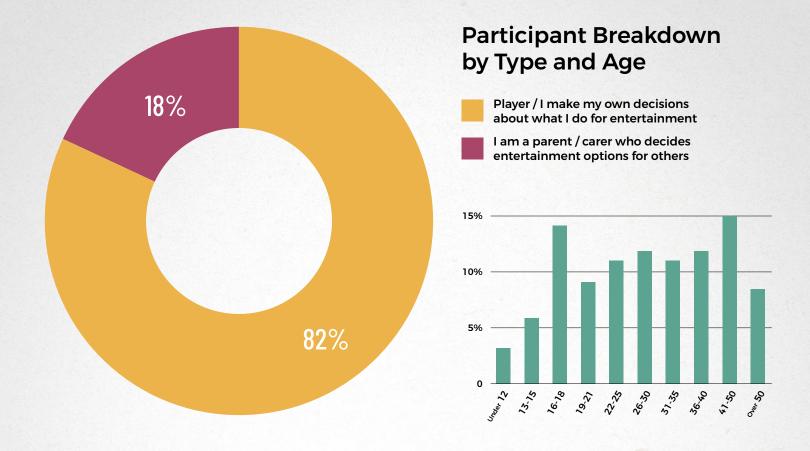
WORKINGTOWARDSRECOVERY

July 2020

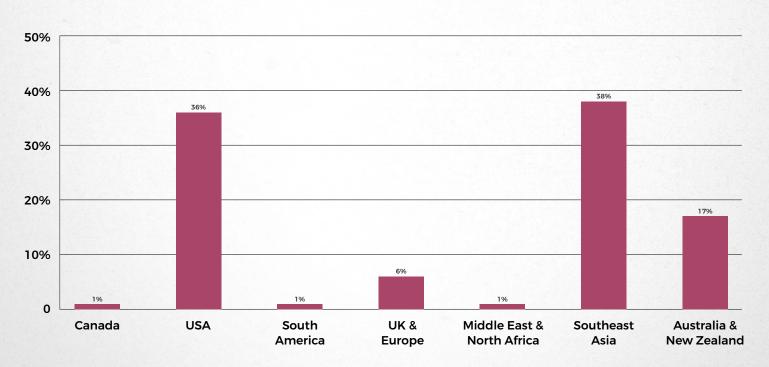
Thank you to everyone who contributed their time and input to the Player's Voice Amusement Industry Survey, which was aimed at understanding consumer thoughts before and after COVID-19. The survey collected responses from over 500 consumers (parents and players) around the world during the last week of June 2020.

The information collected and displayed in this report is aimed at assisting amusement industry business owners and operators, to understand and address the concerns of guests. We recommend it is considered together with other valuable information provided by our leading industry associations so locations can reopen safely and successfully when the time is right for them.

Regards, The entire team at LAI Games



Participant Breakdown by Region

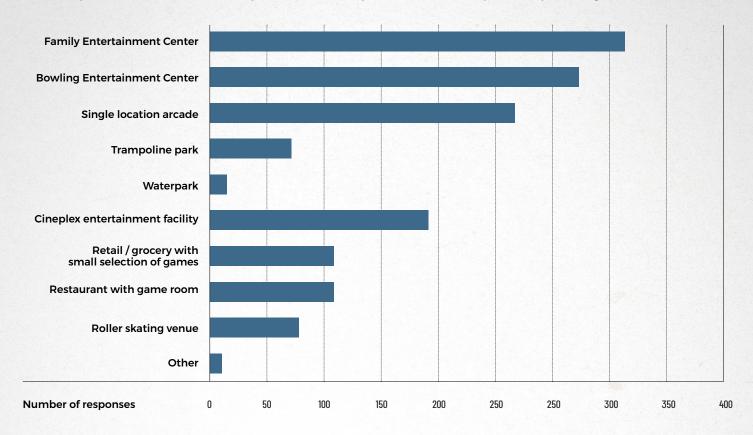


Southeast Asia represents Japan, Singapore, South Korea, Philippines, Vietnam and Taiwan UK & Europe also includes data from 2 respondents from Russia.



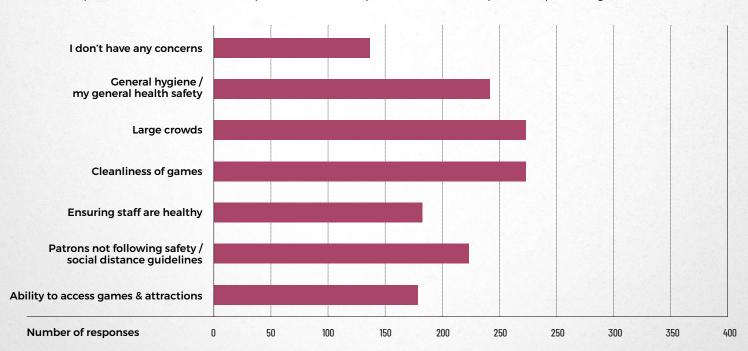
Types of locations represented (respondents say they visit)

Note: respondents were allowed multiple choice on this question. Does not represent a percentage amount.



Concerns about visiting out-of-home entertainment venues

Note: respondents were allowed multiple choice on this question. Does not represent a percentage amount.





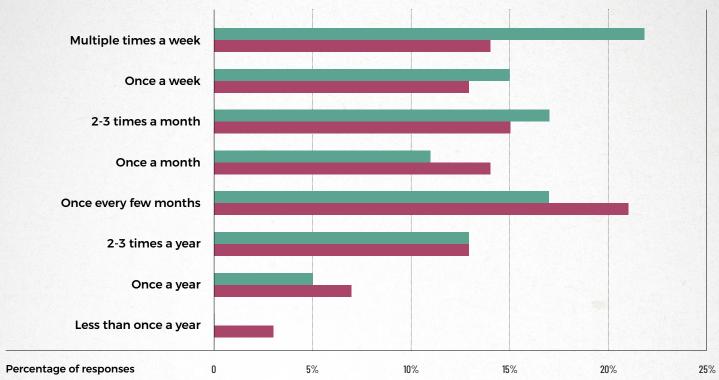




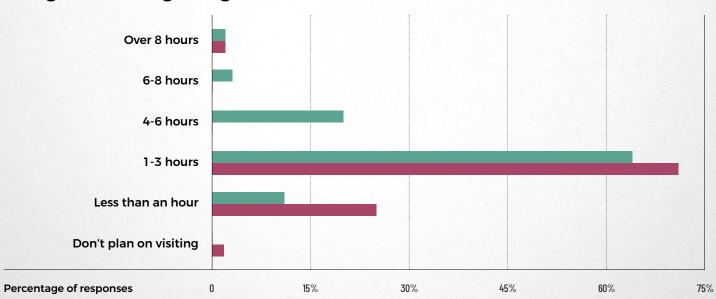
Before and after COVID-19 visit length expectations



Number of average visits to a venue

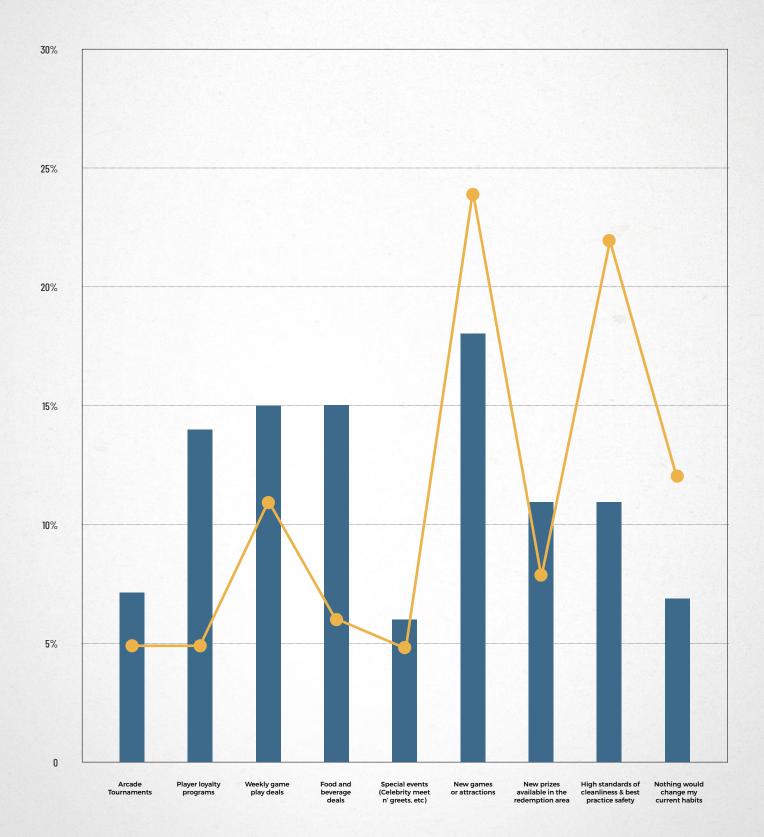


Length of average single visit to a venue



Which of the following incentives might make you come back to a venue more often?

General incentives that would influence return visits Single most influential incentive



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