

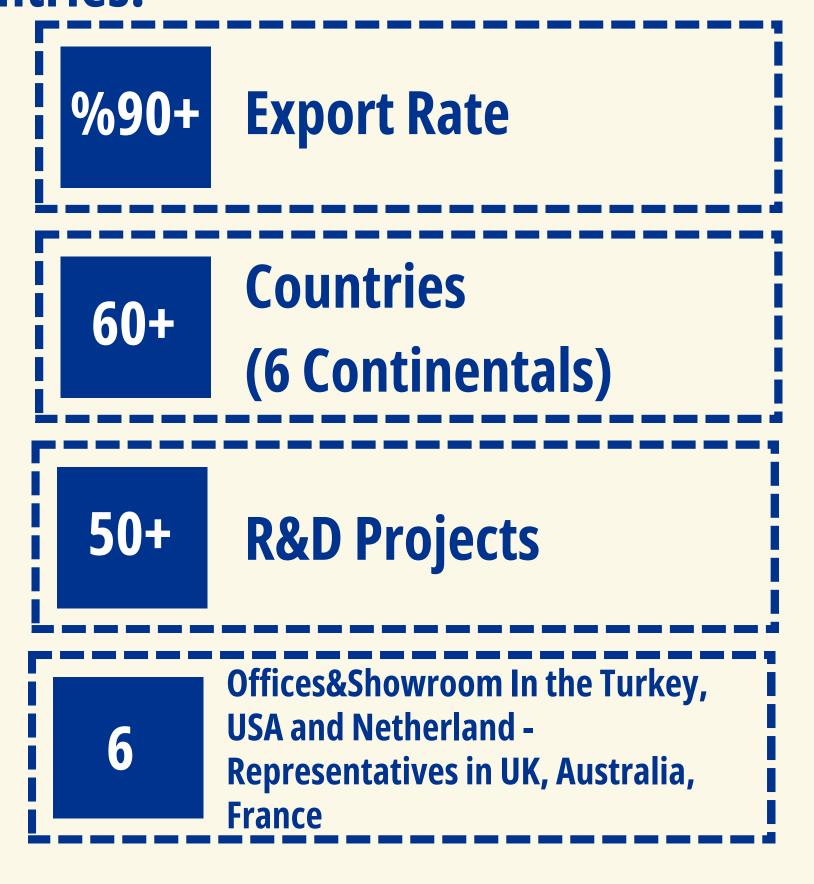
DOF ROBOTIK SANAYI A.Ş. Investor Deck



DOF Robotics Exports More Than 90% of its High-Tech Products to More Than 60 Countries.

Company Information				
Company	DOF ROBOTIK SANAYI ANONIM ŞİRKETİ			
Brand	DOF Robotics			
Establishment	2006			
Sector	Robotics Industry, Amusement			
	Amusement Simulators, Educational			
Products	Simulators, Multitasking Robots and Cobots,			
	Video Games and Software			







CES Award &

First Flying

Theater

The company was

awarded the

"Innovation Award"

at CES Las Vegas,

one of the world's

most prestigious

technology fairs, for

its newly themed

Hurricane 360 VR.

completed the sale

of its first Flying

Theater (a tourist

experience

simulating a flight over the city) in

Taskent, Uzbekistan. It was honored with the "National Award

of Excellence" at the

IAAPA event held in

India.

As a result of R&D

efforts, the first

active gameplay

simulator, Defender,

was developed and

showcased at the

IAAPA Orlando

Expo.

The company 2019

MILESTONES

ESTABLISH

2006

• The initial R&D activities were initiated under the ownership of Mustafa Mertcan's sole proprietorship.

R&D

2008

a 6-axis amusement

 Production of film content with 3D computergenerated graphics (CGI rides) was initiated.

First Exhibition Participation and Showroom

2009

• The company integrated its proprietary motion control software with its electromechanically produced 6-axis servo motor simulator.

 Products ready for sale were showcased at domestic trade fairs.

2016

First Sale

• Simulator Machine Production Ltd. Co. was established.

2010

- Amusement simulators were sold under the name "5D Cinema" for over 20 locations in shopping malls across Turkey.
- The first international sales were achieved within the same year.

2015

New Product & First Award

- The company developed the "Supernova" Simulator, 6-axis
- The company won the Golden Pony Award in Italy for the "Supernova" Simulator in the
- In the Netherlands, "DOF Robotics B.V." was 2012 established.
 - It won an award by being among the "100 of Türkiye (TOBB).
 - It won an award by entering the Inc. Türkiye 100 Türkiye.
 - The award was won by being included in the Deloitte Technology EMEA Fast 500 2024 list, which ranks the fastest-growing technology organized by Deloitte.
 - BIGG Sports Awards organized by TÜBİTAK with the project "Development of a Cycling Simulator and Sports Content Supported by Virtual Reality Technology"
 - Organization & Culture category.
 - Best Exhibit in IAAPA Expo Europe 2025

2018

R&D Center

R&D Center.

established within the R&D

Center.

The company was honored

with the "Siemens Best

Motion Control OEM in the

Entertainment Industry"

award by SIEMENS.

- Motion control software for simulator was developed.

Marvel Project The company became an • DOF Robotics Inc. was established in • the U.S. in February.

2017

- A creative design team was A unique 144-person, two-story XD Attraction project with a dome screen was launched in collaboration • with Marvel Studios in Bangkok.
 - A computer-based graphics development team was formed within the company to create AR/VR content and games.

IAAPA Brass Ring Award

- The company won the Best New Product Award at the IAAPA Brass Ring Awards with Hurricane 360
- The first U.S. sale was achieved with the Riot product.
- A joint R&D project was conducted with Universal Studios, one of the world's most prominent parks, for the 6-axis Riot Simulator.

Hurricane 360 VR

- R&D efforts commenced for roller coaster simulator with a 360-degree rotation axis...
- The company pioneered the Autorobot project with a capacity of 120 people, 6-axis motion, and 360-degree rotation capability.

DOF Robotik San. A.S.

2011

Steps Towards

Globalization

IAAPA, the global umbrella

organization for the amusement

industry, and participated in its first

IAAPA Expo in Orlando, USA.

produced, and the Skyride (Sapphire

Levent) project was brought to life.

2014

The first 3D Istanbul movie was

• The company became a member of

- DOF Robotics San. A.S. was established.
- The company developed the Atlantis product through its R&D efforts.
- It was awarded the Shining Star Turkiye Award, one of the most prestigious accolades in the recreation industry.

- and vertical platform product.
- Best New Product category.
- Fastest Growing Companies in Türkiye" from the Union of Chambers and Commodity Exchanges
- list, which was organized by Inc. Türkiye and determined the fastest growing companies in
- companies in Europe, the Middle East and Africa.
- - Placed in the top 3 in the Innovation

2025

2020

Monster Jam Brand

- The global usage rights of the Monster Jam brand, owned by U.S.-based FELD Entertainment, were acquired, and a specialized simulation was developed for the brand and launched in the global market.
- Robocare, (an autonomous disinfection robot) developed as part of the autonomous vehicle project at the R&D Center, was produced.

Free Zone Investment

2021

- The company relocated all its personnel and departments to its factory in the Istanbul Atatürk Airport Specialized Free Zone.
- The installation of the "Mission Moon" project, the first digital theme park concept spanning 1,200 m² at Istanbul Çamlıca Tower, was completed and opened to visitors.

Awards with Digital Park

2022

- The "Mission Moon" Digital Park received the Best New Product Award at the IAAPA Brass Ring Awards.
- The company participated in the Licensing Expo held in Las Vegas in • May, engaging in significant discussions for brand collaborations.
- The digital theme park concept was honored with the "Innovation Award" by Blooloop, a prominent British media outlet in the industry.

Rovio & Fast 50 Award

2023

The global usage rights of the world-renowned • digital game "Angry Birds", owned by Finlandbased Rovio, were acquired. New-generation racing simulators were developed for the brand . and made market-ready.

- DOF Robotics became one of the brands directly participating in the Turquality Program in 2023. • This program provides support for branding and marketing expenditures abroad, funded by the Turkish Ministry of Trade.
- The company was honored with the "Technology Fast 50 Winner" award by DELOITTE.

ABD Texas Showroom

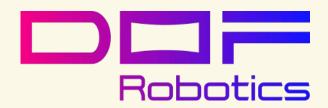
2024

- At the IAAPA Asia Expo, DOF Robotics received the Best Presentation Award at the Brass Ring Awards.
- A showroom was opened in Texas, USA. A European representative office was

established in the Netherlands.

- The company was awarded the "InovaLig/Innovation Strategy" award by the Turkish Exporters Assembly.
 - DOF Robotics once again won the "Technology Fast 50 Winner" award presented by DELOITTE





DOF Robotics' product portfolio is structured under 3 main categories, comprising more than 35 model types in total.

Product Segmentation

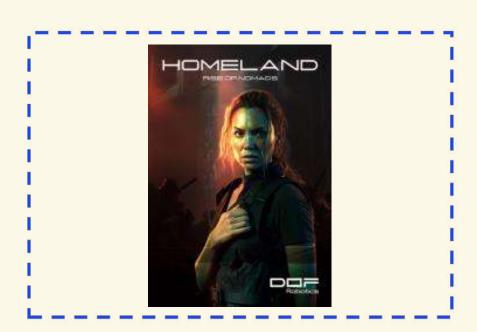
ATTRACTIONS



The company has 13 different entertainment simulator products.

These simulators are sold to theme parks, entertainment centers and individual customers.

CGI Movies & Games



The company has 21 different CGI Movies & Games developed.

These contents are licensed to the simulators that are installed and are intended to provide variety to customers.

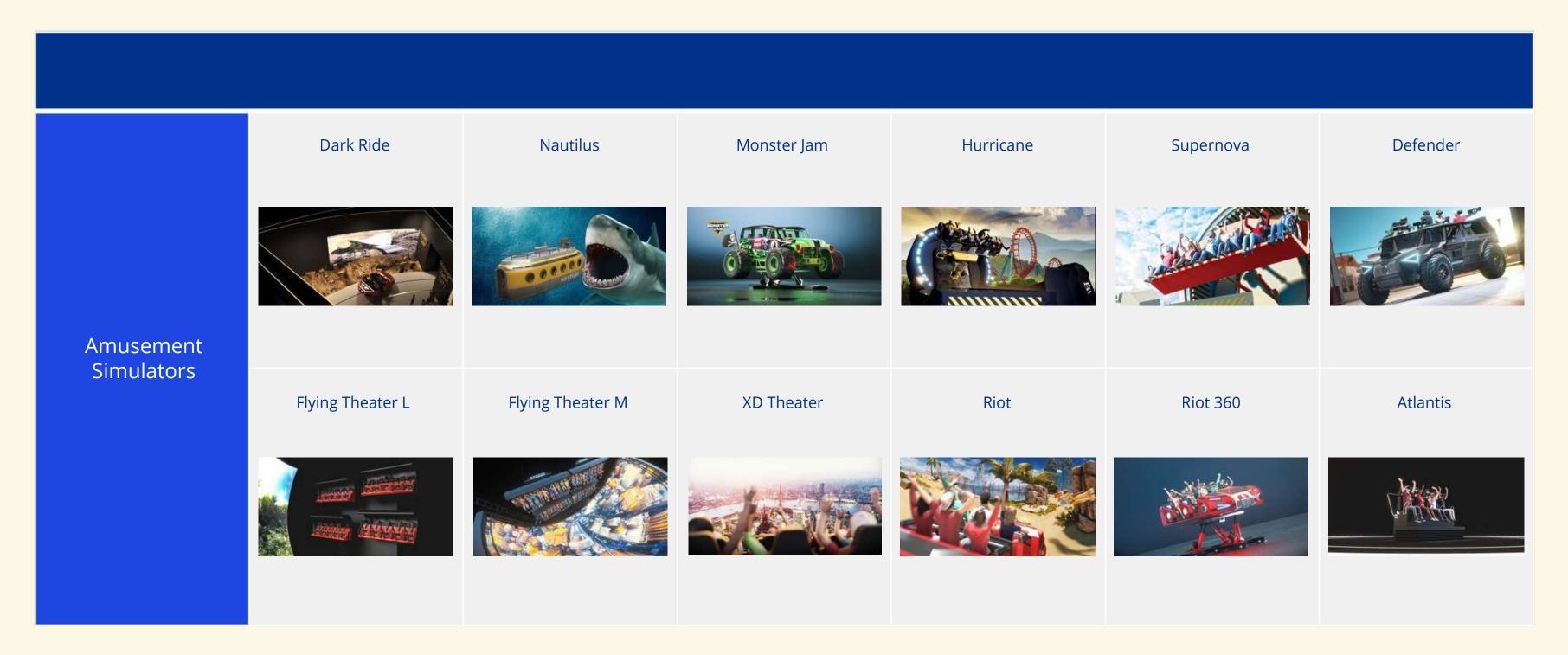
Robotic Solutions



The company has been conducting R&D work since 2020 and has designed a fully autonomous robot, AGV & AMR and developed alternative products to position this product in different verticals.

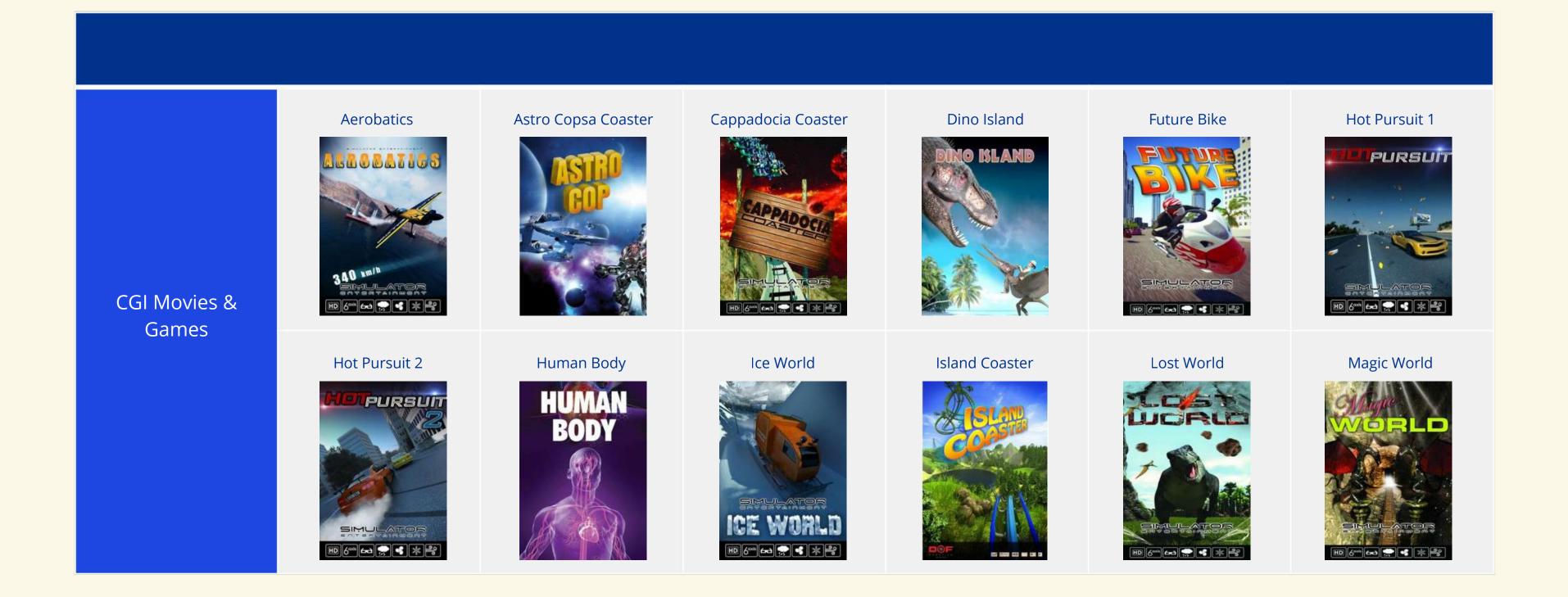


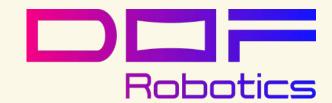
DOF Robotics, Amusement Simulators and Digital Theme Park Products





DOF Robotics, Content, CGI and Games Product Line





DOF Robotics, Robotic Products Powered by Artificial Intelligence

Robotic Solutions
SMART ROBOT,
AGV and AMR
Projects











EXECUTIVE

TEAM





Mustafa Mertcan



Founder



Selma Delice North America Director



Bakıt Baydaliev CEO



Mustafa Kazanbaş CTO



Sam Rhodes Sales & Marketing Director









OUR PEOPLE

Administration

Administration, CEO and Executive Board, Finance, HR

General Management

Accounting, Supply Chain, Quality, Purchasing, IT, Planning, After Sales, Storage Management

Sales & Marketing

Sales & Marketing Specialists, Business Devolopment, Creative Design, Co-Ordinators

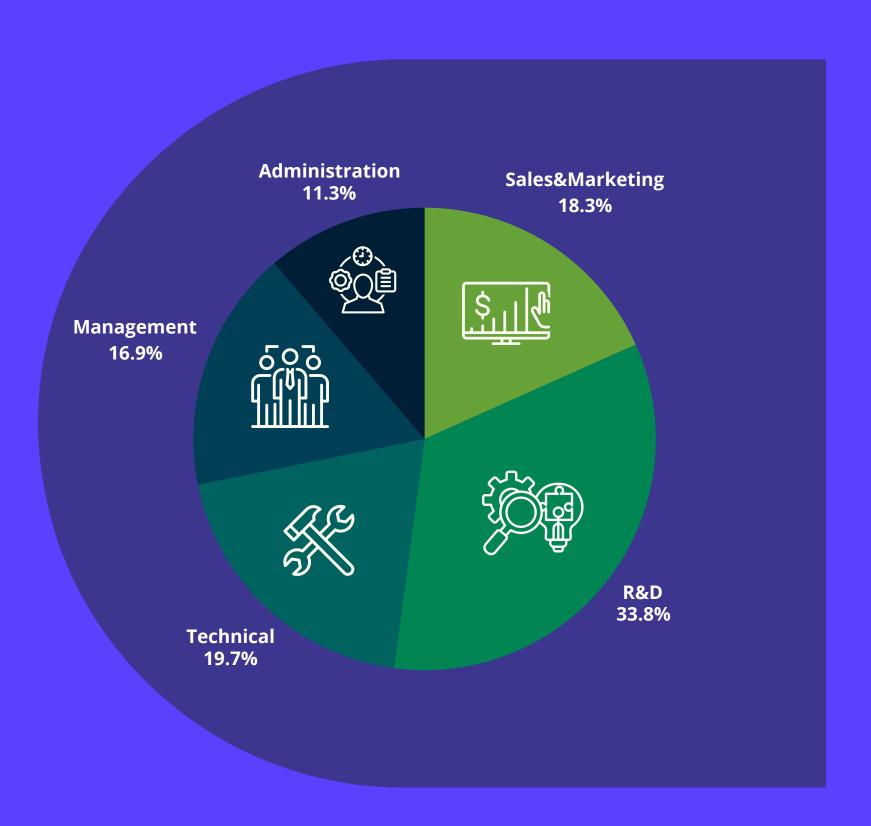
<u>Regional Sales Departments;</u> North America, Western Europe, Eastern Europe, Central & Latin America, APAC, MENA, UK, CIS, Australia & New Zealand

R&D

CTO, Software & Content Devolopers, Creative Designers, Robotics Devolopers, Automation and Mechanical Designers

Technical

Production teams, Technicians, Mechanical and Electrical Engineers, Apprentices





IP STRATEGIES DRIVING ATTRACTION REVENUE GROWTH

OUR BRANDS

Collaboration with well known brands has always been very important for the amusement and entertainment industry. The world's largest and most important theme parks such as Disney and Universal Studios increase both attractiveness and the awareness of their brands by cooperating with IP's

Brand Awareness

Collaborations with strong brands are very important for companies and potential buyers in amusement industry especially for FEC (family entertainment centers).

New IP opportunities

A firm that cooperates well with an IP attracts other brands as well. Big companies are more interested whether there is any previous branded work.



Cash Generate

Collaboration with brands is very attractive for buyers and end users on the sales side. When a young child sees a vehicle like the Monster Jam, they are always excited to experience the vehicle as a fan of it.

Revenue Sharing

Working with branded products makes it easier to have revenue sharing model. It will be faster to present this model in high quality locations where higher turnover can be achieved.



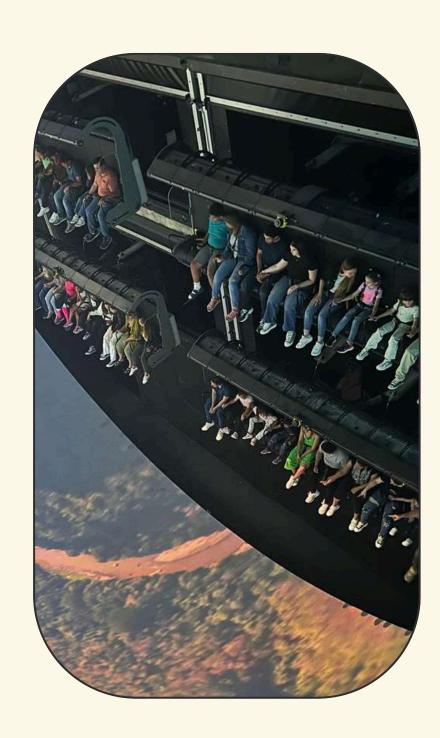
LOCATION BASED ENTERTAINMENT (LBE)

Investment Model



3 LBE PROJECT STARTED

DOF Robotics offers location-based entertainment management services in addition to the production of technological entertainment robots. In this context, it has carried out important meetings in 2024 and signed 3 Flying Theater (Touristic Attraction with Flying Theater) projects in Istanbul, Antalya and Nevşehir (Cappadocia). Currently, meetings are continuing on these projects in many different touristic cities, mainly abroad.





GRAPE DIEGED

DOF Robotics' responsibilities in the revenue sharing model are; development, production and service of the entertainment unit to be given to the business. The income to be obtained is generally shared fifty-fifty between the operating company and DOF Robotics.

REVENUE SHARE MODEL

50%

DOF Robotics

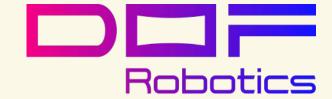
Producer of the Attractions

50%
OPERATOR (FEC)
OWNER OF THE LOCATION





in 3 different countries in the world, namely the United States, the United Arab Emirates and Chile, in the revenue sharing model. In the places where these investments are made, operators undertake rent, personnel and operating expenses.



Financial Statement

TOTAL ASSETS (2024)

41.8 Million USD

27.9 Million USD (2023)

TOTAL ASSETS (2025 Q3)

72.4 Million USD

41.8 Million USD (2024)

Revenue (2024)

18.2 Million USD

14.8 Million USD (2023)

Revenue (2025 Q3)

11.8 Million USD

7.2 Million USD (2024 Q3)

EBITDA (2024)

8.4 Million USD

8.0 Million USD (2023)

EBITDA (2025 Q3)

4.8 Million USD

2.0 Million USD (2024 Q3)



Sustainable and Robust Financial Performance

Net Revenue Growth 2022-2023-2024-2025 (Million USD)



Ebitda Growth 2022-2023-2024-2025 (Million USD)

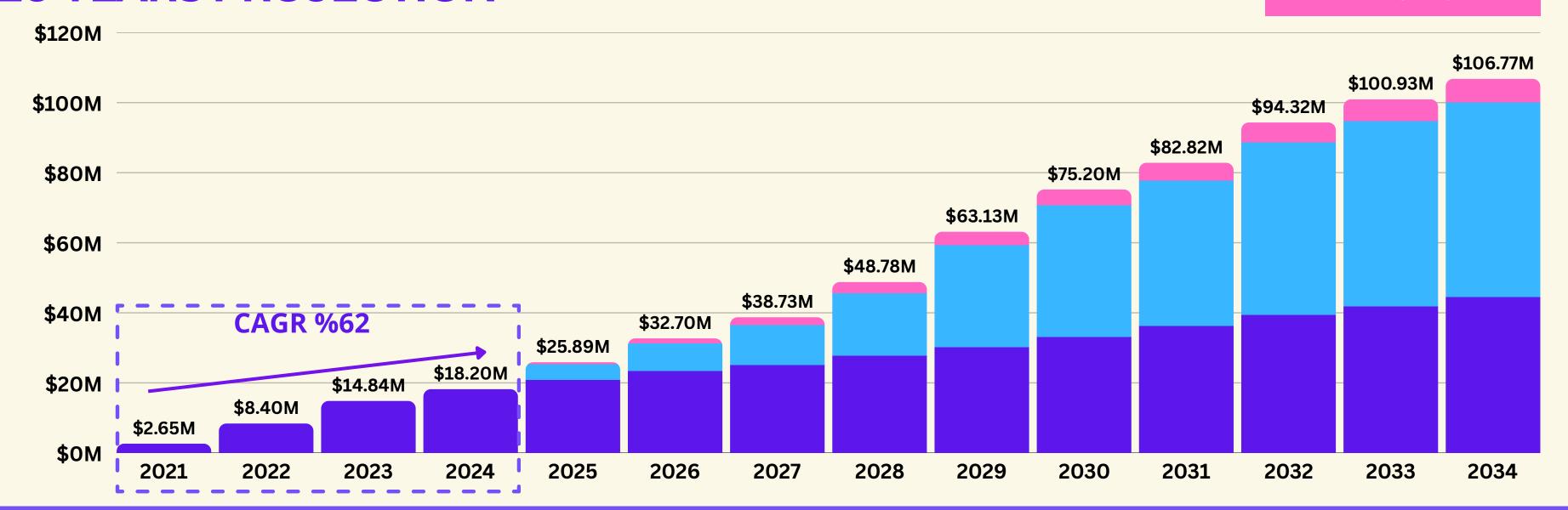




LOCATION BASED

REVENUE SHARE

10 YEARS PROJECTION

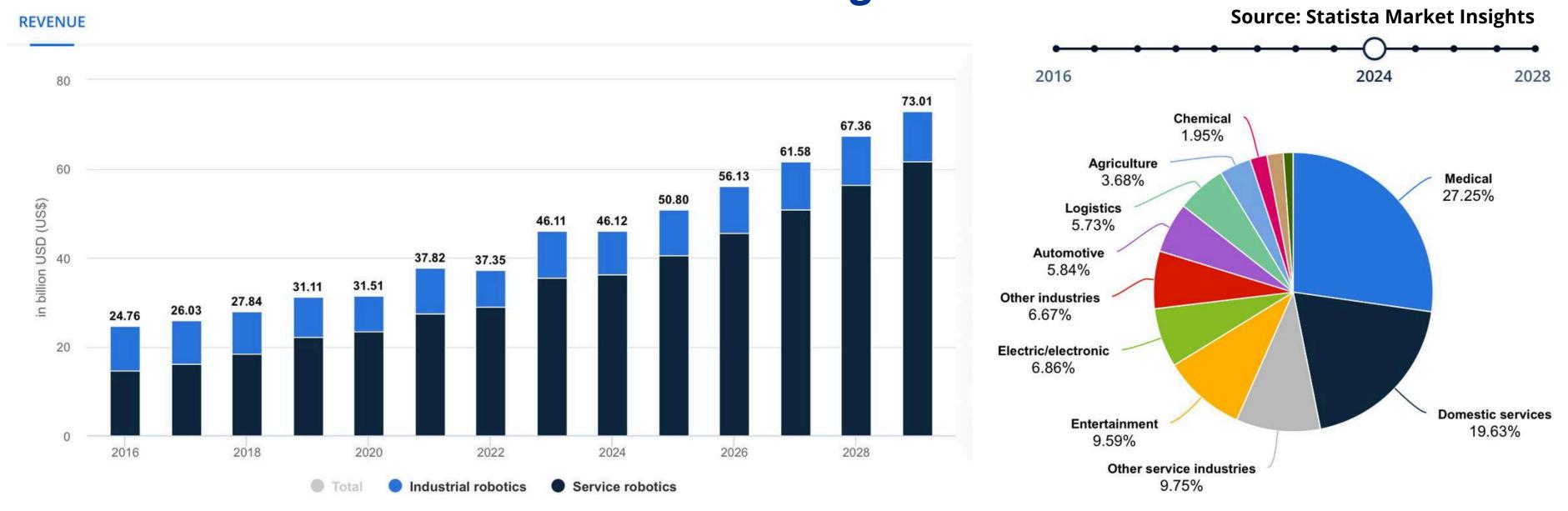








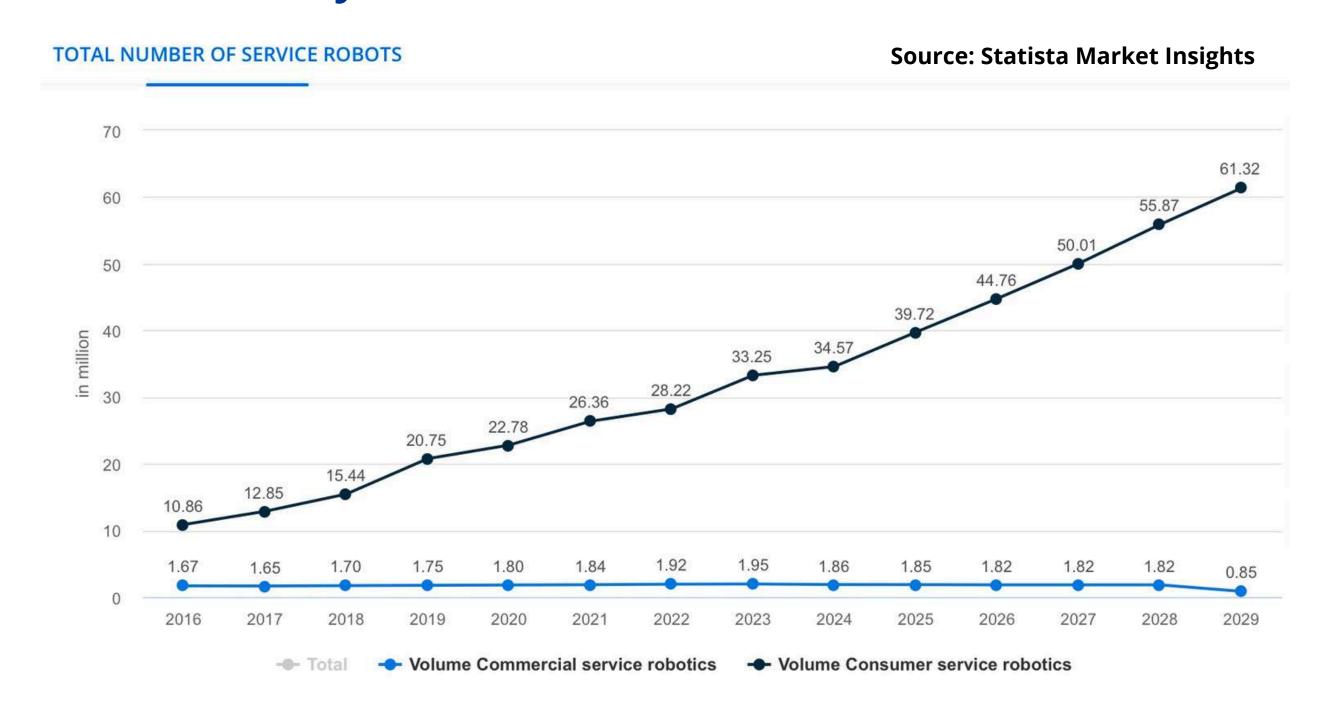
It is observed that the use of robots in the entertainment and service industries is increasing.



In the income distribution of the robotics sector, medical robots (27.25%) and home service robots (19.63%) stand out, indicating that healthcare and home automation are important growth areas. Entertainment (9.59%) and other service sectors (9.75%) also make notable contributions. Service robots are expected to exhibit a continuously increasing income trend compared to industrial robots, reaching \$73.01 billion in 2028 from \$24.76 billion in 2016. While the income growth of industrial robots is more limited, service robots continue to be the driving force in the growth of the market. It is thought to be shaped by the demand in the healthcare, home services and entertainment sectors in particular.



Annual production of service robots is expected to exceed 60 million by 2029.



While the service robot market is expected to grow rapidly from 2016 to 2029, with the total number expected to reach 61.32 million from 10.86 million, consumer service robots dominate the market as the main growth area and are expected to reach 61.32 million in 2029, while commercial service robots exhibit a lower total market share, decreasing from 1.67 million in 2016 to 0.85 million in 2029. This indicates that while consumer robots (e.g., home cleaning, personal assistants) are increasing their effectiveness in meeting the growing demand, more sophisticated solutions and an efficiency-oriented approach are being adopted in commercial robots.



Turkiye's share in motion simulator in USA imports in 2024

US motion simulators and motion theaters imports, by country (1)

2024

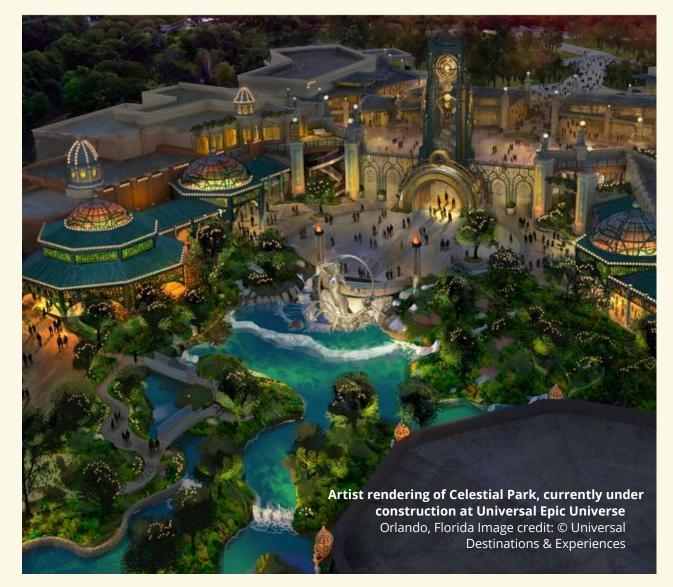


FN: (1) 950824 HS code
Source: Trademap





Hacienda Nápoles' Mundo Pangea Puerto Triunfo, Antioquia, Colombia Image credit: © Parque Temático Hacienda



Top 10 Amusement/Theme Park Operators Worldwide

2022 DANIK	ODEDATORS	%CHANGE	ATTENDANCE (in thousands)		
2023 RANK	OPERATORS	2022-2023	2023	2022	
1	DISNEY EXPERIENCES	17%	142,083	121,027	
2	FANTAWILD GROUP	111%	85,690	40,530	
3	MERLIN ENTERTAINMENTS GROUP	13%	62,100	55,100	
4	UNIVERSAL DESTINATIONS & EXPERIENCES	18%	60,810	51,380	
5	CHIMELONG GROUP	148%	36,090	14,540	
6	HAPPY VALLEY GROUP CHINA	57%	35,710	22,710	
7	CEDAR FAIR ENTERTAINMENT COMPANY	-1%	26,700	26,887	
8	SIX FLAGS INC.	-8%	22,206	20,471	
9	UNITED PARKS & RESORTS	-2%	21,606	21,940	
10	PARQUES REUNIDOS	5%	19,340	18,500	
TOP 10 TOTAL A	ATTENDANCE		512,335	393,085	

30%

512.3 m

393.1 m

Top 10 Amusement/Theme Park Operator Groups Worldwide Attendance Change 2022–23*

Top 10 Amusement/Theme Parks Worldwide Attendance 2023

Top 10 Amusement/Theme Parks Worldwide Attendance 2023

Top 25 Amusement/Theme Parks Worldwide

2023 RANK PARK LOCATION		%CHANGE	ATTENDANCE (in thousands)		
		2022-2023	2023	2022	
1	MAGIC KINGDOM THEME PARK AT WALT DISNEY WORLD RESORT, LAKE BUENA VISTA, FL	3.4%	17,720	17,133	
2	DISNEYLAND PARK, ANAHEIM, CA	2.2%	17,250	16,881	
3	UNIVERSAL STUDIOS JAPAN, OSAKA, JAPAN	29.6%	16,000	12,350	
4	TOKYO DISNEYLAND, TOKYO, JAPAN	25.8%	15,100	12,000	
5	SHANGHAI DISNEYLAND, SHANGHAI, CHINA	164.2%	14,000	5,300	
6	CHIMELONG OCEAN KINGDOM, ZHUHAI, CHINA	184.5%	12,520	4,400	
7	TOKYO DISNEYSEA, TOKYO, JAPAN	22.8%	12,400	10,100	
8	EPCOT AT WALT DISNEY WORLD, LAKE BUENA VISTA, FL	19.8%	11,980	10,000	
9	DISNEYLAND PARK AT DISNEYLAND PARIS, MARNE-LA-VALLEE, FRANCE	4.7%	10,400	9,930	
10	DISNEY'S HOLLYWOOD STUDIOS AT WALT DISNEY WORLD, LAKE BUENA VISTA, FL	-5.5%	10,300	10,900	
11	UNIVERSAL ISLANDS OF ADVENTURE AT UNIVERSAL ORLANDO, FL	-9.3%	10,000	11,025	
12	DISNEY CALIFORNIA ADVENTURE PARK, ANAHEIM, CA	11.1%	10,000	9,000	
13	UNIVERSAL STUDIOS FLORIDA AT UNIVERSAL ORLANDO, FL	-9.3%	9,750	10,750	
14	UNIVERSAL STUDIOS HOLLYWOOD, UNIVERSAL CITY, CA	15%	9,660	8,400	
15	UNIVERSAL STUDIOS BEIJING, BEIJING, CHINA	109.3%	9,000	4,300	
MAGIC KINGDOM THEME PARK AT WALT DISNEY WORLD RESORT, LAKE BUENA VISTA, FL		-2.8%	8,770	9,027	

17	DISNEYLAND PARK, ANAHEIM, CA	88.2%	6,400	3,400
18	UNIVERSAL STUDIOS JAPAN, OSAKA, JAPAN	11.1%	6,000	5,440
19	TOKYO DISNEYLAND, TOKYO, JAPAN	1.9%	5,880	5,770
20	SHANGHAI DISNEYLAND, SHANGHAI, CHINA	6.7%	5,700	5,340
21	CHIMELONG OCEAN KINGDOM, ZHUHAI, CHINA	142.6%	5,580	2,300
22	TOKYO DISNEYSEA, TOKYO, JAPAN	2.4%	5,560	5,430
23	EPCOT AT WALT DISNEY WORLD, LAKE BUENA VISTA, FL	14.8%	5,190	4,520
24	DISNEYLAND PARK AT DISNEYLAND PARIS, MARNE-LA-VALLEE, FRANCE	177.9%	4,860	1,749
25	DISNEY'S HOLLYWOOD STUDIOS AT WALT DISNEY WORLD, LAKE BUENA VISTA, FL	76.9%	4,620	2,611
TOP 25 TOTAL ATT	TENDANCE	23.5%	244,640	198,016
YOY % GROWTH F	ROM ATTENDANCE REPORTED IN PRIOR YEAR (2022)*	23.1%	244,640	198,696

23%

Top 25 Amusement/Theme Park Operator Groups Worldwide Attendance Change 2022–23*

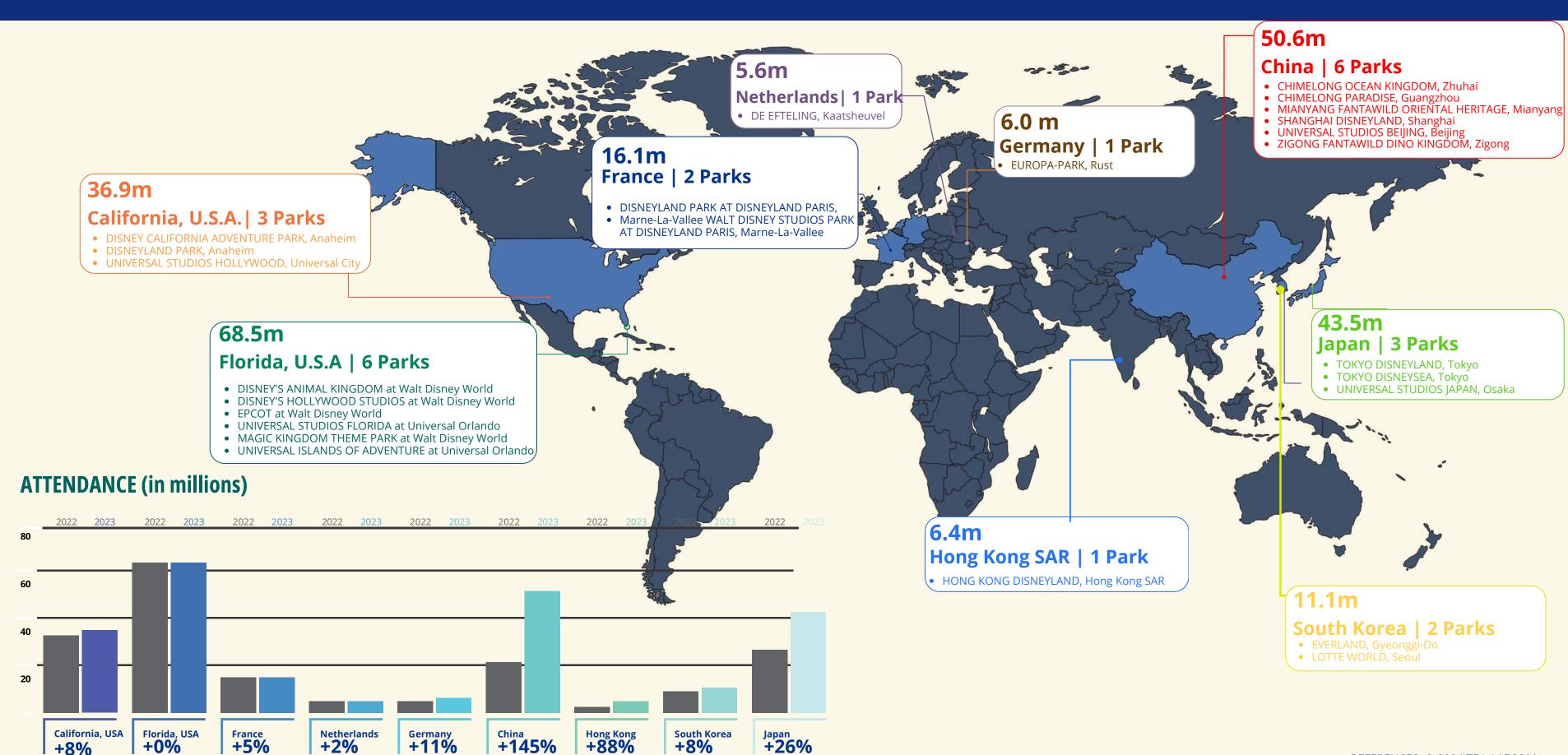
244.6m

Top 25 Amusement/Theme Parks Worldwide Attendance in 2023

198.7 m

Top 25 Amusement/Theme Parks Worldwide Attendance in 2022

Top 25 Amusement/Theme Parks Worldwide



Top 20 Amusement/Theme Parks Asia-Pacific

Southern China

+170%

+75%

+117%

Hong Kong SAR

+88%

Northern China

+74%

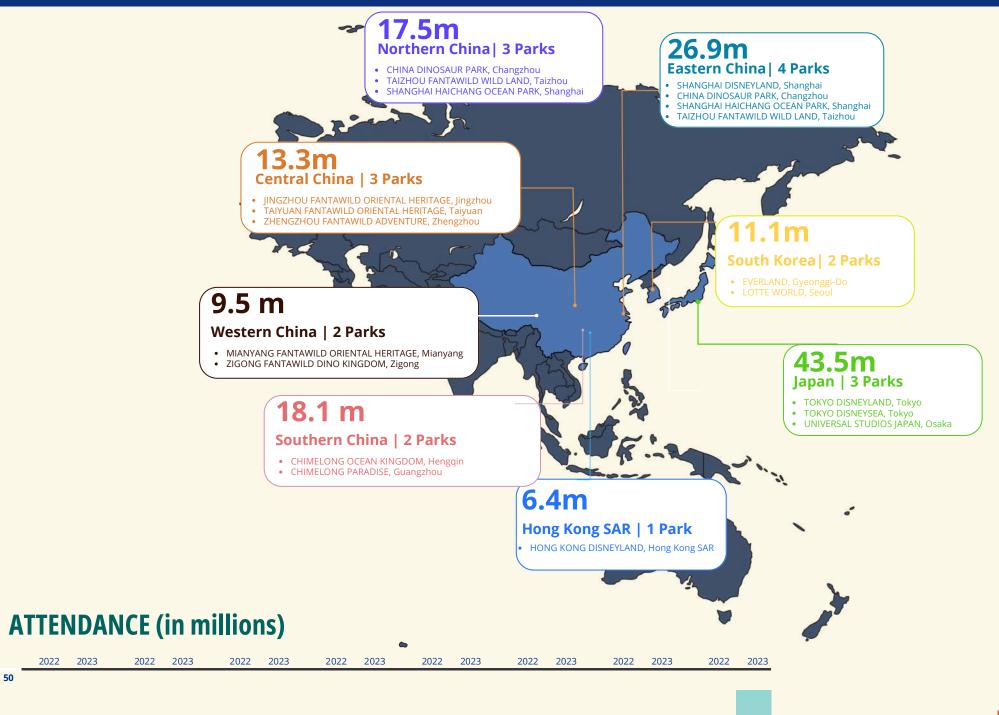
South Korea

+26%

+8%

Eastern China

+124%



VERSAL STUDIOS JAPAN, OSAKA, JAPAN YO DISNEYLAND, TOKYO, JAPAN NGHAI DISNEYLAND, SHANGHAI, CHINA MELONG OCEAN KINGDOM, HENGQIN, CHINA YO DISNEYSEA, TOKYO, JAPAN VERSAL STUDIOS BEIJING, BEIJING, CHINA IG KONG DISNEYLAND, HONG KONG SAR RLAND, GYEONGGI-DO, SOUTH KOREA MELONG PARADISE, GUANGZHOU, CHINA	29.6% 25.8% 164.2% 184.5% 22.8% 109.3% 88.2% 1.9%	(in thous 2023 16,000 15,100 14,000 12,520 12,400 9,000 6,400	2022 12,350 12,000 5,300 4,400 10,100 4,300
YO DISNEYLAND, TOKYO, JAPAN NGHAI DISNEYLAND, SHANGHAI, CHINA MELONG OCEAN KINGDOM, HENGQIN, CHINA YO DISNEYSEA, TOKYO, JAPAN VERSAL STUDIOS BEIJING, BEIJING, CHINA IG KONG DISNEYLAND, HONG KONG SAR RLAND, GYEONGGI-DO, SOUTH KOREA	25.8% 164.2% 184.5% 22.8% 109.3% 88.2% 1.9%	15,100 14,000 12,520 12,400 9,000 6,400	12,000 5,300 4,400 10,100 4,300
NGHAI DISNEYLAND, SHANGHAI, CHINA MELONG OCEAN KINGDOM, HENGQIN, CHINA YO DISNEYSEA, TOKYO, JAPAN VERSAL STUDIOS BEIJING, BEIJING, CHINA IG KONG DISNEYLAND, HONG KONG SAR RLAND, GYEONGGI-DO, SOUTH KOREA	164.2% 184.5% 22.8% 109.3% 88.2% 1.9%	14,000 12,520 12,400 9,000 6,400	5,300 4,400 10,100 4,300
MELONG OCEAN KINGDOM, HENGQIN, CHINA YO DISNEYSEA, TOKYO, JAPAN VERSAL STUDIOS BEIJING, BEIJING, CHINA IG KONG DISNEYLAND, HONG KONG SAR RLAND, GYEONGGI-DO, SOUTH KOREA	184.5% 22.8% 109.3% 88.2% 1.9%	12,520 12,400 9,000 6,400	4,400 10,100 4,300
YO DISNEYSEA, TOKYO, JAPAN VERSAL STUDIOS BEIJING, BEIJING, CHINA IG KONG DISNEYLAND, HONG KONG SAR RLAND, GYEONGGI-DO, SOUTH KOREA	22.8% 109.3% 88.2% 1.9%	12,400 9,000 6,400	10,100 4,300
VERSAL STUDIOS BEIJING, BEIJING, CHINA IG KONG DISNEYLAND, HONG KONG SAR RLAND, GYEONGGI-DO, SOUTH KOREA	109.3% 88.2% 1.9%	9,000 6,400	4,300
IG KONG DISNEYLAND, HONG KONG SAR RLAND, GYEONGGI-DO, SOUTH KOREA	88.2% 1.9%	6,400	
RLAND, GYEONGGI-DO, SOUTH KOREA	1.9%	•	
		F 000	3,400
MELONG PARADISE, GUANGZHOU, CHINA		5,880	5,770
	142.6%	5,580	2,300
TE WORLD, SEOUL, SOUTH KOREA	14.8%	5,190	4,520
ONG FANTAWILD DINO KINGDOM, ZIGONG, CHINA	177.7%	4,860	1,750
NYANG FANTAWILD ORIENTAL HERITAGE, MIANYANG, CHINA	77%	4,620	2,610
ZHOU FANTAWILD ORIENTAL HERITAGE, JINGZHOU, CHINA	92.1%	4,610	2,400
NGZHOU FANTAWILD ADVENTURE, ZHENGZHOU, CHINA	178.6%	4,430	1,590
HAPPY VALLEY, BEIJING, CHINA	16%	4,340	3,740
NA DINOSAUR PARK, CHANGZHOU, CHINA	95.5%	4,300	2,200
NGHAI HAICHANG OCEAN PARK, SHANGHAI, CHINA	84.9%	4,290	2,320
HOU FANTAWILD WILD LAND, TAIZHOU, CHINA	98.4%	4,286	2,160
UAN FANTAWILD ORIENTAL HERITAGE, TAIYUAN, CHINA	18.2%	4,230	3,580
NYANG FANTAWILD ADVENTURE, SHENYANG, CHINA	103.9%	4,200	2,060
TTENDANCE	64.6%	146,236	88,850
	77 8%	146,236	82,260
	IA DINOSAUR PARK, CHANGZHOU, CHINA NGHAI HAICHANG OCEAN PARK, SHANGHAI, CHINA HOU FANTAWILD WILD LAND, TAIZHOU, CHINA UAN FANTAWILD ORIENTAL HERITAGE, TAIYUAN, CHINA NYANG FANTAWILD ADVENTURE, SHENYANG, CHINA	IA DINOSAUR PARK, CHANGZHOU, CHINA NGHAI HAICHANG OCEAN PARK, SHANGHAI, CHINA HOU FANTAWILD WILD LAND, TAIZHOU, CHINA UAN FANTAWILD ORIENTAL HERITAGE, TAIYUAN, CHINA 18.2% NYANG FANTAWILD ADVENTURE, SHENYANG, CHINA 103.9%	IA DINOSAUR PARK, CHANGZHOU, CHINA NGHAI HAICHANG OCEAN PARK, SHANGHAI, CHINA HOU FANTAWILD WILD LAND, TAIZHOU, CHINA UAN FANTAWILD ORIENTAL HERITAGE, TAIYUAN, CHINA NYANG FANTAWILD ADVENTURE, SHENYANG, CHINA TENDANCE 64.6% 146,236

78%

146.2 m

82.3 m

Top 20 Amusement/ Theme Parks Asia-**Pacific Attendance Change 2022-23***

Top 20 Amusement/Theme Parks in the Asia-Pacific Region -**2023 Attendance**

Top 20 Amusement/Theme Parks in the Asia-Pacific Region -**2022 Attendance**

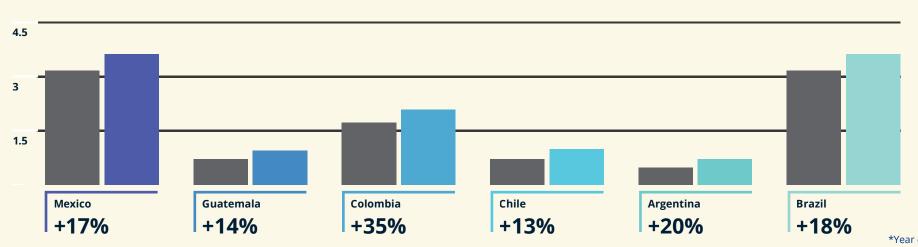
*Year over year attendance growth is calculated by assessing the total attendance of the top parks listed in this year's list (2023) and the estimated total attendance of the top parks published in the prior year's report (2022). The parks on this list in the current year may be different than the parks listed in the prior year. REFERENCES: © 2024 TEA / AECOM



Top 10 Amusement/Theme Parks Latin America



	2023 RANK	PARK LOCATION	%CHANGE 2022-2023	ATTENDANCE (in thousands)		
			2022 2023	2023	2022	
_	1	BETO CARRERO WORLD, SANTA CATARINA, BRAZIL	20.0%	2,792	2,327	
	2	SIX FLAGS MEXICO, MEXICO CITY, MEXICO	17.0%	2,021	1,727	
	3	PARQUE XCARET, CANCUN, MEXICO	17.0%	1,637	1,399	
	4	HOPI HARI, VINHEDO, BREZİLYA	13.3%	1,039	918	
	5	PARQUE MUNDO AVENTURA, BOGOTÁ, COLOMBIA	35.0%	1,015	752	
	6	FANTASIALANDIA, SANTIAGO, CHILE	13.1%	961	850	
	7	MUNDO PETAPA, GUATEMALA CITY, GUATEMALA	14.0%	912	800	
	8	THEME PARQUE NACIONAL DEL CAFÉ, QUINDIO, COLOMBIA	35.0%	845	626	
	9	PARQUE DE LA COSTA, BUENOS AIRES, ARGENTINA	20.0%	617	514	
	10	EL SALITRE MAGICO, BOGOTÁ, COLOMBIA	35.1%	608	450	
	TOP 10 TOTAL A	TTENDANCE	20.1%	12,447	10,363	
	YOY % GROWTH	I FROM ATTENDANCE REPORTED IN PRIOR YEAR (2022)*	38.4%	12,447	8,995	



38%

Latin America Region Attendance Change 2022-2023*

12.4 m

Top 10 Amusement/Theme Parks in the Top 10 Amusement/Theme Parks in the Latin America Region -2023 Attendance*

9.0 m

Top 10 Amusement/Theme Parks in the Latin America Region - 2022 Attendance*

Top 20 Museums Worldwide

2023 RANK	PARK LOCATION	%CHANGE 2022-2023		NDANCE ousands) 2022					
1	LOUVRE, PARIS, FRANCE	14.7%	8,860	7,726	11	TATE MODERN, LONDON, U.K.	22.1%	4,742	3,883
2	VATICAN MUSEUMS, VATICAN, VATICAN CITY	33.1%	6,765	5,081	12	NATIONAL MUSEUM OF NATURAL HISTORY, WASHINGTON, D.C.	12.8%	4,400	3,900
3	NATIONAL MUSEUM OF CHINA, BEIJING, CHINA	314.3%	6,757	1,631	13	HUNAN MUSEUM, CHANGSHA, CHINA	260.2%	4,398	1,221
4	BRITISH MUSEUM, LONDON, U.K.	42.1%	5,821	4,097	14	HUBEI PROVINCIAL MUSEUM, WUHAN, CHINA	330%	4,300	1,000
5	NATURAL HISTORY MUSEUM, LONDON, U.K.	22.2%	5,689	4,655	15	NATIONAL MUSEUM OF KOREA, SEOUL, SOUTH KOREA	22.5%	4,180	3,411
6	THE METROPOLITAN MUSEUM OF ART, NEW YORK, NY, U.S.	67.2%	5,364	3,209	16	GUANGDONG PROVINCE MUSEUM, GUANGZHOU, CHINA	19%	4,000	3,360
7	CHINA SCIENCE TECHNOLOGY MUSEUM, BEIJING, CHINA	271.4%	5,315	1,431	17	MUSÉE D'ORSAY, PARIS, FRANCE	18.4%	3,871	3,270
8	NANJING MUSEUM, NANJING, CHINA	211.0%	5,007	1,610	18	NATIONAL GALLERY OF ART, WASHINGTON, D.C.	17.6%	3,830	3,256
9	AMERICAN MUSEUM OF NATURAL HISTORY, NEW YORK, NY, U.S.	NA	5,000	NA	19	MUSEO NACIONAL DEL PRADO, MADRID, SPAIN	35.9%	3,338	2,457
10		242.4%	4,852		20	STATE HERMITAGE, ST PETERSBURG, RUSSIA	16.4%	3,274	2,813
10	SUZHOU MUSEUM, SUZHOU, CHINA	242.470	4,032	1,417	TOP 20 ATTE	NDANCE FROM 2023 AND 2022 (PUBLISHED PRIOR YEAR TOTAL)*	65.9%	99,763	57,130
					2023 ATTENDANCE AS % OF 2019 PUBLISHED ATTENDANCE**				

66%

99.8 m

57.1 m

Top 20 Museums Worldwide Attendance 2023**

Top 20 Museums Worldwide Attendance 2022**

Top 20 Museums Worldwide Attendance Change 2022-2023*

^{*}Percent change was calculated excluding attendance from non-reporting institutions from 2022

^{**}The parks on this list in the current year may be different than the parks listed in the prior year 2022 or those listed in 2019

Top 20 Museums Worldwide

