

October 2020

疫情对休闲方式的影响 - China

“相比居家休闲，疫情对外出休闲的冲击更大。近期，包含许多线上活动的居家休闲将驱动整体品类复苏。外出休闲（尤其是娱乐活动）难以恢复到疫情爆发前的消费水平，因为消费者对休闲消费更谨慎，以及对休闲活动内容与参与方式的偏好发生变化。

August 2020

Impact of COVID-19 on Consumers' Leisure Time - China

“COVID-19 hit more severely the out-of-home leisure segment than the in-home. In the near future, in-home leisure which includes many online activities will drive the sector's recovery. The out-of-home segment, particularly entertainment activities, will find it difficult to return to pre-outbreak consumption levels. This is due to consumers' prudence in ...