

CORE COPYRIGHT INDUSTRIES ADDED \$1.8 TRILLION IN VALUE TO THE U.S. ECONOMY

CORE COPYRIGHT INDUSTRIES INCLUDE:



BOOKS



MUSIC



MOTION PICTURES



RADIO AND TV BROADCASTING



COMPUTER SOFTWARE



NEWSPAPERS



VIDEO GAMES



PERIODICALS AND JOURNALS

CORE COPYRIGHT INDUSTRIES CREATE HIGH-PAYING JOBS AND EMPLOY MILLIONS

Core copyright industries employed **5.53%** of the private workforce and paid **51%** higher than average U.S. wages.



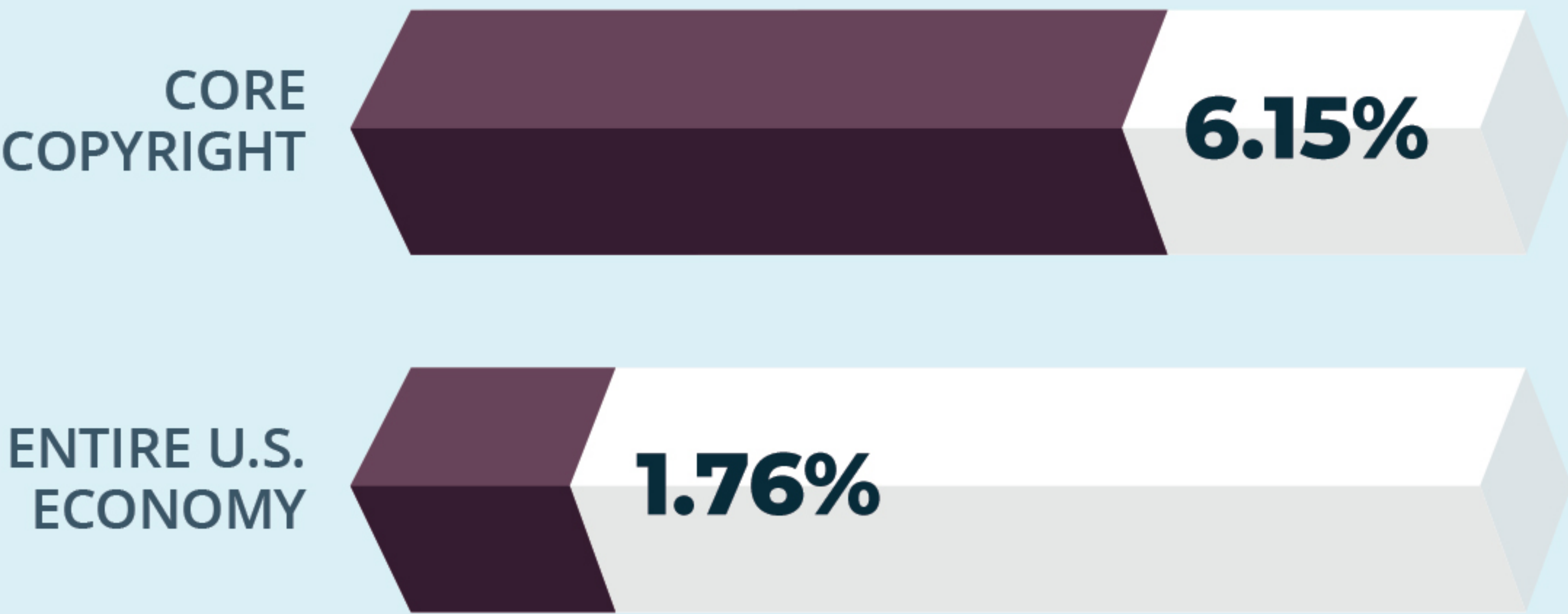
9.6 MILLION
people employed



\$121,583
average pay of core copyright worker

THE COPYRIGHT ECONOMY IS GROWING FASTER THAN THE NATIONAL ECONOMY

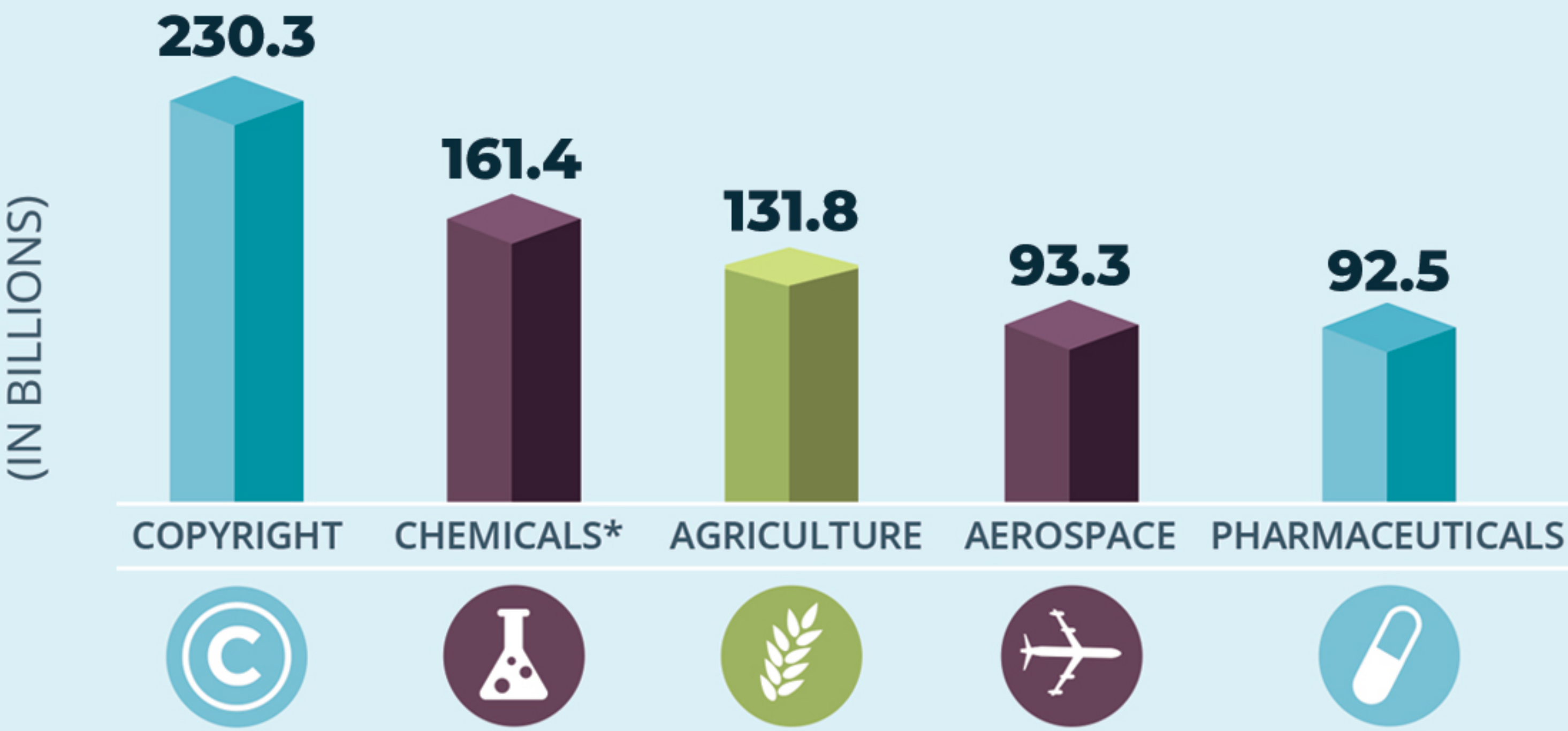
Since 2018, the core copyright industries have consistently grown faster than the U.S. economy.



COMPOUND ANNUAL GROWTH RATES 2018-2021

COPYRIGHT INDUSTRY SALES IN FOREIGN MARKETS OUTPACE OTHER INDUSTRIES

Sales of select U.S. copyright products in overseas markets amounted to **\$230.3 billion** in 2021, an increase from 2018 to 2021.



CORE COPYRIGHT INDUSTRIES ARE A SIGNIFICANT PART OF THE DIGITAL ECONOMY

In 2021, core copyright industries:



accounted for **52.3%**
of the U.S. digital economy

contributed **48.1%**
to the U.S. digital economy employment

These numbers represent a lower bound of contributions by the copyright industries to a broader digital economy, because the digital economy definition used by the U.S. Bureau of Economic Analysis does not encompass the full range of the copyright industries' digital activities.

