

# In 2023, CORE COPYRIGHT INDUSTRIES ADDED **\$2.09 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 **6.1%** of the private workforce and paid **50%** higher than average U.S. compensation in 2023.



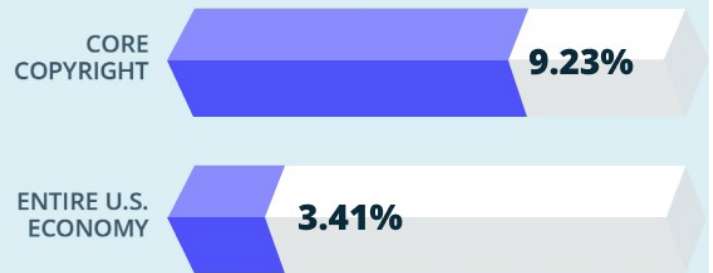
**11.6 MILLION**  
people employed



**\$141,880**  
compensation

## THE COPYRIGHT ECONOMY IS GROWING FASTER THAN THE NATIONAL ECONOMY

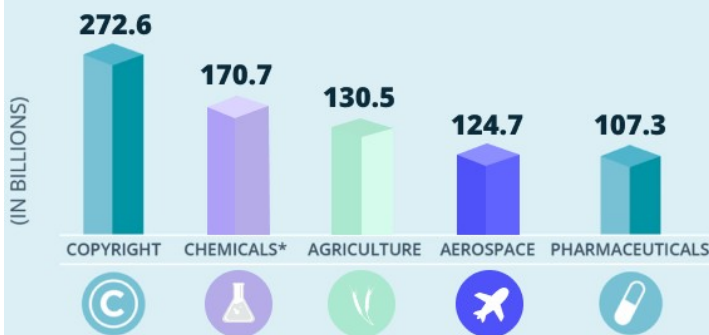
Since 2020, the core copyright industries have consistently grown faster than the U.S. economy.



COMPOUND ANNUAL GROWTH RATES 2020-2023

## COPYRIGHT INDUSTRY SALES IN FOREIGN MARKETS OUTPACE OTHER INDUSTRIES

Sales of select U.S. copyright products in overseas markets amounted to **\$272.6 billion** in 2023, which is an increase from 2020-2023.



\*excluding pharmaceuticals and medicines

## CORE COPYRIGHT INDUSTRIES ARE A SIGNIFICANT PART OF THE DIGITAL ECONOMY

In 2022 core copyright industries:



accounted for  
**51.39%**  
of the U.S. digital economy

contributed  
**49.1%**  
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.*

The statistics detailed above are from "Copyright Industries in the U.S. Economy: The 2024 Report" prepared Robert Stoner and Jessica Dutra of Secretariat Economics for the International Intellectual Property Alliance from data from the U.S. Bureau of Economic Analysis and other government agencies. The data is current through 2023. To learn more, visit <https://iipa.org> or scan the QR code pictured at right.

