

# Content Economics: How Digital Distribution is Impacting Content Industries

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## Abstracts

This report takes a look at four major content industry sectors:

book publishing,

recorded music,

video games,

video.

For each sector, it provides detailed market data, along with an analysis of sector's transition to digital formats and distribution, how this is impacting the industry structure and how revenue is distributed between market players.

It then delivers a cross-cutting and comparative analysis of trends that are common to all four sectors.

Lastly, it provides global market forecasts for 2016-2020 for all four sectors, for six key countries and four regions.

## DATABASE STRUCTURE

General indicators

Demographic indicators

Number of households

Growth rate

## Economic indicators

Gross domestic product

Growth rate

Parity

Parity – local currency per EUR

## Publishing

### Consumption

Physical books sales volume (million units)

Digital books sales volume (million units)

Dematerialisation rate of the market in sales volume

Number of subscriptions to online services (million subs.)

### Revenues

Total revenues (million EUR)

Physical books sales revenues (million EUR)

Digital books sales revenues (million EUR)

Subscription services revenues (million EUR)

Dematerialisation rate of the market in value

Household expenses – Prices – Services ARPU

Annual household expenditure on physical books

Annual household expenditure on digital books

Physical books average price

Digital books average price

Subscription ARPU

Music

Consumption

Sales volume of albums and singles on physical media (million units)

Sales volume of digital albums and single tracks (million units)

Dematerialisation rate of the market in sales volume

Number of subscriptions to online services (million subs.)

Revenues

Total revenues (million EUR)

Physical sales revenues (million EUR)

Digital sales revenues (million EUR)

Subscription revenues (million EUR)

Dematerialisation rate of the market in value

Household expenses - Prices – Services ARPU

Annual household expenditure on music on physical media

Annual household expenditure on music files and online services

Average price of an album/single on physical media

Average price of a digital album/single

Subscriptions ARPU

Video games

Consumption

Sales volume of software on physical media (million units)

Sales volume of dematerialised software (million units)

Dematerialisation rate of the market in sales volume

Number of subscriptions to online services (million subs.)

Revenues

Total revenues (million EUR)

Physical sales revenues (million EUR)

Digital sales revenues (million EUR)

Other revenues (million EUR)

Subscription revenues (million EUR)

Dematerialisation rate of the market in value

Household expenses - Prices – Services ARPU

Annual household expenditure on video games on physical media

Annual household expenditure on online software and video games

Average price of software on physical media

Average price of dematerialised software

Subscriptions ARPU

Video

Consumption

Sales volume of titles on physical media (million units)

Sales volume of dematerialised titles (million units)

Rentals volume of titles on physical media (million units)

Rentals volume of dematerialised titles (million units)

Number of subscriptions to online services (million subs.)

Dematerialisation rate of the market in volume

Revenues

Total revenue (million EUR)

Sales and rentals revenues from titles on physical media (million EUR)

Sales and rentals revenues from dematerialised titles (million EUR)

Dematerialisation rate of the market in value

Subscription services revenues (million EUR)

Household expenses - Prices – Services ARPU

Annual household expenditure on video on physical media

Annual household expenditure on online video and services

Average price of a title on physical media (sale and rental)

Average price of a dematerialised title (sale and rental)

Subscriptions ARPU

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