

Content Economics: How Digital Distribution is Impacting Content Industries

<https://marketpublishers.com/r/C891A419721EN.html>

Date: June 2016

Pages: 0

Price: US\$ 4,400.00 (Single User License)

ID: C891A419721EN

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

Contents

1. EXECUTIVE SUMMARY

- 1.1. Returning to growth
- 1.2. Different dematerialisation cycles
- 1.3. Dematerialisation drives down prices and household spending
- 1.4. From an ownership model to an access model
- 1.5. New growth opportunities
- 1.6. A change in revenue distribution that benefits producers and rights owners

2. SCOPE AND METHODOLOGY

- 2.1. Scope of the study
 - 2.1.1. Definition of the subjects studied
 - 2.1.2. Geographical coverage
- 2.2. General methodology of IDATE's reports
- 2.3. Methodology specific to this report
- 2.4. Definitions

3. SECTORAL ANALYSES

- 3.1. The publishing market
 - 3.1.1. Changing trends in book consumption
 - 3.1.2. Publishing market revenues
- 3.2. The recorded music market
 - 3.2.1. Changing trends in recorded music consumption
 - 3.2.2. Recorded music market revenues
- 3.3. The video game market
 - 3.3.1. Changing trends in video game consumption
 - 3.3.2. Video game market revenues
- 3.4. The video market
 - 3.4.1. Changing trends in video consumption
 - 3.4.2. Video market revenues

4. CROSS-SECTION ANALYSIS

- 4.1. The dematerialisation of cultural industries and its impact
 - 4.1.1. Different degrees of dematerialisation

- 4.2. The impact of dematerialisation on prices and household expenditure
- 4.3. From an ownership model to an access model
- 4.4. A shift towards yield management of cultural goods?

5. MARKETS AND FORECASTS

- 5.1. Growth conditions
 - 5.1.1. Growth factors
 - 5.1.2. IDATE's opinion
- 5.2. Market forecasts 2016-2020

6. REVENUE REDISTRIBUTION

- 6.1. Redistribution of revenue in the publishing market
 - 6.1.1. A changing value chain
 - 6.1.2. Revenue distribution
 - 6.1.3. The engines of change
 - 6.1.4. Change in how revenue is distributed in the publishing market between 2015 and 2020
- 6.2. Revenue distribution in the recorded music market
 - 6.2.1. A changing value chain
 - 6.2.2. Revenue distribution
 - 6.2.3. The engines of change
 - 6.2.4. Change in how revenue is distributed in the recorded music market between 2015 and 2020
- 6.3. Redistribution of wealth in the video game market
 - 6.3.1. A restructuring of the value chain
 - 6.3.2. Developers the prime beneficiaries of dematerialisation
- 6.4. Revenue distribution in the video market
 - 6.4.1. Restructuring of the value chain
 - 6.4.2. Revenue distribution
 - 6.4.3. The engines of change
 - 6.4.4. Change in how revenue is distributed in the video market between 2015 and 2020

7. DATA BOOK

Tables & Figures

TABLES & FIGURES

Table 1: Summary table of the scope of content studied

Table 2: Details of the countries covered by region

Table 3: Lists of indicators in the database and sources used

Table 4: Forecasts for content industry revenues, worldwide, 2016-2020

Table 5: Forecasts for publishing sector revenues, worldwide, 2016-2020

Table 6: Forecasts for recorded music sector revenues, worldwide, 2016-2020

Table 7: Forecasts for video game sector revenues, worldwide, 2016-2020

Table 8: Forecasts for video sector revenues, worldwide, 2016-2020

Figure 1: Global content industry revenues by market segment and dematerialisation rate in value, 2012–2016

Figure 2: Percentage of physical and dematerialised revenues by content industry market segment, 2012 and 2015

Figure 3: Comparison between the average sales price of content on physical media and in dematerialised form, Europe, 2015

Figure 4: Household expenditure by content industry segment, worldwide, 2012 and 2015

Figure 5: Illustration of the transition from a model based on ownership to a model based on access to content, according to the theory of public goods

Figure 6: Global content industry revenues by market segment and dematerialisation rate in value, 2016–2020.

Figure 7: Revenue distribution for hard copy and digital sales in Europe, in 2016

Figure 8: Change in a movie's unit value over time

Figure 9: Diagram showing the four distribution channels within content industries

Figure 10: Illustration of the process for obtaining forecasts

Figure 11: Global content industry revenues by market segment and dematerialisation rate in value, 2012–2016.

Figure 12: Volume of books sold on physical media and in dematerialised form, worldwide, 2012–2016

Figure 13: Volume of books sold on physical media and in dematerialised form, United States, 2012–2016

Figure 14: Volume of books sold on physical media and in dematerialised form, Europe, 2012–2016

Figure 15: Subscription digital library subscribers, United States, Europe and worldwide, 2012–2016

Figure 16: Global publishing market revenues and industry dematerialisation rate in

value, 2012–2016

Figure 17: Distribution of global publishing market revenues by geographical region, 2015

Figure 18: Growth in revenues generated by subscription digital library services, worldwide, 2012–2016

Figure 19: Sales volume of albums and singles on physical media and in dematerialised form, worldwide, 2012–2016

Figure 20: Sales volume of albums and singles on physical media and in dematerialised form, Europe, 2012–2016

Figure 21: Sales volume of albums and singles on physical media and in dematerialised form, United States, 2012–2016

Figure 22: Sales volume of dematerialised albums and singles, Europe, 2012–2016

Figure 23: Sales volume of dematerialised albums and singles, United States, 2012–2016

Figure 24: Streaming audio subscribers in the United States, Europe and worldwide, 2012–2016

Figure 25: Global recorded music market revenues and industry dematerialisation rate in value, 2012–2016

Figure 26: Breakdown of the recorded music market by region, 2015

Figure 27: Global recorded music market revenues by segment, 2012–2016

Figure 28: Volume of video games sold worldwide, 2012–2016

Figure 29: Volume of video game subscriptions worldwide, 2012–2016

Figure 30: Distribution of video game subscription volume by region, 2015

Figure 31: Global video game market revenues and industry dematerialisation rate in value, 2012–2016

Figure 32: Breakdown of global video game market revenues by geographical region, 2015

Figure 33: Breakdown of global video game market revenues by segment, 2012–2016

Figure 34: Volume of video titles sold on physical media and in dematerialised form, United States, 2012–2016

Figure 35: Volume of video titles rented on physical media and in dematerialised form, United States, 2012–2016

Figure 36: Volume of video titles sold on physical media and in dematerialised form, Europe, 2012–2016

Figure 37: Volume of video titles rented on physical media and in dematerialised form, Europe, 2012–2016

Figure 38: SVOD subscribers in the United States, Europe and worldwide, 2012–2016

Figure 39: Global video market revenues and industry dematerialisation rate in value, 2012–2016

Figure 40: Breakdown of global video market revenues by geographical region, 2015

Figure 41: Global video market revenues by segment, 2012–2016

Figure 42: Dematerialisation rates in volume and value compared, and total revenues by sector, Europe, 2015

Figure 43: Simplified timeline of major technological innovations by industry sector

Figure 44: Physical and dematerialised revenue share by content industry market segment, 2012 and 2015

Figure 45: Comparison between the average sales price of content on physical media and dematerialised content, Europe, 2015

Figure 46: Household expenditure by content industry segment, worldwide, 2012 and 2015

Figure 47: Illustration of the transition from a model based on ownership to a model based on access to content, according to the theory of public goods

Figure 48: Breakdown of content industries global revenues by sector, 2012 and 2015

Figure 49: Household expenditure on cultural goods and services, worldwide, by content type, 2016–2020

Figure 50: Global content industry revenues by market segment and dematerialisation rate in value, 2016–2020.

Figure 51: Distribution of content industry revenues by geographical region, 2020

Figure 52: Global publishing market revenues by segment and dematerialisation rate in value, 2016–2020

Figure 53: Global recorded music market revenues by segment and dematerialisation rate in value, 2016–2020

Figure 54: Global video game market revenues by segment and dematerialisation rate in value, 2016–2020

Figure 55: Global video market revenues by segment and dematerialisation rate in value, 2016–2020

Figure 56: Change in household spending on cultural goods and services worldwide, by type of content, 2016-2020

Figure 57: Comparison of physical and dematerialised distribution chains in the publishing sector

Figure 58: Breakdown of book revenue for physical sales in 2015

Figure 59: Breakdown of book revenue for digital sales in 2015

Figure 60: Change in revenue distribution for physical book sales between 2015 and 2020

Figure 61: Change in revenue distribution for digital book sales between 2015 and 2020

Figure 62: Change in revenue distribution in the publishing market in Europe between 2012 and 2020

Figure 63: Change in revenue distribution in the publishing market in the United States

between 2012 and 2020

Figure 64: Comparison of physical and digital distribution chains in the recorded music sector

Figure 65: How revenue is distributed in the recorded music market for hard copy sales in 2015

Figure 66: How revenue is distributed in the recorded music market for digital sales in 2015

Figure 67: Change in how revenue is distributed in the recorded music market for hard copy sales between 2015 and 2020

Figure 68: Change in how revenue is distributed in the recorded music market for digital sales between 2015 and 2020

Figure 69: Change in how music revenue is distributed in Europe between 2012 and 2020

Figure 70: Change in how book publishing revenue is distributed in the United States between 2012 and 2020

Figure 71: Comparison of physical and dematerialised distribution chains in the video game sector

Figure 72: Revenues earned by the various segments in the video game market value chain, 2008–2019

Figure 73: Breakdown of revenues earned by the various segments in the video game market value chain, 2008–2019

Figure 74: Comparison of physical and dematerialised distribution chains in the video sector

Figure 75: How revenue is distributed in the video market for hard copy sales in 2015

Figure 76: How revenue is distributed in the video market for digital sales in 2015

Figure 77: Change in how revenue is distributed in the video market for hard copy sales between 2015 and 2020

Figure 78: Change in how revenue is distributed in the video market for digital sales between 2015 and 2020

Figure 79: Change in revenue distribution in the video market in Europe between 2012 and 2020

Figure 80: Change in revenue distribution in the video market in the United States between 2012 and 2020

I would like to order

Product name: Content Economics: How Digital Distribution is Impacting Content Industries

Product link: <https://marketpublishers.com/r/C891A419721EN.html>

Price: US\$ 4,400.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/C891A419721EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970