CREATIVE INDUSTRIES SNAPSHOT

Global recorded music industry revenue totalled € 17.3bn in 2018¹¹

BOOKS

£22 - 24 bn annual revenues²: €35 - 38 bn market value²:

600,000+ new titles per year in all European languages²

PRODUCTION

2,200 feature films produced in the EU in 2017⁵; European film-producing countries interacted with 150 countries¹⁰ Over 960 titles and 12,000 hours of TV fiction produced in the EU⁵

CINEMA

1.29 bn cinema admission in 2018¹ **(8.1 bn** box office revenues in 2018¹; Over 95% cinema screens are digital in Europe¹

VIDEO CONTENT ONLINE & OFFLINE

11.8 bn spent by Europeans on online & physical video software in 2018; An increase of **14.8**% in comparison to 2017⁹

COMMERCIAL TV

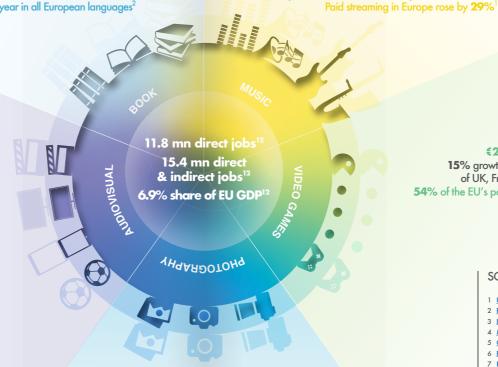
11,123 TV channels are available in Europe⁴: A total of **61** different languages were broadcast across the EU-28 in 2017⁵; A total of 6.517 different TV series and films were broadcast by at least one EU-28 television channel⁵

SPORT

English top tier football generated £1.1 bn broadcast exports and £3.3 bn generated in tax revenues in the UK in 2016/17⁶;

The total turnover generated by the professional football industry in Spain in 2016/17 was over **€15.69 bn**⁷:

55,000 people employed directly or indirectly in German professional football⁸



PHOTOGRAPHY

More than a third of the photo agency are micro businesses¹⁵; The photography business is 100% made up of SMEs and 99% digital. Worldwide the market is estimated at \$2.7bn with 42% for Europe 13; In Germany, the total of digital pictures held in databases is > 580 mn¹⁵

VIDEO GAMES

MUSIC

Digital accounts for **58.9%** of global recorded music revenue¹¹;

€21 bn market in 2018³: 15% growth in the main European markets of UK, France, Germany and Spain³; 54% of the EU's population aged 6-64 play video games³

SOURCES

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- 12 EUIPO/EPO, Intellectual property rights intensive industries and economic performance in the European Union, 2019
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