



COPYRIGHT INDUSTRIES IN THE U.S. ECONOMY: **THE 2004 REPORT**

**Theatrical Films, TV Programs, Home Video, DVDs, Business Software,
Entertainment Software, Books, Music and Sound Recordings**

*The U.S. copyright industries remain one of America's largest
and fastest growing economic assets.*

- In 2002, the U.S. “core” copyright industries accounted for an estimated 6% of the U.S. gross domestic product (\$626.6 billion).
- In 2002, the U.S. “total” copyright industries accounted for an estimated 12% of the U.S. gross domestic product (\$1.25 trillion).
- The “core” copyright industries employed 4% of U.S. workers in 2002 (5.48 million workers).
- The “total” copyright industries employed 8.41% of U.S. workers in 2002 (11.47 million workers). This level approaches the total employment levels of the entire health care and social assistance sector (15.3 million) and the entire U.S. manufacturing sector (14.5 million workers in 21 manufacturing industries).
- Between 1997-2002, the core copyright industries added workers at an annual rate of 1.33%, exceeding that of the U.S. economy as a whole (1.05%) by 27%. Factoring out the difficult economic year of 2002, between 1997-2001 the core copyright industries’ employment grew at an annual growth rate of 3.19% per year, a rate more than double the annual employment rate achieved by the U.S. economy as a whole (1.39%).
- In 2002, the U.S. copyright industries achieved foreign sales and exports estimated at \$89.26 billion, leading other major industry sectors such as: chemicals and related products, food and live animals, motor vehicles, parts, and accessories, and aircraft and associated equipment sectors.

Copyright Industries in the U.S. Economy: The 2004 Report was completed by Economists Incorporated for the International Intellectual Property Alliance (IIPA) and updates nine previous studies. This new report also reflects two new methodologies: (1) U.S. government data from the new North American Industrial Classification Systems (NAICS), and (2) recommended economic and statistical standards developed by the World Intellectual Property Organization (WIPO) in 2003 which use the International Standard Industrial Classification system (ISIC). IIPA’s 2004 report is the first economic study in the world to fully reflect the new WIPO standards.

Source: Copyright Industries in the U.S. Economy: The 2004 Report, by Stephen E. Siwek, Economists Incorporated, prepared for the International Intellectual Property Alliance (IIPA), available at www.iipa.com.

Note: The “core” industries are those copyright-related industries whose primary purpose is to produce and/or distribute copyright materials. The “total” copyright industries contain four sub-sectors called the core, partial, non-dedicated support, and interdependent sectors.