

## QUICK FACTS

**The creative industries significantly contribute to the U.S. economy.** ([International Intellectual Property Alliance](#))

- The core copyright industries, including film and television, music, publishing, and video games, contribute more than \$1.5 trillion dollars to U.S. GDP, accounting for 7.41% of the U.S. economy.
- The core copyright industries employed 5.7 million workers in 2019, accounting for 3.79% of the entire U.S. workforce and 4.46% of total private employment in the U.S.
- Of the 93,000 businesses that make up the film and television industry alone, 87% are small businesses, employing fewer than 10 people.
- As of 2019, the national average annual salary for core copyright workers was \$107,805, exceeding the average U.S. annual wage by 43%.

**The piracy ecosystem is enormous in scope and has global financial repercussions for all creative industries.**

- Each year, the U.S. economy loses at least \$29.2 billion and at least at least 230,000 jobs to global online piracy. ([Global Innovation Policy Center](#))

### Film & Television

- Approximately 26.6 billion viewings of U.S.-produced movies and 126.7 billion viewings of U.S.-produced TV episodes are pirated digitally each year, mostly from outside the U.S. ([Global Innovation Policy Center](#))
- 13% of Americans have a piracy device at home, of which 40% say these devices are their primary source of movies and television. ([Digital Citizens Alliance](#))
- Piracy of movies before their theatrical premieres decreases box office revenue by 11%. ([Does Piracy Create Online Word-of-Mouth? An Empirical Analysis in Movie Industry](#))
- By 2022, the global film and television industry is expected to lose \$52 billion to piracy every year. ([Digital TV Research](#))

### Music:

- Losses to digital music piracy are projected to reach \$53 to \$117 billion per year by 2022. ([Frontier Economics](#))
- 54 million US internet users age 13 and older engage in some form of music piracy – or one in five internet users. ([MusicWatch](#))

### Book Publishing:

- Illegal downloads account for approximately \$315 million in lost sales to the U.S. e-book market every year. ([Nielsen](#))

**Pirate websites spread malware, spyware, and viruses.**

- Criminal digital piracy enterprises are making an estimated \$70 million a year just from allowing malware distributors to place malicious code on their websites. ([RiskIQ](#))
- 1 in 3 piracy websites expose consumers to dangerous malware that can lead to serious issues such as ID theft, financial loss and ransomware. ([Digital Citizens Alliance with RiskIQ](#))
- Merely visiting a content theft site can place a user's computer at risk: 45% of malware is delivered through so-called "drive-by downloads" that invisibly download to the user's computer – without requiring them to click on a link. ([RiskIQ](#))

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- 12 million U.S. internet users are exposed to malware from such pirate sites each month. ([RiskIQ](#))
- 13% of Americans report having a piracy device offering pirated content in their home, such as a Kodi box or jailbroken Fire TV Stick. ([Digital Citizens Alliance](#))
- 59% report being unaware of the security risks that can occur when plugging one of these devices into a home network ([Digital Citizens Alliance](#))
- People who pirate content on such devices are three times more likely to have malware than those who do not. ([Digital Citizens Alliance](#))

## **Search engines play a role in supporting and enabling online piracy.**

- Google receives around 75 million DMCA takedown requests each month, or 2 million per day. This amounts to approximately 900 million DMCA requests every year. ([TorrentFreak](#))
- In February 2021, Google processed its 5 billionth takedown request from copyright holders. ([Google Transparency Report](#))

***All of this troubling data only scratches the surface of the piracy problem. Ready to learn more? Click [here](#).***