



Fact Sheet

COPYRIGHT INDUSTRIES IN THE U.S. ECONOMY: THE 2003-2007 REPORT

The U.S. copyright industries continue to outperform the rest of the U.S. economy, in terms of their real annual growth rates and their contributions to the overall growth of the U.S. economy as a whole (2003-2007 data). These industries play a prominent role in the growth of U.S. exports. These industries also command large shares of U.S. gross domestic product and employ millions of U.S. workers, and compensation paid to U.S. workers in the copyright industries substantially exceeds the average compensation level paid to U.S. workers as a whole.

Major Contributor to Real Growth of the U.S. Economy and Gross Domestic Product (GDP)

- In 2004, 2005, 2006 and 2007, the real annual growth rates achieved by both the core and total copyright industries were more than twice the real growth rates achieved by the U.S. economy as a whole.
- The copyright industries have positively contributed to real U.S. growth in a disproportionate manner. In 2006-2007, the core copyright industries contributed 22.74% of the real growth achieved for the U.S. economy as a whole. In the same period, the total copyright industries contributed an astounding 43.06% of total real U.S. growth.
- In 2007, the value added by the core copyright industries was \$889.1 billion, approximately 6.44% of U.S. GDP.
- The value added for the total copyright industries rose to \$1.52 trillion, or 11.05% of GDP, in 2007.

Foreign Sales and Exports

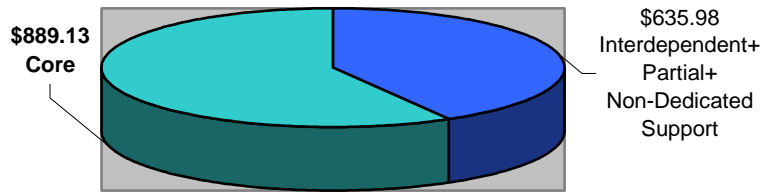
- Sales of U.S. copyright products continue to expand in overseas markets. The total core copyright sales in foreign markets exceeded \$116 billion in 2006 and nearly \$126 billion in 2007, an 8% increase.
- As a comparison, the foreign sales of the copyright industries significantly exceed foreign sales of other U.S. industries including aircraft (\$95.6 billion), automobiles (\$56.8 billion), agricultural products (\$48.1 billion), food (\$39.4 billion) and pharmaceuticals (\$27.9 billion).

Strong Employment and Wages

- The core copyright industries employed nearly 5.6 million workers in 2007, that is, 4.05% of the U.S. workforce.
- In 2007, 11.7 million people were employed by the total copyright industries, or 8.51% of the U.S. workforce.
- The annual 2007 compensation paid to core copyright workers (\$73,554) exceeded the average annual compensation (\$56,817) paid to all U.S. workers by 30%. The average compensation paid to employees of the total copyright industries (\$66,498) exceeded the U.S. average by 18%.

Report issued on July 20, 2009

Copyright Industries in the U.S. Economy 2007
(billions of U.S. dollars)

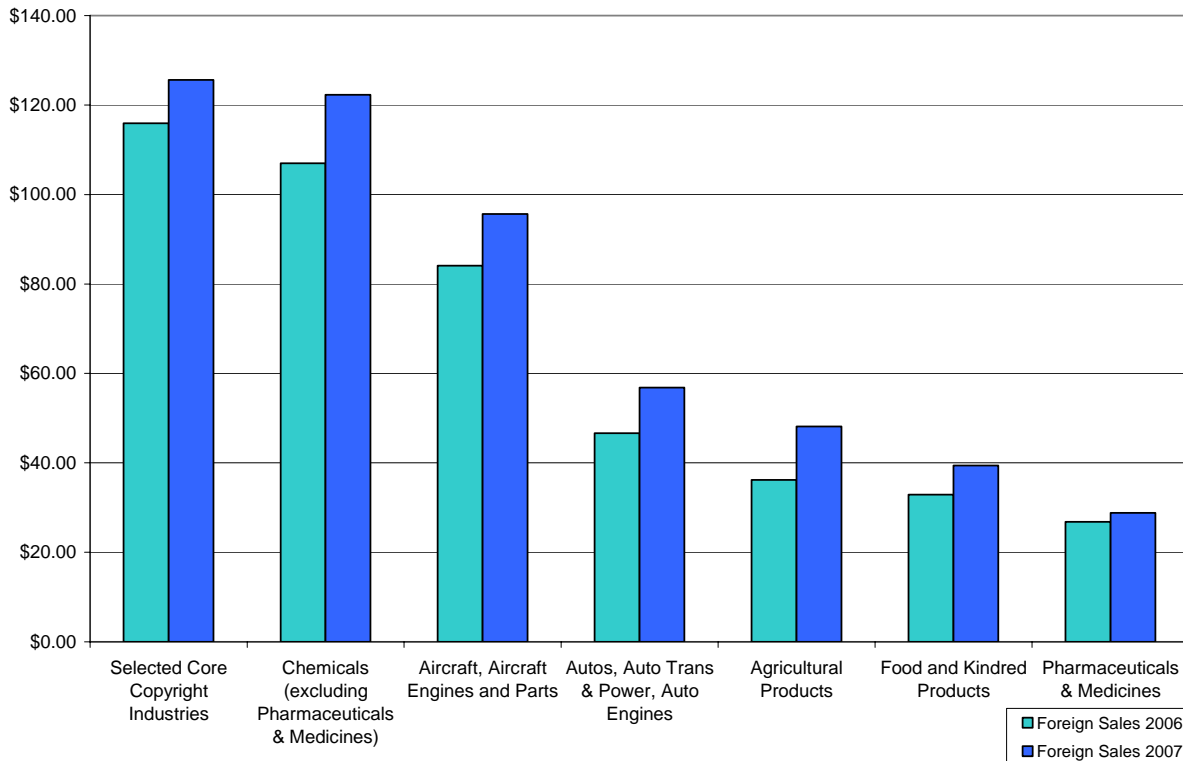


\$1,525.11 (\$1.5 Trillion) -- --Total Copyright Industries

Real Annual Growth Rates Value Added to U.S. GDP

	2003-2004	2004-2005	2005-2006	2006-2007
Core Copyright Industries	9.61%	5.87%	5.85%	7.26%
Total Copyright Industries	9.38%	7.72%	7.86%	7.91%
U.S. GDP	3.64%	2.94%	2.78%	2.03%

Foreign Sales and Exports for Selected Industries 2006 and 2007
(billions of U.S. dollars)



Source: *Copyright Industries in the U.S. Economy: The 2003-2007 Report*, by Stephen E. Siwek, Economists Incorporated, prepared for the International Intellectual Property Alliance (IIPA), available at www.iipa.com. This is the third IIPA report which reflects the recommended statistical standards developed by the World Intellectual Property Organization (WIPO) in 2003, and is the twelfth economic report prepared for the IIPA since 1990. *The 2003-2007 Report* includes statistical data from the year 2007, the most recent full-year data available.

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