

## The Sky Is Rising A detailed look at the state of the entertainment industries



Global Recorded Music Revenue

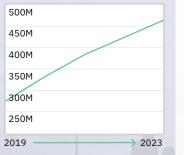
Number of Tracks Released



**Global Live Music Revenue** 



#### Number of Podcast Listeners

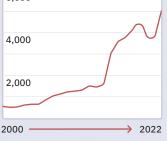




Global Theatrical & Home Video Revenue (minus pay-tv)

\$100B	
\$80B	
\$60B	
\$40B	
\$20B	
2017	> 202
<ul><li>Box Office</li><li>Physical</li></ul>	Digital

## Number of Movies Released



Number of U.S. Scripted TV Series 600 400 200 200 2009 202

# of internet users watched videos

online in 2023



## **Global Digital Publishing Market**

\$50B
\$40B
\$30B
\$20B
\$10B
2017
EBooks
<ul> <li>Newspaper/Magazine</li> <li>Subscription</li> </ul>
Newspaper/Magazine

U.S. Book Sales by Channel \$35B

Advertising

## 

### U.S. Audiobook Revenue

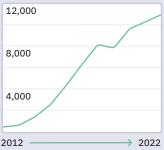




## Global Video Game Revenue \$250B \$225B \$200B \$175B \$150B \$125B 2018 2023

U.S. Video Game Revenue	
\$60B	$\frown$
\$50B	
	-
\$40B	
\$30B	
2016	→ 2022

### Games Released on Steam



#### **Global Livestreaming Revenue**





View the full report online at research.ccianet.org/reports/sky-is-rising-2024-edition/

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