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2018 PIRACY OBSERVATORY AND DIGITAL CONTENT CONSUMPTION HABITS

In Spain, each time users access less to illegal contents, although piracy continues at high levels, giving a break to spread legal offer. In 2018, the number of Illegal contents to which public accessed was 4,348 billion, which represents a decrease of 3% compared to 2017, and an accumulated fall since 2015 of 12%.

The value of the above-mentioned contents is of 23,918 billion euros and the damage caused to the sector reached 1,923 billion euros. The Public Purse stopped receiving 638 million euros and with this amount, there could have been created 131,262 direct and indirect jobs.

LOST PROFIT

PUBLIC PURSE STOPPED RECEIVING

131,262 DON'T CREATED



ACCESS TO CONTENTS



There is an increase in the number of individuals who listen to music legally and piracy consumption decreases.

MUSIC



Piracy consumers in physical or digital format.



The legal consumption of films increases and the illegal consumption decreases. Significant increase in subscription to platforms such as Netflix, HBO.

FILMS



Piracy consumers in physical or digital format.



Illegal consumption of videogames slightly increases and also the legal consumption.

VIDEOGAMES



12%

Piracy consumers in digital format.



The illicit consumption of books in digital format is maintained and the legal consumption increases.

Loose and zipper books included.

BOOKS



24%

Piracy consumers in digital format.



The legal consumption of series increases and the illegal consumption of digital contents decreases (30% vs 29%).

SERIES



30%

Piracy consumers in physical or digital format.



The consumers that have watched football on illegal channels slightly increases. These

are individuals not households

FOOTBALL

17%

Piracy consumers in digital format.



The illegal consumption of press in digital format is higher than the legal.

PRESS



10%

Piracy consumers in digital format.



The illegal consumption of scores is higher than the legal consumption.

SCORES

Piracy consumers in digital format.









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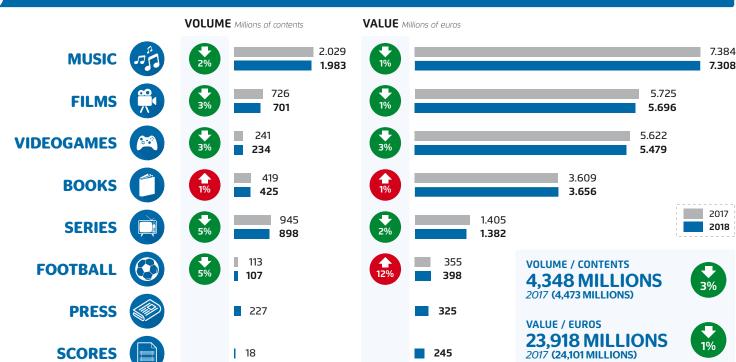




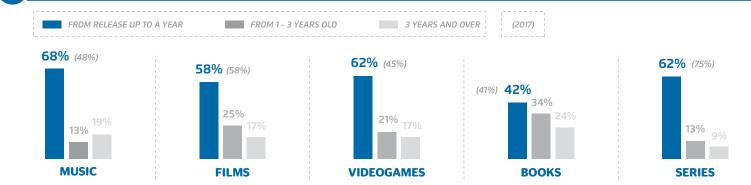




ILLEGAL DIGITAL ACCESS



ILLICIT ACCESS IN TERMS OF AGE OF CONTENT



LOST PROFIT IN INDUSTRY IN SPAIN DUE TO THE EFFECT OF PIRACY



Would buy: 16 536 Would buy online: 520

SERIES

Would pay for series: 167

223% Increase in industry value 7%

Conversion value

FILMS

Would buy: 337 471 Would buy online: 134

65% Increase in industry value

8% Conversion value

Would subscribe to football: 269

159% 12% Increase in Conversion value industry value

pirate - legal

FOOTBALL

24% Increase in industry value

68% Conversion value



VIDEOGAMES

Would buy: 207 Would buy online: 58

31% Increase in industry value

Increase in

industry value

5% Conversion value pirate - legal



Would buy: 128 247

Would buy online: 119 20%

76% Conversion value



Would buy: 110

BOOKS

Would buy online: 104

9% Increase in industry value

6% Conversion value pirate - legal

215



SCORES

Would buy scores: 18

300% industry value

Increase in

Conversion value



















CONSEQUENCES FOR EMPLOYMENT

There could have been created 131,262 direct and indirect jobs.



THE CONTENT INDUSTRY IN SPAIN **CURRENTLY EMPLOYS**

DIRECT WORKERS





NEW JOBS GENERATED IN A SCENARIO WITHOUT PIRACY

DIRECT JOBS

It is estimated that one direct job can generate five indirect jobs



PUBLIC FUNDS CEASE TO RECEIVE...

The Public Purse stopped receiving 638 million euros.

Unit: millions of euros.

(*) Average salary applied over GfK estimation based on data from the Annual Survey of Structural Salaries from INE.

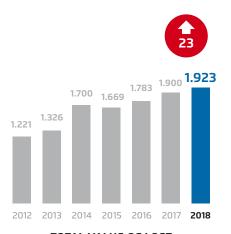
| | New jobs | Salary applied* | Rate applied | TOTAL |
|-----------------|-------------|--------------------|-----------------|-------|
| Social Security | 21.877 | 19.827 | 38,9% | 169 |
| IRPF | 21.877 | 19.827 | 11,5% | 50 |
| TOTAL | | | | 219 |

| VAT | Physical | | Online | TOTAL |
|------------|----------|----|--------|-------|
| MUSIC | 3 | | 109 | 113 |
| FILMS | 71 | | 28 | 99 |
| VIDEOGAMES | 43 | | 12 | 56 |
| BOOKS | 4 | | 22 | 26 |
| SERIES | | 57 | | 57 |
| FOOTBALL | | 35 | | 35 |
| PRESS | 5 | | 25 | 30 |
| SCORES | | 4 | | 37 |
| TOTAL | | | | 419 |
| | | | | |

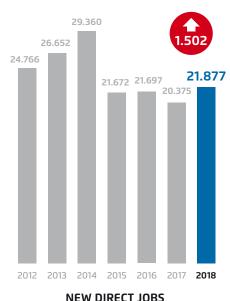
TOTAL LOST INCOME IN PUBLIC FUNDS 219 + 419 = 638 MILLIONS OF EUROS

IMPACT OF PIRACY

the damage caused by piracy has a negative impact on the industry (loss of profit).

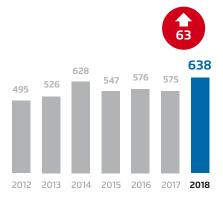


TOTAL VALUE OF LOST PROFIT DUE TO PIRACY (millions of euros)



NEW DIRECT JOBS

In an scene without piracy the jobs and public founds would be afected positively.



TOTAL LOST INCOME IN PUBLIC FUNDS

(millions of euros)









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5 out of 10 piracy consumers have a lot of difficulty in differentiating





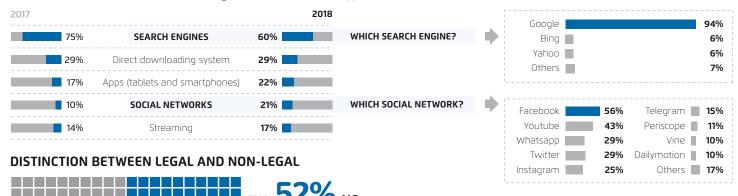






HOW DO THEY ACCESS ILLICIT CONTENTS?

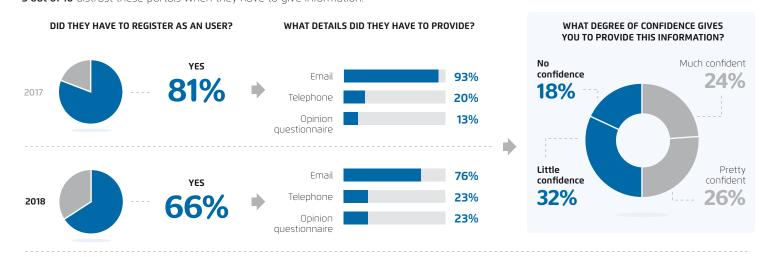
6 out of every 10 internet users use search engines to access illicit contents, this way of access decreases while the access through Social Networks and Apps increases.



between legal websites and those which are not.

SOURCES OF INCOME

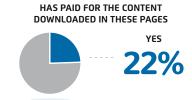
7 out of 10 users who have acceded illicit contents had to register as an user. 5 out of 10 distrust these portals when they have to give information.



9 out of 10 have been asked to accept cookies 2 out of 10 have paid for the content they download and 2 out of 10 have filled out a survey for downloading the content.



WHEN YOU ACCESS TO ILLICIT CONTENTS



EFFECTIVENESS OF MEASURES AGAINST PIRACY

8 out of 10 consider that the most effective measures against piracy are blocking websites with illicit contents and sanctions on Internet providers. However, the least effective measure is sanctioning users with fines.

