www.pwc.com/outlook

Global entertainment and media outlook 2014-2018

Seizing the initiative...



The industry segments



Internet and video games continue to outperform the other sectors....

Global growth in aggregate spending (2013 – 2018 CAGR)



Total E&M Market (\$US bn)

...internet and video games are increasing their relative market share for advertising

Global growth in advertising spending (2013 – 2018 CAGR)



Total Advertising Market (\$US bn)

Digital advertising is gaining market share but not at the expense of Television

Global advertising spend by platform (share of total spend)



Television and Internet nearly at 50% market share <u>and growing</u> at the expense of Newspapers



Segment data here **includes** online/mobile advertising in the segments and excludes it from the Internet Advertising total

Internet Access



Four Quadrants Geographic Breakdown (%)

Fixed broadband



Global Aggregate Spending (\$bn)

- Internet access will generate more consumer spend than any other media product or service in the next five years.
- Mobile will generate three out of every five dollars spent on Internet access in 2018.
- *3G* will drive global mobile *Internet growth, despite 4G* arabbing the headlines.
- China and India will account for nearly half of new mobile Internet users in the next five years.
- *In the near term, penetration will* grow at a faster pace than ARPU, but that trend will level out over the projected period.



Internet Advertising



Four Quadrants Geographic Breakdown (%)



Global Aggregate Spending (\$bn)



- Internet advertising is closing in on TV (and in some markets already dominating).
- Mobile advertising will overtake classifieds in 2014.
- Search will retain its dominant position.
- Within Internet advertising, video will see the sharpest growth.
- Advertisers are looking to programmatic buying to improve display ad performance.
- Tracking users in a multi-device world presents new challenges.





Mobile overtakes classified this year. Mobile nears display and video nears classified by 2018.



Out-of-Home Advertising



Four Quadrants Geographic Breakdown (%)



Global Aggregate Spending (\$bn)

Insights at a Glance

- DOOH advertising revenue will see significant growth in emerging markets.
- The increasing sophistication of measurement tools will help drive OOH advertising revenue growth.
- OOH advertising will be part of an m-commerce revolution.
- Rapid expansion of airports in certain key markets will provide new OOH advertising opportunities.
- Growth in OOH advertising is dependent on regulatory challenges over billboards.

-9.4

TVAdvertising



Four Quadrants Geographic Breakdown (%)



Global Aggregate Spending (\$bn)

Insights at a Glance

- Despite the growth of digital media, TV advertising remains the place to be.
- Online TV advertising will double its share of total TV advertising revenue in the next five years.
- Terrestrial's share of advertising will fall as multichannel and online grow.
- Failure to embrace new audience measurement metrics will see TV lose advertising revenue to other digital media players.

-2.3

Spain

TV Subscriptions



Four Quadrants Geographic Breakdown (%)



Global Aggregate Spending (\$bn)



- Subscription TV will not be fazed by the rise of OTT.
- Cable TV will fight back in the next five years, boosted by the switch to digital.
- China will become the secondlargest TV market in 2016.
- BRIC investment in sophisticated subscription TV technologies creates big gains over the next five years . . .
- ... but smaller emerging markets will see double-digit growth rates.





OTT / Streaming revenue will drive the vast majority of growth in electronic home video

Global total electronic home video spending



2013 – 2018 CAGR

Video Games



Four Quadrants Geographic Breakdown (%)



Global Aggregate Spending (\$bn)

Insights at a Glance

- Mobile is delivering a new generation of gamers.
- New features will sustain interest in console gaming.
- Improved online offerings will drive digital console games revenue.
- Social and casual gaming will continue to attract non-gamers, but the market is difficult to monetise.
- Microtransactions are widening gaming participation.

1.8

Switzerland

country

Filmed Entertainment





Global Aggregate Spending (\$bn)

Insights at a Glance

- Global electronic home video revenue will exceed physical home video revenue in 2018.
- OTT/streaming services will deliver the fastest rates of growth.
- China will provide a challenge and an opportunity.
- Though Hollywood films will still dominate . . . we expect the distribution of video content will continue to evolve.

Ireland

Box office resilience underscores the continuing popularity of the cinematic experience

Global box office spending

2013 – 2018 CAGR



Music





Global Aggregate Spending (\$bn)

- Digital growth is powered by streaming
- Digital recorded music revenue will surpass physical recorded revenue in 2014.
- Download sales growth may be slowing, but the format remains strong.
- Mobile music will see major gains in emerging markets.
- Live music is extending its geographical reach, growing at 2.7% CAGR.
- The music industry is starting to use 'big data' to better engage with consumers.



Digital music downloading nears physical recorded music by 2018



Radio





Global Aggregate Spending (\$bn)



Book Publishing



Four Quadrants Geographic Breakdown (%)



Global Aggregate Spending (\$bn)

- Digital gains returned global consumer books revenue to growth in 2013.
- China will become the secondlargest book market in 2017.
- Growth in consumer e-books is strong, but slowing.
- Educational e-books have yet to gain traction.
- But educational publishers continue to invest in digital publishing.
- Professional books will see the fastest migration to digital.



Magazine Publishing



Four Quadrants Geographic Breakdown (%)



Global Aggregate Spending (\$bn)

- Globally, total magazine revenue will resume growth in 2015.
- While digital consumer magazine circulation revenue will see the fastest growth, digital consumer magazine advertising revenue is much larger.
- All-you-can-read subscription services are yet to take off but will be transformational.
- But total consumer magazine circulation revenue will continue to decline.
- Emerging economies will see fastest growth in trade magazines.



Newspaper Publishing



Four Quadrants Geographic Breakdown (%)



Global Aggregate Spending (\$bn)

Insights at a Glance

- Globally, the newspaper industry's revenue decline will finally end in 2015.
- But the future of newspapers will vary significantly by market.
- Circulation revenue will almost match advertising revenue by 2018.
- Digital payments are taking off, but won't prove transformational.
- Growth in digital advertising revenue is slowing down.

-8.1

Greece

Business-to-Business





Global Aggregate Spending (\$bn)

Insights at a Glance

- Professional books revenue will surpass directories in 2015 as digital spurs growth
- And directories providers need to adapt.
- Trade shows will grow at a 4.4% CAGR by using social media to complement the sustained appeal of face-to-face meetings.

-0.2

ĪK

