

# Copyright as a framework for economic performance of the Creative Industries

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## **Intellectual Property and Creativity**

- IP is <u>one</u> of the tools to promote creativity
- It is a new conceptual framework allowing to:
  - transform creative outputs into economic goods & services
  - monitor supply and demand
  - obtain evidence on impact
- IP is perceived today as an indicator of development and is linked to sustainable development
  - UN resolution on CE and sustainable development



#### A Copyright Approach To Creative Industries

- Incoherence of definitions different measurements, policy interventions and practical applications
- Creativity is the subject matter of copyright protection, but poses definitional problems as such
- Copyright as a concept was introduced to protect and promote creative expressions
- Copyright is a well defined concept and can be linked to economic activities and their statistical reporting



### **Economic Fundamentals Of Copyright**

#### **Economic characteristics**

private property right and public good aspect

#### **Economic functions**

- Market framework helps creators to appropriate market value
  Economic consequences
- redistribute income and costs, ability to exercise market power
  Conditions for economic efficiency
  - monitor and control misuse
  - consumer valuation > production & distribution costs
  - costs for managing the system need to be balanced against benefits



### Functions of Copyright in the Creative Economy

#### **Economic function**

- An enabler
  - incentives to create and derive income
- A market framework
  - allocates economic value in property rights and facilitates trade with them
- A measurement tool
  - benchmark for economic analysis

#### Social Function

- balance and access
- catalyst for innovation
- supports national and local development

#### Cultural function

Contribute to cultural diversity and supply of content



#### Creative markets - demand side

- Uncertainty and high risk
- Experience goods
- Search for uniqueness and originality
- Income elastic
- Impact of consumption technology
- Local and global markets interplay
- Piracy impact



## Creative markets - Supply side

- Differentiated products no substitution
- High fixed costs and low marginal costs
- Semi-public goods
- Ubiquitous products
- Low entry barriers
- Distorted distribution of income and risk
- Excess of supply weakens the bargaining position
- Artists lead 'portfolio lives' strong orientation towards <u>audience maximization</u>
- Technology changes conventional conditions of supply and exclusion from use



#### Classification of the creative industries

- The underlying criteria for classification is the level of dependence on copyright material
- Four groups of industries:
  - Core
  - Interdependent
  - Partial
  - Non-dedicated support industries



#### WIPO Measurement Indicators

- Indicators of size
  - Value added
  - Employment
  - Foreign trade
- Dynamic indicators
  - Productivity
  - Multipliers
  - Contribution to real GDP growth





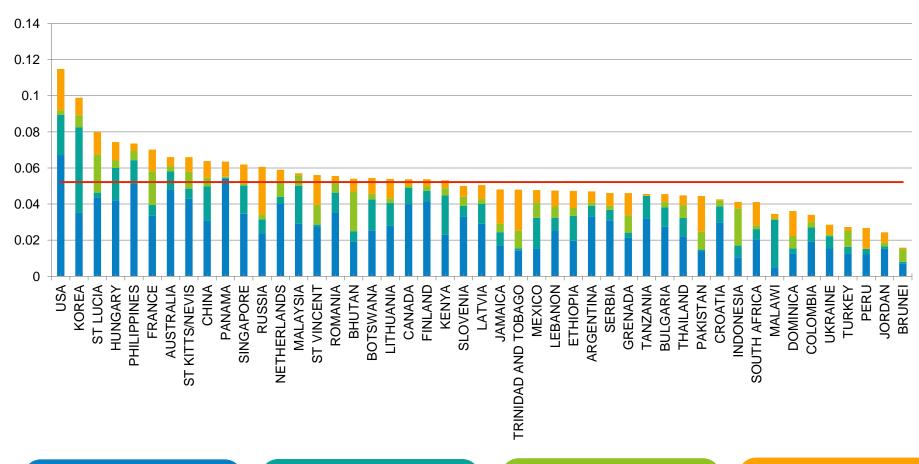


# Contributions of copyright industries to GDP and employment





## Contribution of Copyright Industries to GDP



**GDP Core** 

Core copyright industries

**GDP Interdependent** 

Interdependent copyright industries

**GDP Partial** 

Partial copyright industries

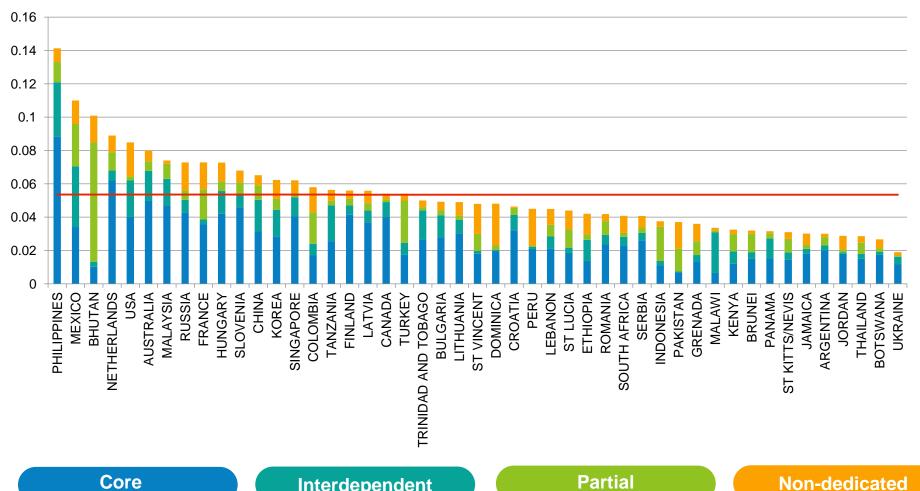
**GDP Non-dedicated** 

Non-dedicated support industries



Source: WIPO studies

## Contribution of Copyright Industries to **Employment**



Core copyright industries

Interdependent

Interdependent copyright industries

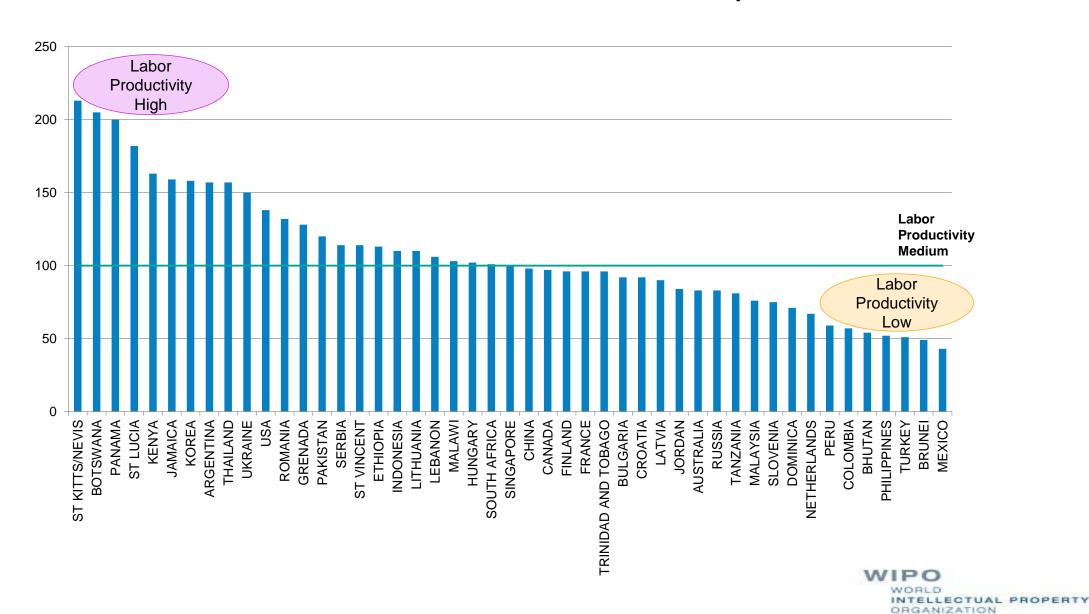
Partial copyright industries

Non-dedicated support industries

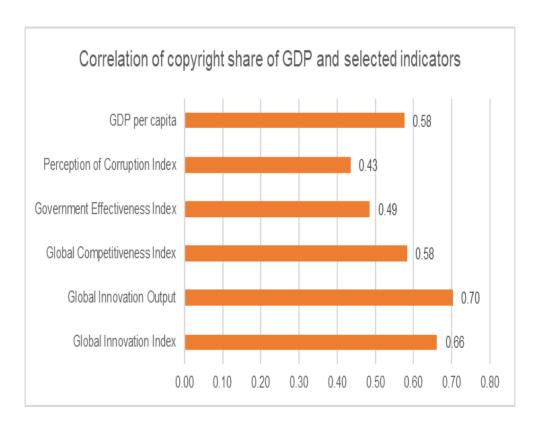


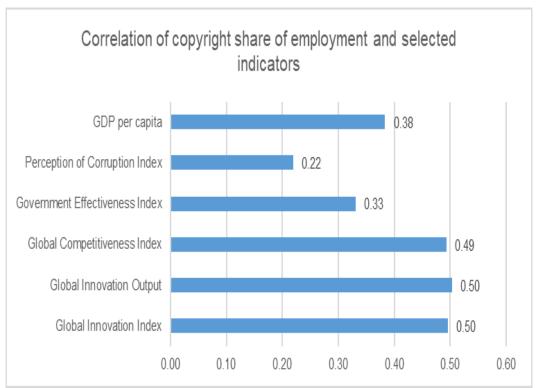
Source: WIPO studies

#### Creative Industries Labor Productivity Index



### Relationships to Economic Indicators







#### **GDP** in the Core Copyright Industries



Copyright Collecting Societies 1%



Advertising Agencies and Services 9%



Visual and Graphic Arts 2%



Software and Databases 22%



Photography 2%



Radio and Television 15%

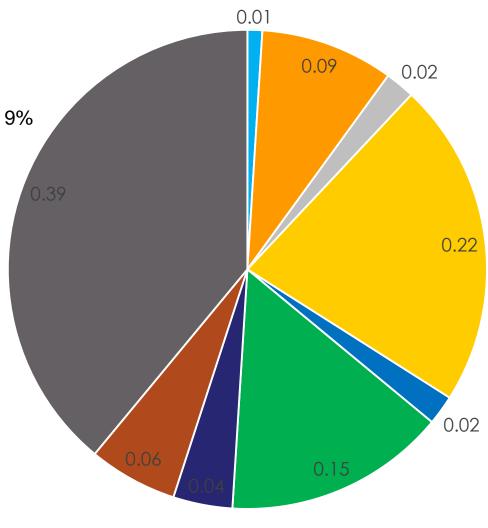


Motion picture and video 4%



Music 6%

Press and Literature 39%





### **Employment in the Core Copyright Industries**



Copyright Collecting Societies 1%



Advertising Agencies and Services 7%



Visual and Graphic Arts 5%



Software and Databases 20%



Photography 2%



Radio and Television 7%

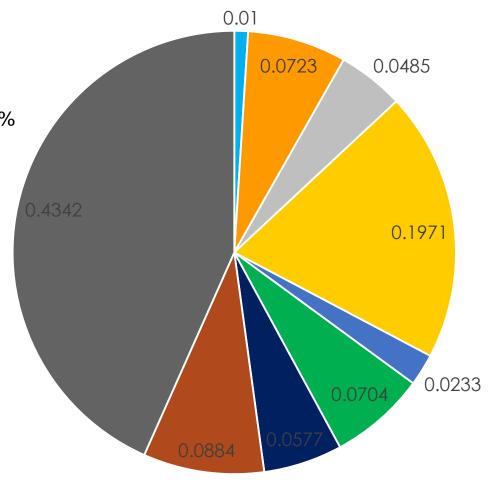


Motion picture and video 6%



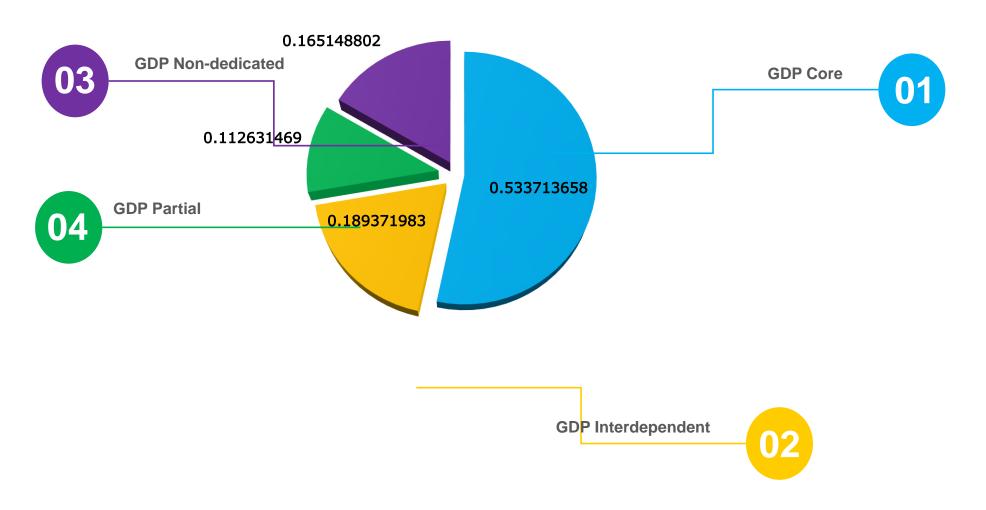
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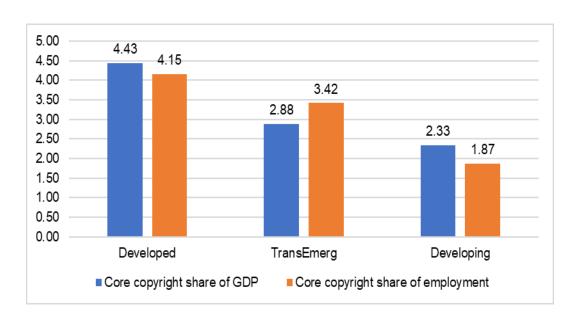


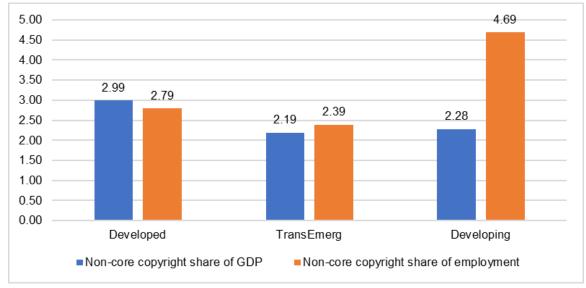
#### **Creative Industries Share of GDP**





#### Core and Non-Core industries contribution







## **Findings**

- Applying a value chain analysis reveals a more significant impact of the creative sector
- An overall significant contribution to economic performance
- Evidence suggests that growth of the copyright industries was associated with relatively faster growth of the capital sector of the economy.
- Copyright industries drive innovation, competitiveness and government effectiveness.
- Drivers and dynamics
- Well interconnected with the economy
- Output and employment multipliers

