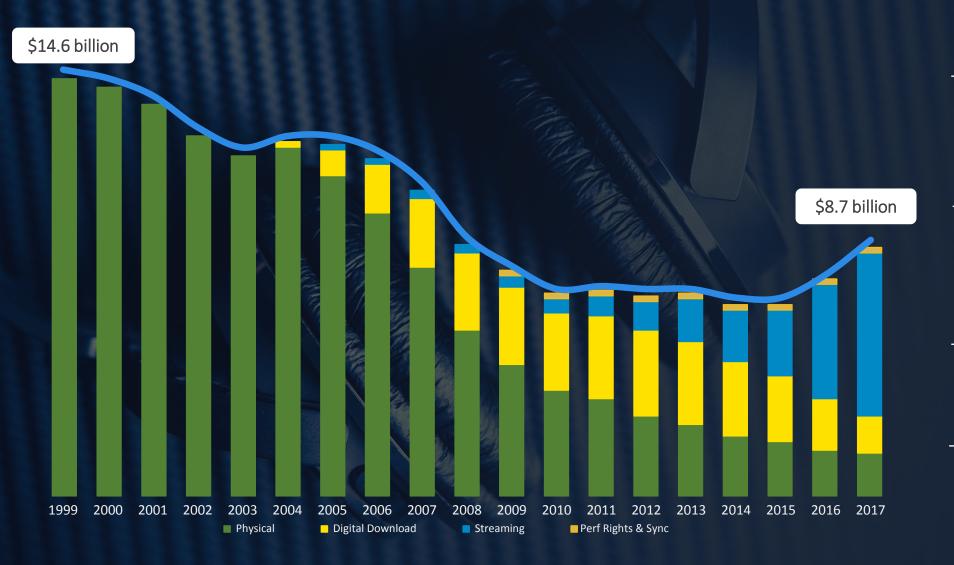


## Modest growth after a long decline





#### **SYNCH**

Music used in broadcast and public performance and royalties from tv, film, and games

#### **STREAMING**

Audio and video streaming revenues, paid and ad-supported, including internet and satellite radio

### **DOWNLOADS**

Permanent downloads (and mobile revenues)



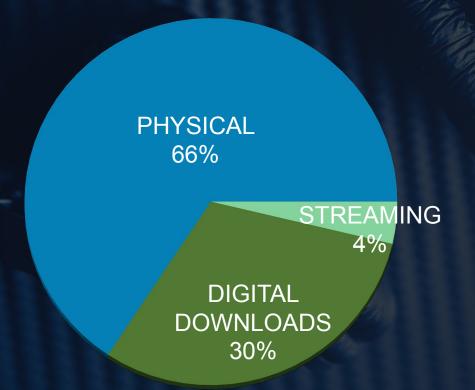
### **PHYSICAL**

Sales of all physical formats, including CD and vinyl



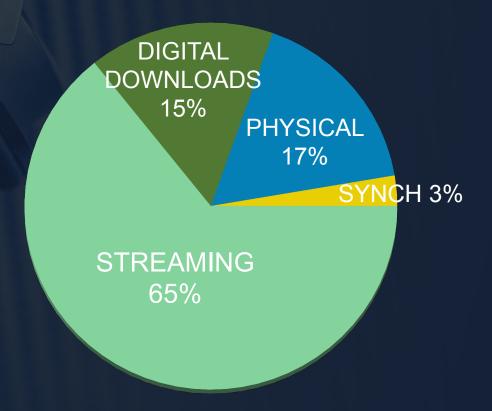
## Revenue Composition:

U.S. REVENUES 2008



Streaming Nearly 2/3 of Market In 2017

U.S. REVENUES 2017



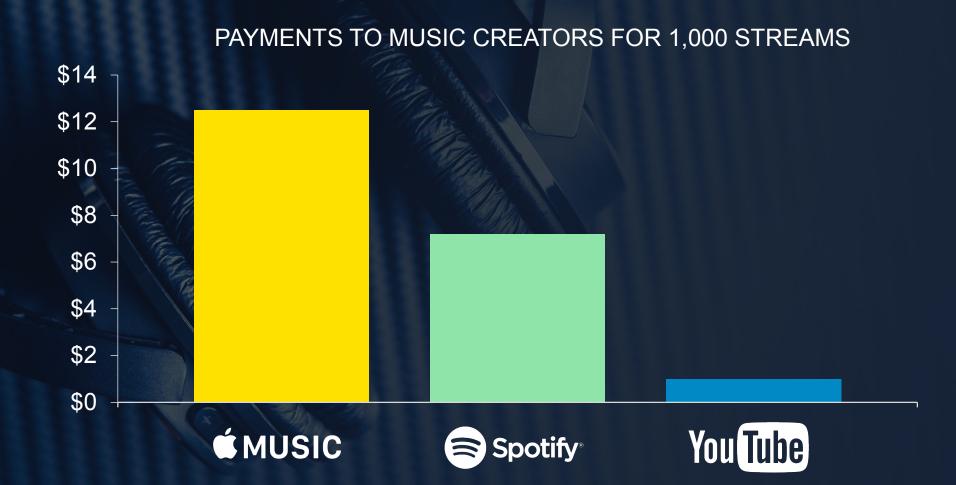
### First Year With ~ 1 Trillion Streams

[VALUE]

By number of streams **ICATEGORY** NAME] [VALUE] CATEGORY NAME] [VALUE] [CATEGORY NAME] [VALUE] [CATEGORY] NAME

Source: Nielsen SoundScan, BuzzAngle, Pandora public filings, RIAA estimates

# The Value Gap at Work



# Challenges in Monetizing Streaming

AFTER TWO STRAIGHT DAYS OF WATCHING YOUTUBE MUSIC VIDEOS, A MUSIC CREATOR STILL WOULDN'T EARN A BUCK

58 HOURS STREAMING VIDEO

000000000









REVENUE TO MUSIC CREATOR





Note: For the purposes of this analysis, we use worldwide data from MiDIA Research and a graphic from Manatt, Phelps and Phillips, LLP finding that 1,000 YouTube streams is required for a creator to earn \$1.

### Facilitating a Diverse, Competitive Marketplace

