

Australian Entertainment Landscape: Streaming Surges, Gaming Growth & In

Pop Culture · Practice Test · 8 Questions

1. In the 2024-2025 financial year, what was the approximate total investment by major subscription video on demand (SVOD) providers in Australian content and Australian-related programs, according to the ACMA report?

- A) Approximately \$1.1 billion
- B) Approximately \$500 million
- C) Approximately \$1.5 billion
- D) Approximately \$750 million

2. According to the Interactive Games & Entertainment Association (IGEA) report released in December 2024, what percentage of revenue generated by the Australian video game industry in 2024 came from overseas sources?

- A) 93%
- B) 75%
- C) 61%
- D) 81%

3. In the 2024-25 financial year, Subscription TV and SVOD services accounted for what percentage of investment in TV/VOD drama in Australia?

- A) 73%
- B) 50%
- C) 65%
- D) 80%

4. Which Australian state is identified as a popular hub for game development, housing the majority of game studio head offices?

- A) Victoria
- B) New South Wales
- C) Queensland
- D) Western Australia

5. What was the reported revenue for the Australian video game industry in FY2024, as per the IGEA's ninth annual Australian Game Developer Survey Snapshot?

- A) AUD\$339.1 million
- B) AUD\$345.5 million
- C) AUD\$211.9 million
- D) AUD\$425 million

6. The Guardian's 'Shift Happens' report for 2025 highlighted specific Australian cultural shifts. Which of the following was NOT explicitly mentioned as a key trend?

- A) Timemaxxers
- B) Cosycore
- C) Flexible Friday
- D) Digital Detox

7. According to Telsyte's Australian Subscription Entertainment Study 2025, what percentage of SVOD users in Australia considered their service 'non-negotiable'?

- A) 47%
- B) 63%
- C) 44%
- D) 50%

8. In 2024-25, how much was spent on Australian theatrical features, representing a significant increase driven by high-budget films?

- A) \$379 million
- B) \$1.1 billion
- C) \$654 million
- D) \$162 million