

China's Entertainment Landscape: Animation Blockbusters, Music's Digital Surge

China Entertainment · Answer Key · 10 Questions

1. In 2025, which animated film became the highest-grossing animated feature globally and dominated China's box office?

- A) Zootopia 2
- B) Ne Zha 2**
- C) Nobody
- D) Boonie Bears: Future Reborn

2. What was the approximate total scale of China's music industry in 2024, and what was its year-on-year growth percentage?

- A) ¥450 billion, 3.5%
- B) ¥492.9 billion, 4.97%**
- C) ¥510 billion, 5.2%
- D) ¥475 billion, 4.1%

3. Which segment of China's music industry experienced the most substantial growth in 2024, with ticket revenues rising by 66.5%?

- A) Digital Music Streaming
- B) Live Music Performances**
- C) Music Short Videos
- D) Music Copyright Licensing

4. What was the projected revenue for China's video game market in 2025, according to one market analysis?

- A) \$49.2 billion
- B) \$50.7 billion**
- C) \$54.8 billion
- D) \$56.7 billion

5. In 2025, what percentage of China's total box office revenue did animation films claim, significantly boosting the film market?

- A) Approximately 20%
- B) Approximately 35%
- C) Nearly half (around 48.77%)**
- D) Approximately 15%

6. What is the expected Compound Annual Growth Rate (CAGR) for China's video streaming market between 2024 and 2029?

- A) 23.8%
- B) 33.8%
- C) 43.8%**
- D) 53.8%

7. Which segment was the largest revenue generator in China's video game market in 2024?

- A) Console Games
- B) Computer Games
- C) Mobile Games**
- D) VR Games

8. As of early October 2025, China's year-to-date box office gross had surpassed the entire 2024 total. What was the approximate year-to-date gross in US dollars?

- A) \$2.5 billion
- B) \$3.9 billion
- C) \$5.98 billion**
- D) \$7.1 billion

9. Which type of content is expected to lead the video streaming market in China during the 2025-2029 period, driven by rising demand?

- A) On-demand movies
- B) Documentaries
- C) Live-streamed content**
- D) Short-form series

10. What was the total output value of China's copyright industry in 2024, and what was its percentage contribution to the national GDP?

- A) CNY 9.38tn, 7.0%
- B) CNY 10.06tn, 7.46%**
- C) CNY 11.2tn, 7.8%
- D) CNY 9.85tn, 7.2%