

# US Entertainment Market Boom: Streaming Dominance, AI's Impact, and Box Office

Pop Culture · Practice Test · 10 Questions

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**1. In 2025, which sector of the US video game market saw the most significant growth, increasing by 20%?**

- A) Hardware sales
- B) Subscription services
- C) Video game accessories
- D) Physical game sales

**2. As of 2025, what percentage of U.S. adults reported listening to a podcast monthly, an increase from the previous year?**

- A) 45%
- B) 55%
- C) 64%
- D) 73%

**3. According to projections, by 2029, what is the expected Compound Annual Growth Rate (CAGR) for the US Over-The-Top (OTT) video market?**

- A) 5.9%
- B) 8.5%
- C) 10.7%
- D) 15.7%

**4. In 2025, what was the projected revenue for the North American box office, showing a modest increase from the previous year?**

- A) \$8.57 billion
- B) \$8.87 billion
- C) \$9.1 billion
- D) \$11.4 billion

**5. A recent study estimated that by 2026, approximately how many entertainment jobs across the United States could be affected by artificial intelligence?**

- A) 62,000
- B) 100,000
- C) 150,000
- D) 204,000

**6. In 2025, what was the estimated total consumer spending on video games in the United States, marking a 1.4% increase from 2024?**

- A) \$52.13 billion
- B) \$59.9 billion
- C) \$60.7 billion
- D) \$61.7 billion

**7. Which streaming platform is forecasted to generate over \$17 billion in U.S. subscription revenues in 2025?**

- A) Disney+
- B) Amazon Prime Video
- C) Max
- D) Netflix

**8. In 2025, what percentage of U.S. adults reported that social media content is more relevant to them than traditional content like TV shows and movies?**

- A) 43%
- B) 53%
- C) 56%
- D) 64%

**9. Which genre was the largest revenue-generating in the U.S. podcasting market in 2024?**

- A) Comedy
- B) Sports
- C) News & Politics
- D) Society & Culture

**10. In 2025, how much did U.S. recorded music wholesale revenue achieve, reaching a new high?**

- A) \$9.5 billion
- B) \$10.8 billion
- C) \$11.5 billion
- D) \$17.1 billion