

# Global Entertainment Economy: AI's Rise, Streaming Shifts, and Box Office R

Entertainment Economy · Answer Key · 10 Questions

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**1. What was the global recorded music revenue in 2024, marking the tenth consecutive year of growth?**

- A) USD 20.5 billion
- B) USD 29.6 billion**
- C) USD 31.7 billion
- D) USD 25.2 billion

**2. Which region is projected to lead the global video game market in terms of revenue by 2030?**

- A) North America
- B) Europe
- C) Asia Pacific**
- D) Latin America

**3. What is the projected global box office revenue for 2025, indicating an increase from 2024 estimates?**

- A) USD 30.5 billion
- B) USD 33 billion**
- C) USD 31.5 billion
- D) USD 29 billion

**4. In 2024, which segment held the dominant market position in the global media streaming market, capturing over 44.8% of the share?**

- A) Subscription-based
- B) Pay-Per-View
- C) Ad-supported
- D) Satellite TV**

**5. What was the global esports market valued at in 2023, with projections for significant growth?**

- A) USD 1.96 billion**
- B) USD 1.3 billion
- C) USD 649.4 million
- D) USD 2.43 billion

**6. How has AI been integrated into film production according to recent trends?**

- A) Solely for scriptwriting and storyboarding
- B) Primarily for marketing and distribution
- C) As a tool for visual effects, editing, and dubbing**
- D) As a replacement for human actors and directors

**7. Which major studio topped the global box office rankings in 2025 with an estimated \$6.58 billion haul?**

- A) Warner Bros.
- B) Universal Pictures
- C) Walt Disney Studios**
- D) Sony Pictures

**8. What was the reported revenue growth for the independent French music-streaming platform Qobuz in 2025, significantly outpacing the global trend?**

- A) 15.7%
- B) 8.8%
- C) 45.7%**
- D) 3.4%

**9. As of January 2025, how many global subscribers did Netflix report having surpassed by the end of 2024?**

- A) 260.28 million
- B) 300 million**
- C) 325 million
- D) 280 million

**10. What is the projected Compound Annual Growth Rate (CAGR) for the global video streaming market from 2025 to 2030?**

- A) 10.6%
- B) 17.48%
- C) 21.5%**
- D) 12.2%