

Oceania Entertainment Market Shifts: Streaming Quotas, Indigenous Music Su

Entertainment Economics · Practice Test · 7 Questions

1. In late 2025, Australia passed new legislation requiring major subscription video-on-demand services with over one million domestic subscribers to invest a certain percentage of their Australian spending or revenue into original Australian content. What are the two options for calculating this investment obligation?

- A) 5% of Australian spending or 2.5% of revenue
- B) 10% of total programming expenditure or 7.5% of revenue
- C) 15% of Australian spending or 10% of revenue
- D) 20% of total programming expenditure or 12.5% of revenue

2. The New Zealand music industry experienced notable growth in 2025, with streaming and album sales of local music outpacing the overall market. Which specific genre of New Zealand music saw significant growth in streaming and a tripling of album sales from the previous year?

- A) NZ Hip Hop
- B) Waiata reo Maori
- C) NZ Indie Rock
- D) Pacific Reggae

3. Australia's drama production expenditure reached a record A\$2.7 billion in 2024/25. What was the primary driver behind this substantial increase, accounting for a A\$678 million uplift?

- A) Increased government grants for local documentaries
- B) A surge in independent Australian film projects
- C) Expanded international film and television production activity
- D) Growth in children's television content

4. The Australian digital audio market, including podcasts, continued its growth in 2025. Which segment of audio advertising was explicitly cited as outpacing streaming audio in growth according to the IAB Australia Internet Advertising Revenue Report?

- A) Traditional radio advertising
- B) Music streaming advertising
- C) Original content podcast advertising
- D) In-game audio advertising

5. The creative economy in Pacific Island nations is increasingly recognized for its potential to drive economic development. Beyond tourism, what is emerging as a key component of economic development in these nations, particularly with the penetration of digital technologies?

- A) Large-scale industrial manufacturing
- B) Deep-sea mining operations
- C) Local entrepreneurship and digital services
- D) Agricultural commodity exports

6. Australia's live performance industry reported A\$3.4 billion in total revenue in 2024. Which category contributed a record A\$1.8 billion to this total, primarily driven by the post-COVID return of major international tours?

- A) Classical Music & Opera
- B) Theatre & Musicals
- C) Contemporary Music
- D) Comedy & Cabaret

7. The Australian gaming market is projected to grow, driven by several technological advancements. Which two key technologies are highlighted as enhancing gaming market dynamics by offering immersive and interactive engagement, alongside cloud-based gaming infrastructure?

- A) Blockchain and NFTs
- B) Virtual Reality (VR) and Augmented Reality (AR)
- C) Quantum computing and haptic feedback
- D) Biometric authentication and drone integration