#### Ad hoc Expert Meeting on

## CREATIVE ECONOMY AND SUSTAINABLE DEVELOPMENT

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# Economic measure of cultural digital goods and services

by

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The views expressed are those of the author and do not necessarily reflect the views of UNCTAD

## **Economic measure of cultural digital goods and services**



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#### GROSS ADDED VALUE: DIGITAL AND NOT DIGITAL

	2012	2013	2014	2015	2016	
Argentina	2,41%	2,41%	2,46%	2,45%	2,47%	
Paraguay	2,63%	2,50%	2,50%	2,56%	2,51%	
	Contenido digital no incluído					
España	2,60%	2,50%	2,60%			
México	2,69%	2,76%	2,77%	2,86%		
Costa Rica	2,15%	1,43%	0,45%	0,45%		
Chile	2,11%	2,15%				
Colombia	1,52%					
Uruguay	0,68%					
Paraguay	1,68%	1,61%	1,63%	1,68%	1,66%	

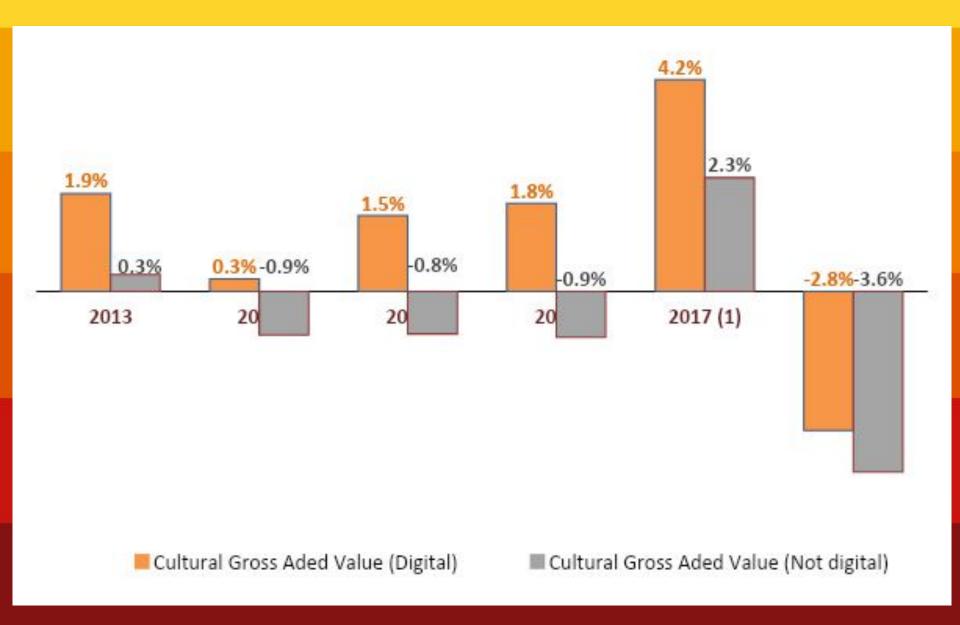
Fuente: elaboración propia en base a SInCA, 2017

- ARGENTINA: CLANAE - National Classification of Economic Activities. Code 644 "Internet Services".

- Online activities. Weighted scores from the National Survey of Cultural Consumption (2017)

NOT CULTURAL ACTIVITIES	%	CULTURAL ACTIVITIES	%
Mail	8,63%	Blogs/Internet portals	5,44%
Study	4,49%	Youtuber's shows	6,12%
Buy goods and services	1,16%	Film Reviews & Commentary	0,96%
Personal procedures	2,35%	Book Reviews & Commentary	0,73%
Facebook	15,14%	Search Cultural activities	0,94%
Instagram	5,89%	Tutorials	1,55%
Twitter	2,40%	Music (streaming)	8,98%
Snapchat	1,17%	Music (download)	4,83%
Linkedin	0,22%	Books	0,82%
Work	3,10%	Magazines	1,12%
Chat	5,02%	Netflix	3,63%
		Youtube (tv shows)	3,67%
		Tv shows or movies	1,16%
		Radio on PC	1,32%
		Radio on cell phone	3,72%
		Radio on tablet	0,21%
		Newspapers	5,25%
NOT CULTURAL	49,57%	CULTURAL	50,43%

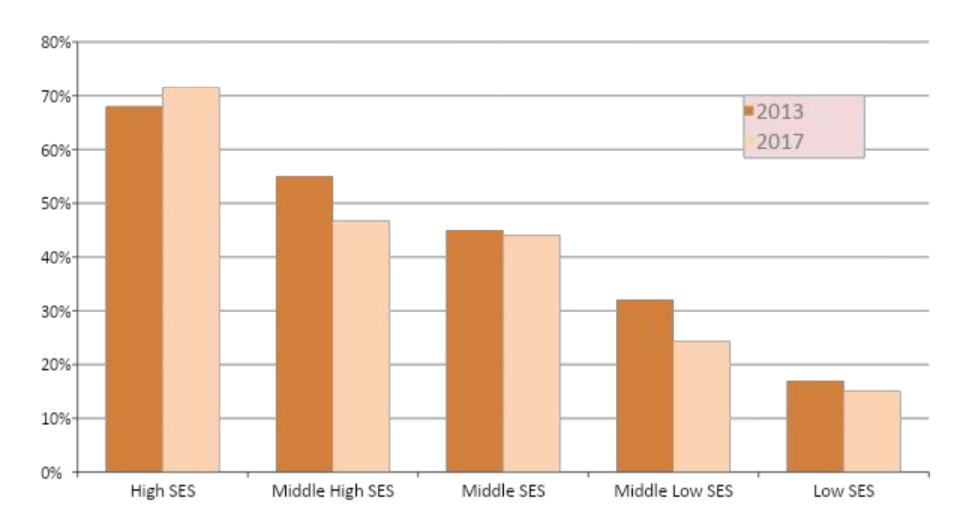
#### RESULTS: digital culture grows more than traditional or analogue culture



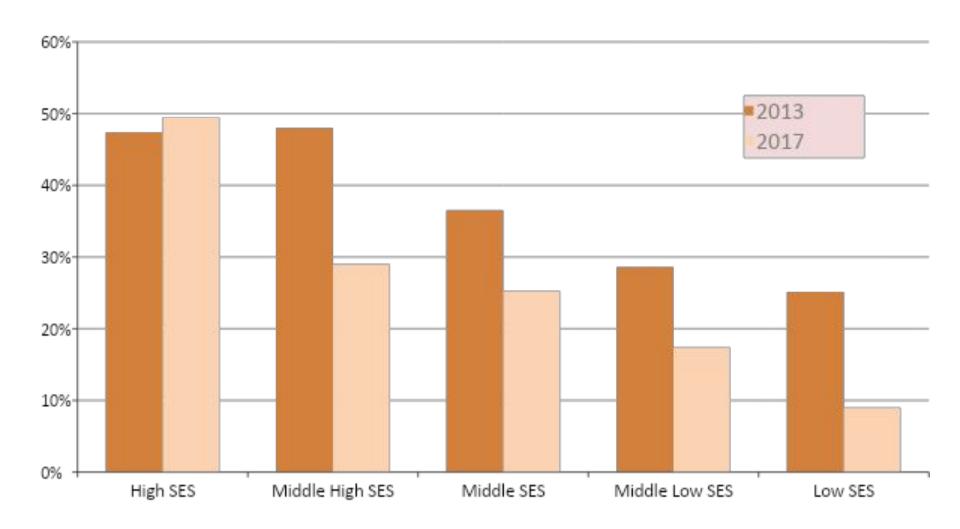
How do we expect digital culture evolve in the next years?

On what factors does digital substitution depend on?

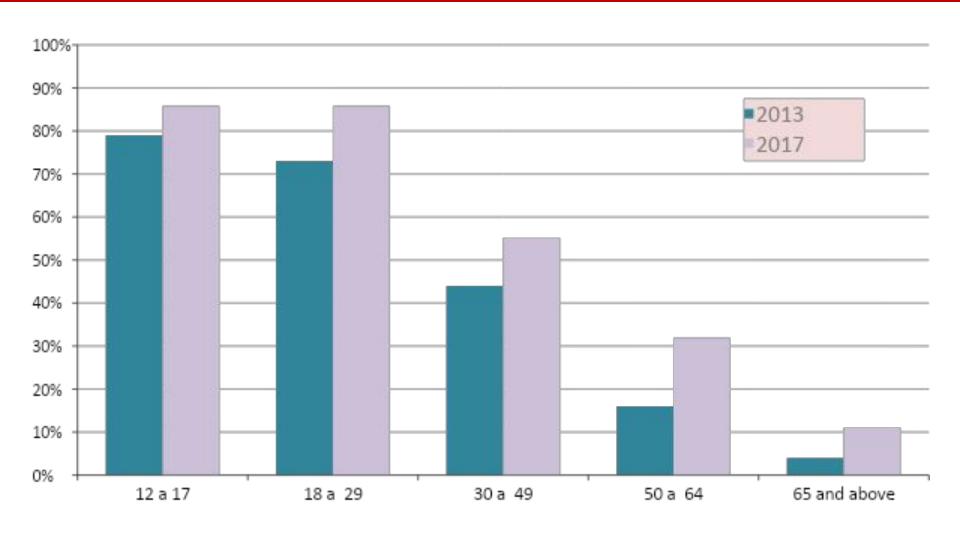
### Go to the movies



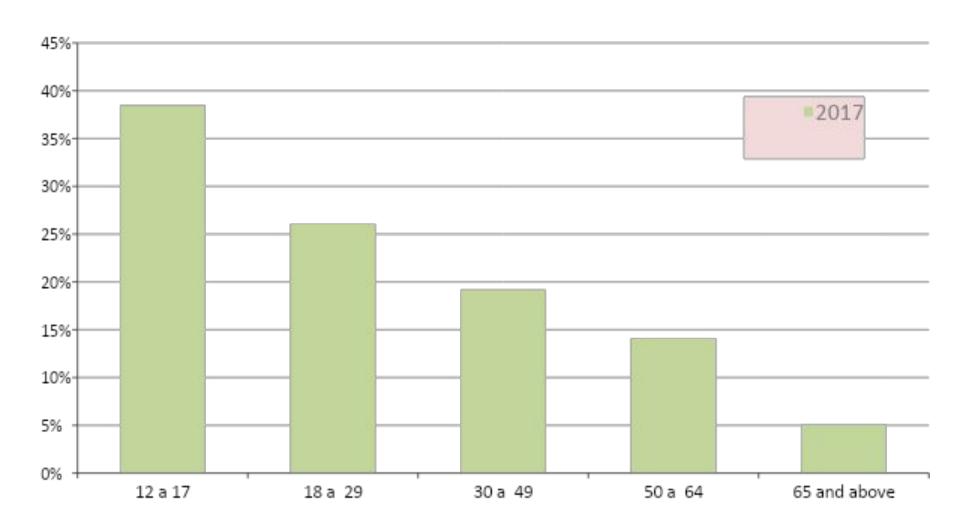
#### Go to music concerts



## Listen to music (downloading or streaming)



### Watch tv shows or movies on youtube



Digital consumption is growing fast but it is being delayed because of:

AGE: older people reject digital consumption. HABIT.

Collective consumption: going to the movies, music concerts are activities more difficult to replace

