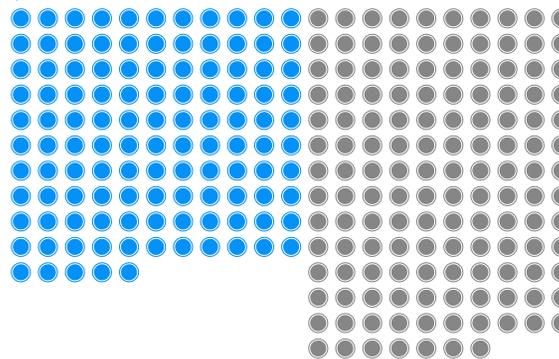


THE INDUSTRY IS A MAJOR PRIVATE SECTOR EMPLOYER AND PROVIDES QUALITY JOBS, WITH HIGHER THAN AVERAGE SALARIES

Film & TV industry wages

\$242B total wages



DIRECT WAGES

\$105B

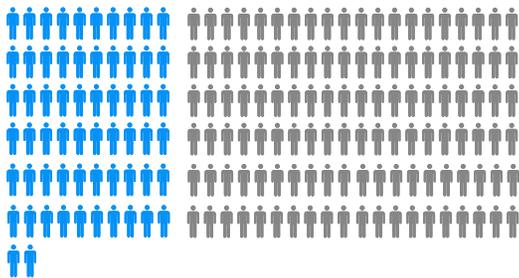
earned by workers supported by the industry around the country.

● = \$1 billion

Total jobs and wages includes the jobs and wages supported at thousands of companies relying on the industry, such as caterers, dry cleaners, lumber suppliers, and digital equipment suppliers, as well as other industry related jobs, such as in consumer products, video retailing, and theme parks.

Film & TV industry employment

2.74M total jobs supported



DIRECT JOBS

927,000

👤 = 15,000 jobs

376,000 Direct jobs engaged in producing, marketing, and manufacturing motion pictures, television shows, and video content.

550,000 Direct jobs engaged in distributing motion pictures, television shows, and video content to consumers, e.g. at movie theaters, television broadcasters, cable and pay TV companies, and online video services.

Direct industry jobs employ more people than other major sectors, including mining, oil & natural gas extraction, crop production, utility system construction, and rental & leasing services.

62% higher salary than the national average for direct jobs overall

47% higher salary than the national average for production jobs



THE INDUSTRY IS A NATIONWIDE NETWORK OF SMALL BUSINESSES

The industry is comprised of over 122,000 businesses in total, located in every state in the country. These are mainly small businesses; 92% employ fewer than 10 people.

122,000 BUSINESSES



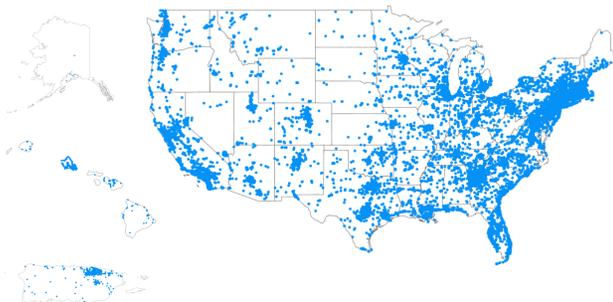
50 STATES



92% Small businesses employing fewer than 10 people

THE INDUSTRY SUPPORTS LOCAL BUSINESSES

\$33B IN PAYMENTS by MPA member companies to over **240,000** local businesses across the United States, in a variety of industries.



Each dot represents a business

THE INDUSTRY CONTRIBUTES SIGNIFICANTLY TO THE NATION'S OVERALL ECONOMY AND INCREASES THE TAX BASE

\$261B IN SALES

in 2021 (the most recent year available). If the industry was a country, its GDP would rank 46th in the world according to World Bank nominal 2021 data.

\$40B IN PUBLIC REVENUES

generated from sales taxes on goods, state income taxes, and federal taxes including income tax, unemployment, Medicare and Social Security, based on direct employment in the industry. \$6.2B in additional public revenues generated from corporate income taxes.

PRODUCTION BENEFITS LOCAL COMMUNITIES

 **Feature films - USA**
Per location shoot

\$21.8M average total spend.

\$11.7M average local wages.

Local wages represent over **50%** of a feature film's local spending.

\$10.2M average vendor spend.

\$802k on lumber/hardware

\$792k on hotels

\$660k on car rentals

\$425k on catering/ food, among other spending.

\$670K average spend per day.

1,483 average local hires.

 **Series - Global**
Per location shoot

\$48.9M average total spend.

\$26.7M average local wages.

Local wages represent **55%** of a series local spending.

\$475K average spend per day.

1,854 average local hires.

THE INDUSTRY IS HIGHLY COMPETITIVE AROUND THE WORLD

\$17B IN EXPORTS

\$10.3B IN TRADE SURPLUS

The industry generated a positive balance of trade in every major market in the world.



EXPORTS

2.5x

IMPORTS

The industry runs a trade surplus larger than each of the telecommunications, transportation, insurance, and health related services sectors.

4% of the total U.S. trade surplus in services

The production and distribution of motion pictures and television programs is one of the nation's most valuable cultural and economic resources.

Methodology

Jobs & Wages Supported by the Industry

Sourced from detailed U.S. Bureau of Labor Statistics (BLS) employment data. Direct jobs are calculated from classification codes fully associated with the film and TV industry, as well as industry-related jobs and wages from codes partially associated with the industry estimated by using adjustment factors based on SIC-NAICS bridges, and other updates. Total jobs are calculated using the RIMS II economic model of the U.S. Bureau of Economic Analysis (BEA), which captures indirect/induced effects, i.e. jobs and wages that rely on the industry, and some additional film/TV employment in other industries (e.g. retail). The current analysis is based on their latest model (2012 U.S. Benchmark I-O Data and 2020 Regional Data). The national average comes from the BLS Quarterly Census of Employment and Wages (2022 Annual Wages per Employee).

Businesses Making Up the Industry

Calculated based on Dun & Bradstreet 2022 business listings data by SIC classification code.

Payments Made by MPA Member Companies

Aggregate of submissions received from seven major studios covering vendor payments in the U.S. for the applicable year.

Contribution to the Overall Economy

Sourced from Census estimates of annual revenues from employer firms for the applicable classification codes.

Tax Revenues Generated by the Industry

Calculated by applying the appropriate national and local tax rates to wages and taxable vendor payments. Corporate taxes calculated based on information in annual reports from companies within the industry (2022). Information on federal and state current and deferred income tax figures were used where available, or were estimated for the US based on total income tax if that was the only figure reported.

Local Production Spend

Sourced from production location spending data by major studios from 2017-2022 covering 90 unique film location shoots in the United States and 30 unique series location shoots globally. United States regional series average is not reportable due to small base size. Compiled from public sources and major studio submissions.

International Trade

Sourced from the Bureau of Economic Analysis (BEA) report on U.S. Trade in Services, By Type of Service. Includes licenses to reproduce and/or distribute, rights to use, and "audiovisual originals" categories for movies and television programming.