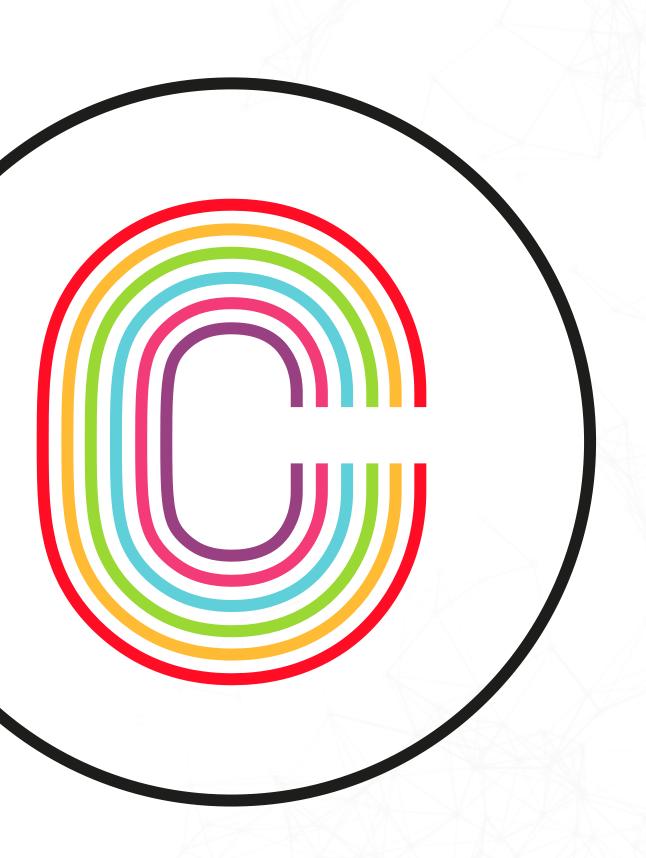
INFRINGEMENT LEVELS

March 2018

















OVERALL TRENDS

ACTIVITY & INFRINGEMENT March 2018

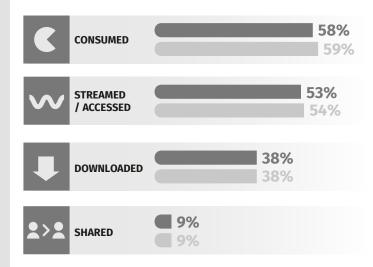
The **Intellectual Property Office** commissioned Kantar Media to conduct research to update existing information on the levels of online copyright infringement across six consumer categories. Here we summarise the research findings and compare levels of infringement across categories.

Overall, levels of infringement have remained relatively stable for the past three years. However, it is still important to remember this is a sizeable proportion of the UK population. Digging into the data, we also see greater evidence of change as our digital services and behaviour evolve. Music still holds its position as the category with which people are most active online.



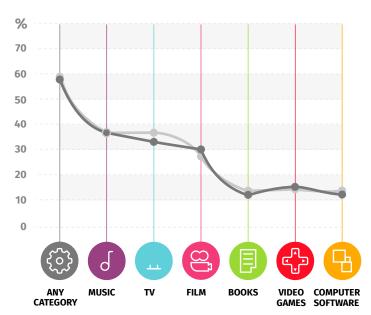
E ACTIVITY

ACTIVITIES CONDUCTED



* Question was asking the individual if he/she consumed any of these media types in the last three months

CONTENT CONSUMPTION*



Base: UK internet users aged 12+ KEY: March 2018 March 2017

⊘ INFRINGEMENT

Among content consumers

KEY:

March 2018 March 2017

OVERALL LEVEL OF INFRINGEMENT >

ANY ILLEGAL ACTIVITY

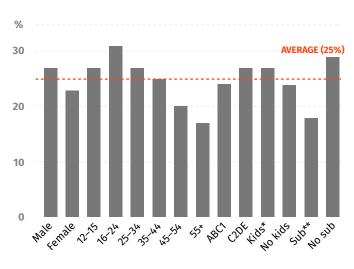
25% 25%

100% ILLEGAL ACTIVITY

7%

Sources: Kantar Media 2018

ANY ILLEGAL INFRINGERS BY DEMOGRAPHIC (March 2018)



* Kids in household

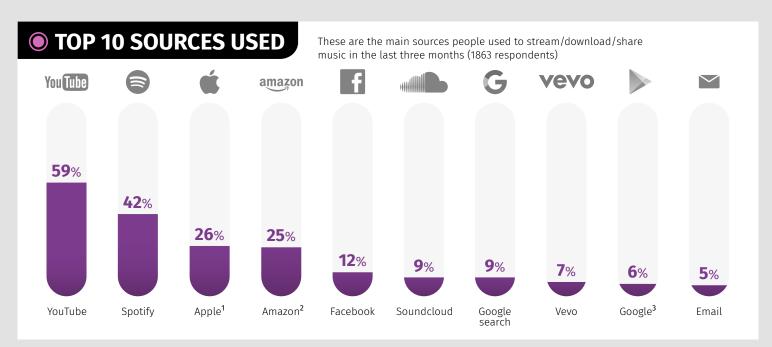
**Paid for a music or TV subscription service in the last 3 months

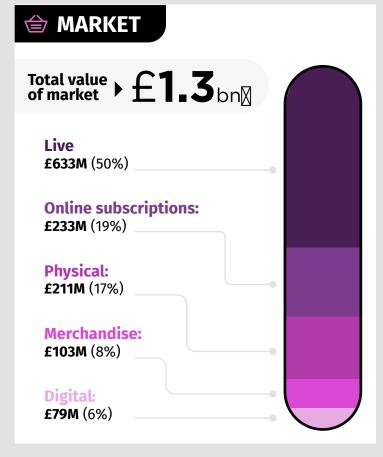
IN THE PAST THREE MONTHS

16.7 M Streamed music online

UK internet users have accessed music online...

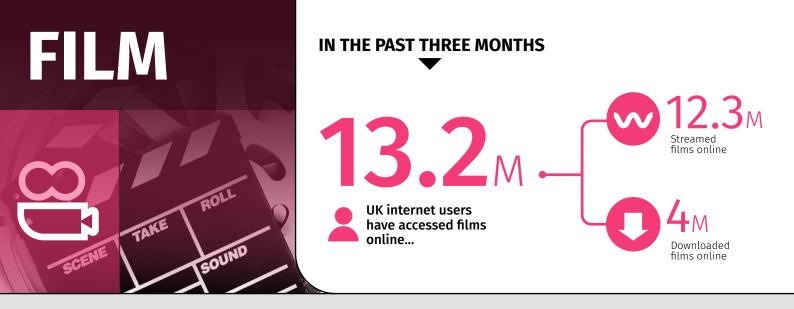
9.3 M Pourleaded

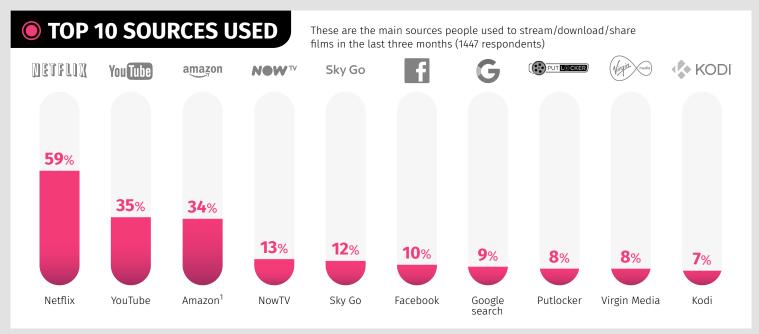


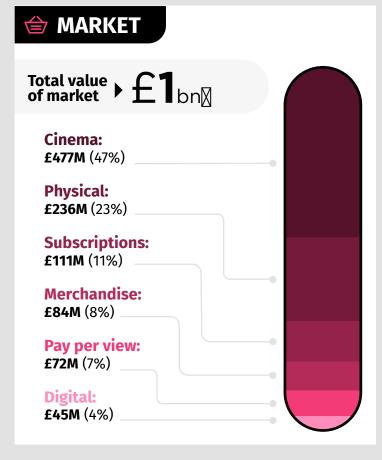


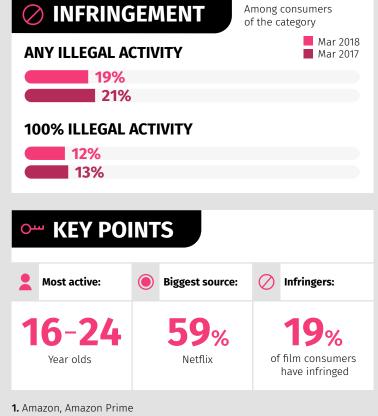


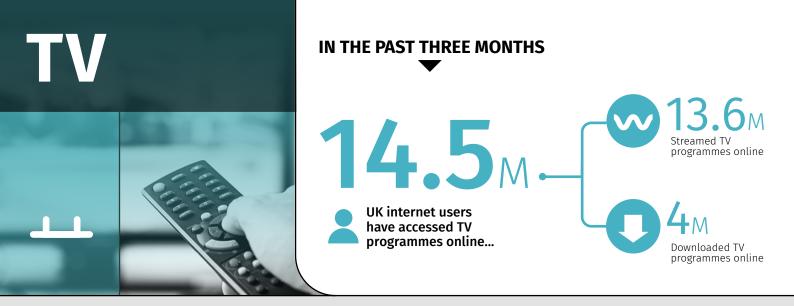
3. Google Play / Android Marketplace

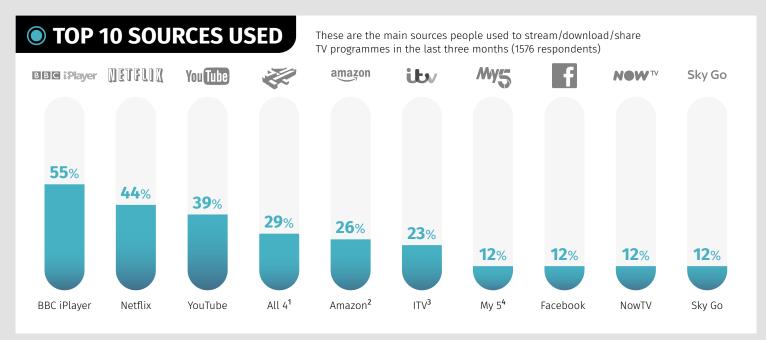


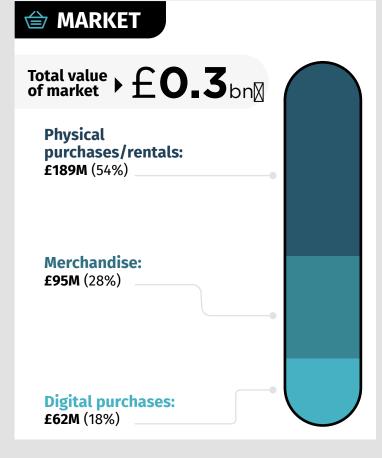


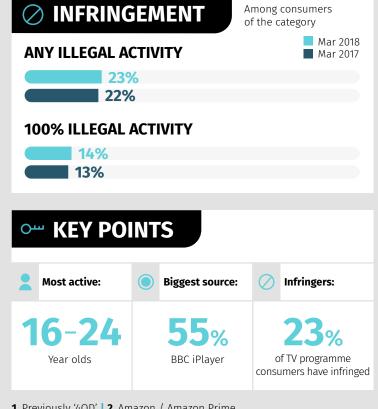


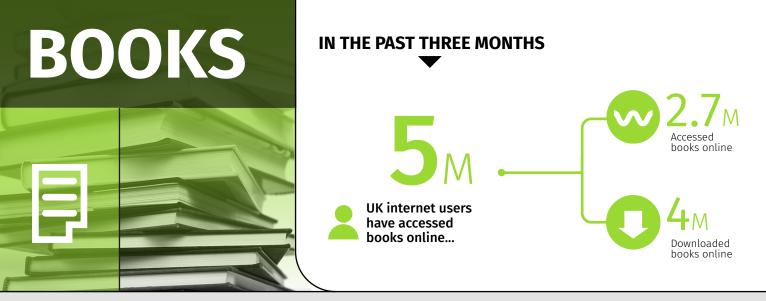


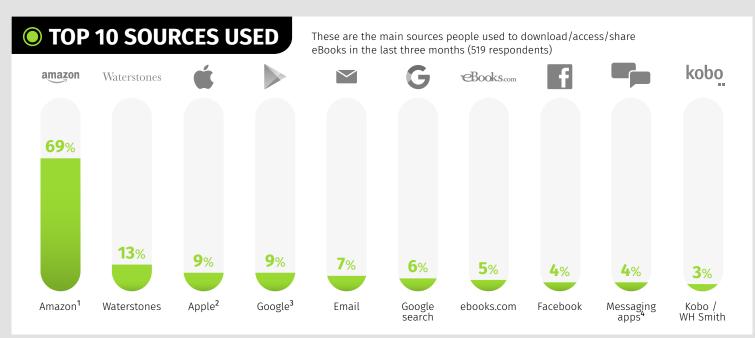


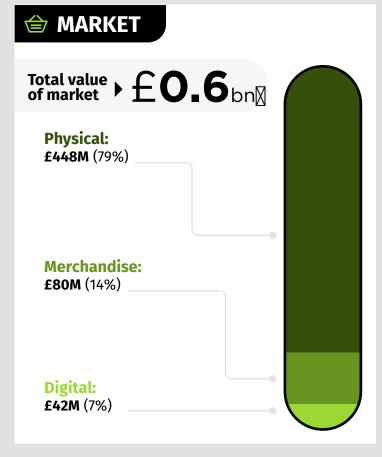














COMPUTER SOFTWARE

IN THE PAST THREE MONTHS

5.5_M

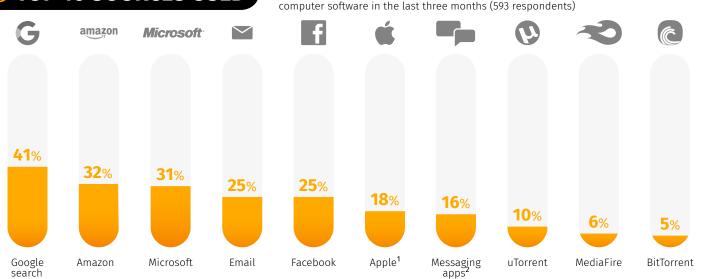


3.9_M
Downloaded software online

UK internet users have accessed computer software online...

O TOP 10 SOURCES USED

These are the main sources people used to download/access/share computer software in the last three months (593 respondents)

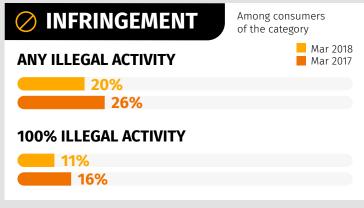


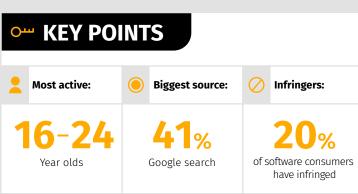


Total value of market ► £0.2 bn 🛚

Physical: £151M (67%)

Digital: £74M (33%)





1. iTunes / App Store | 2. etc. Facebook Messenger, WhatsApp

VIDEO GAMES

IN THE PAST THREE MONTHS

6.4



UK internet users have accessed video games online...

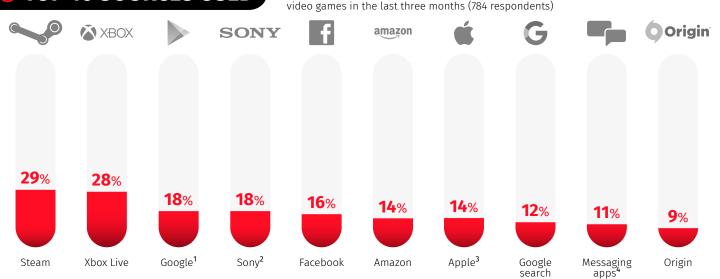


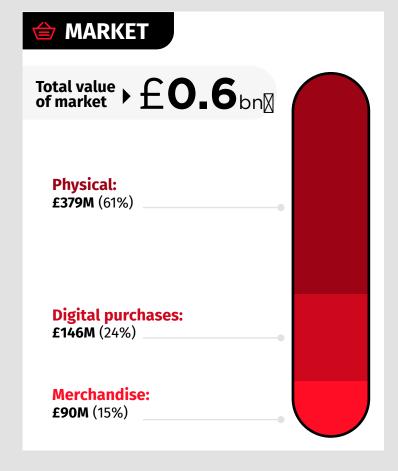
Downloaded video

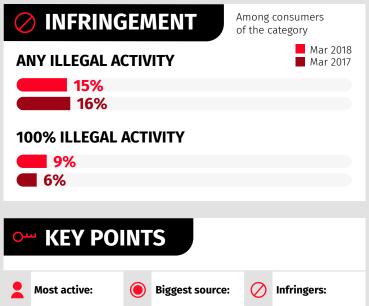
games online

TOP 10 SOURCES USED

These are the main sources people used to download/access/share







1. Google Play / Android Marketplace **2.** Sony Entertainment Network

3. iTunes / App Store

Year olds

of video game consumers

Intellectual Property Offi

For more information please contact:

James Burke | Director Kantar Media

James.Burke@kantarmedia.com +44 (0) 207 160 5875

David Humphries | Head of Research Development Intellectual Property Office

david.humphries@ipo.gov.uk

L +44 (0) 207 034 2831

