Copyright Facts For Maine

**STATE ECONOMIC IMPACT**

Contributed to the State’s GDP:

- **$23M** Video Games Industry
- **$1.6B** Arts and Cultural Production
- **$5.53B** Television and Radio
- **$226.8M** Music Industry

**WAGES**

- **$116M+** motion picture and television industry
- **$902M+** arts and cultural production industry

**JOBS**

- **1,970** motion picture and television industry direct jobs.
- **14,866** art & culture production jobs.
- **3,828** music industry jobs.
- **13,063** local radio & TV jobs.
- **13,630** app economy jobs.
- **230** video gaming jobs.

**U.S. COPYRIGHT REGISTRATIONS (2018–2022)**

**9,662**

- **43%** Textual
- **27%** Sound Recording
- **18%** Performing Arts
- **12%** Visual Arts

**CREATIVE COMMUNITY by the numbers**

- **616** Music Establishments
- **90** Local Radio Stations
- **10** Local TV Stations
- **2,876** Songwriters
- **150** Photographers
- **650** Graphic Designers
- **90** Writers & Authors

**FUN FACTS ABOUT MAINE**

- According to a 2017 study conducted by the NEA, 57.9% of adults attended events, 46.1% read literature, 38.6% personally performed or created artworks, and 81% consumed arts via electronic media.

- Notable creators who hail from the state of Maine include Anna Kendrick (actress), Stephen King (author), and Patrick Dempsey (actor).

For more information about the data, go to: [copyrightalliance.org/resources/states/maine](http://copyrightalliance.org/resources/states/maine)