



FOR IMMEDIATE RELEASE

November 6, 2015

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IIPA Welcomes Release of TPP Text

Washington — IIPA welcomes the release of the full text of the Trans-Pacific Partnership (TPP) Agreement. The intellectual property rights chapter of TPP seeks to promote international trade in copyrighted materials, such as the music, movies and TV programming, videogames and publications that are in such demand from audiences worldwide. The chapter is built on the recognition that the creative sector makes an enormous contribution to the U.S. economy, jobs, and global competitiveness, and that further opening the markets of our major trading partners in this sector must be a top national priority. The IPR chapter of TPP also contains important provisions aimed at expanding digital trade in creative materials, an increasingly critical sector where U.S. creators face both serious challenges and exciting opportunities in reaching new markets around the world. IIPA will review the TPP text in detail, with the goal to evaluate comprehensively the degree to which it will help advance more robust global trade in creative materials in general, and a healthy global digital marketplace in particular.

About the IIPA: IIPA is a private sector coalition, formed in 1984, of trade associations representing U.S. copyright-based industries working to improve international protection and enforcement of copyrighted materials and to open foreign markets closed by piracy and other market access barriers. Members of the IIPA include [Association of American Publishers \(www.publishers.org\)](http://www.publishers.org), [Entertainment Software Association \(www.theesa.com\)](http://www.theesa.com), [Independent Film & Television Alliance \(www.ifta-online.org\)](http://www.ifta-online.org), [Motion Picture Association of America \(www.mpa.org\)](http://www.mpa.org), and [Recording Industry Association of America \(www.riaa.com\)](http://www.riaa.com). IIPA's five member associations represent over 3,200 U.S. companies producing and distributing materials protected by copyright laws throughout the world. These include entertainment software including interactive video games for consoles, handheld devices, personal computers and the Internet, and educational software; motion pictures, television programming, DVDs and home video and digital representations of audiovisual works; music, records, CDs, and audiocassettes; and fiction and non-fiction books, education instructional and assessment materials, and professional and scholarly journals, databases and software in all formats.

As detailed in the most recent IIPA report on "Copyright Industries in the U.S. Economy," (see http://www.iipa.com/copyright_us_economy.html) industries whose primary purpose is to create, produce, distribute, or exhibit copyright materials:

- generated over \$1.1 trillion dollars of economic output in 2013, accounting for 6.71% of the entire economy;
- employed nearly 5.5 million workers in 2013, accounting for nearly 5% of total private employment in the U.S., earning on average 34% higher wages than other U.S. employees;
- grew over 70% faster than the economy as a whole between 2009 and 2013 (3.9% v. 2.25%);
- contributed \$156 billion in foreign sales and exports in 2013, much more than many other industry sectors, including: chemicals, aerospace products and parts, agriculture, and pharmaceuticals and medicines.