

**Question for written answer E-010836/2015
to the Commission**

Rule 130

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Subject: Relaunching the creative economy

The creative sector accounts for 6.8 % of EU GDP (EUR 860 billion) and 6.5 % of EU employment (about 14 million jobs). Studies show that there is 'a correlation between the growth of creative industries and legislation that protects intellectual property'.

Piracy is thought to have cost the EU's five largest economies (the UK, Germany, France, Italy and Spain) – which also make up the core of the creative economy in Europe – around EUR 20 billion and more than 189 600 jobs between 2008 and 2011, and 400 000 full-time equivalent jobs between 2012 and 2014, together with a stagnation of added value.

Given the need to support the development of cultural and creative industries in terms of employment and added value to GDP in Europe, and in the light of the new Commission's strategy in which digital technology is regarded as a priority with a view to creating growth and jobs in Europe, what measures could the Commission take in order to adopt an effective anti-piracy regulation?

Does the Commission envisage adopting an anti-piracy policy within the new Creative Europe funding programme with the aim of helping the cultural and creative sectors to fully exploit the opportunities created by globalisation and the digital shift?