

Film Inquiry  
Supplementary Submission  
Submission No. 103.....



Committee Secretary  
House of Representatives  
Standing Committee on Communications,  
Information Technology and the Arts  
Parliament House  
Canberra ACT 2600

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Dear Committee Secretary

**Re: Correction to AFC Submission to the Standing Committee on CITA**

The Australian Film Commission (AFC) would like to correct a table in our submission to the House Of Representatives Standing Committee on Communications, Information Technology and the Arts' Inquiry into the Future Opportunities for Australia's Film, Animation, Special Effects and Electronic Games Industries, dated July 2003. The error is in Table 1 headed Australian Audiovisual Sector Revenues 1999/2000, page 6.

The corrected table is attached.

The original table provided a measure of the size and scale of the audiovisual sector by detailing the level of consumer-originated revenue generated across the sector. However, the table included both wholesale and retail figures for Video and Electronic Games. Wholesale figures should have been left out as it double-counts the revenue generated by the retail sector. Also, revenue generated by audiovisual exports was omitted. Income to the production and distribution sectors continue to be excluded from the table as the emphasis is on consumer-originated revenue. Including production and distribution sector income would be problematic due to the issue of double counting. The correct total is \$7,019 million.

The AFC apologises for any confusion that may have arisen from this error. The AFC gives permission for the Committee to publish this new table as a supplementary submission to the Inquiry.

Yours faithfully



Kim Ireland  
Director of Policy, Research and Information  
Australian Film Commission

## REVENUE

Table 1

<b>Australian Audiovisual Sector Revenues 1999/2000</b>	
	<b>\$A million</b>
Broadcast Television (Including ABC/SBS)	3,865
Cinema Exhibition (Including other revenue advertising and food sales)	1,046
Video	595
Subscription television	911
Electronic games	427
Exports of films, television & video	175
<b>Total</b>	<b>7,019</b>