



Baseline Study on the Membership and Industry of the Screen Composers Guild of Canada

Technical Appendices

Prepared by Circum Network Inc.

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For the Screen Composers Guild of Canada

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APPENDIX B. Questionnaire



CIRCUM NETWORK INC.



Screen Composers Guild of Canada Member Questionnaire

INTRO

Welcome to the Screen Composers Guild of Canada (SCGC) Member Questionnaire. As indicated in an earlier message from SCGC, Circum Network Inc. has been contracted by SCGC to conduct a study of its members.

By filling out this questionnaire, you will enable SCGC to support you by:

- drawing an up-to-date picture of the work environment, terms of employment, and creator revenue sources and amounts for screen composers in Canada;
- aggregating, analyzing, and publishing information about the employers, jobs, and revenue streams for screen composers including commissioning, licensing, and aftermarket royalty revenues;
- beginning the estimation of the economic contributions of screen composers to the screen-based media sectors; and
- developing a baseline to measure changes that will drive SCGC action.

It should take you about 20 minutes to fill out this questionnaire. You may stop at any time after clicking on the Next Page button; your answers will be saved up to that page and you will resume at the same location when you come back to the questionnaire using the same Web address.

Your responses will be kept strictly confidential. Individual responses will not be shared with SCGC or any other entity; only aggregate results will be used in our reports.

Please complete the questionnaire as soon as possible. It will be available only until April 25, 2014.

You can contact us at any time using the address displayed at the bottom of every page of the questionnaire.

Benoît Gauthier
President, Circum Network Inc.

PLACE1 Do you consider yourself to be a screen composer? For the purposes of this survey, a screen composer is defined as a person who creates original music that is intended to be synchronized with visual media, such as film, television, video games, etc.

- ☐ Yes
☐ No

PLACE1.EQ.2

PLACE2 Thank you for your input. This survey is addressed to screen composers.

PLACE3 In 2013, did you engage in any professional activities as a screen composer? Professional activities are defined as work for which either you or your company were financially compensated.

- ☐ Yes
☐ No

PLACE3.EQ.2

PLACE4 Why did you have no professional activities as a screen composer in 2013?

- ☐ There was no work
☐ There was little lucrative work
☐ My interests are shifting elsewhere
☐ I did not pursue work in this sector

☐ Other (please specify).

☐ I don't know / I prefer not to answer

PLACE3.EQ.2

PLACE5 Thank you for your input. This survey is addressed to screen composers active in 2013.

In total, how many years have you been a screen composer...

| | Less than 1 year | Years | I prefer not to answer |
|-------------------------------|-----------------------|--|------------------------|
| PLACE6FT ...full-time? | <input type="radio"/> | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| PLACE6PT ...part-time? | <input type="radio"/> | <input type="radio"/> <input type="text"/> | <input type="radio"/> |

PLACE7 How long have you been a member of SCGC?

- ☐ Less than 1 year
☐ Years
☐ Not applicable
☐ I prefer not to answer

PLACE8 Which professional organization are you a member of? (Please select all that apply.)

- ☐ ACTRA ☐ CMRRA ☐ SAC ☐ SODRAC ☐ None
☐ ASCAP ☐ DGC ☐ **SCGC** ☐ SPACQ ☐ I prefer not to answer
☐ BMI ☐ EQUITY ☐ SCL
☐ CFM(AFM) ☐ GANG ☐ SOCAN
☐ Other (please specify)

NATURE1 Please identify all of the types of screen composing projects in which you were involved in 2013.

THEATRICAL LONG FORM (75 MIN OR LONGER)

- ☐ Drama
☐ Documentary
☐ Comedy
☐ Animation
☐ Variety
☐ Reality/lifestyle
☐ Trailer/Other promotional

THEATRICAL SHORT FORM (LESS THAN 75 MIN)

- ☐ Drama
☐ Documentary
☐ Comedy
☐ Animation
☐ Variety
☐ Reality/lifestyle
☐ Trailer/Other promotional

TELEVISION (SHORT FORM, EPISODIC OR LONGFORM, MOW)

- ☐ Drama
☐ Documentary
☐ Comedy
☐ Animation
☐ Variety
☐ Reality/lifestyle

☐ Trailer/Other promotional

GAMING

- ☐ Console (Playstation, XBox, Wii, etc.)
☐ Computer (Windows, Mac, etc.)
☐ Mobile (Tablets, iPhone, Android, Windows Phone)
☐ Online (web browser based)

ONLINE EXCLUDING GAMES (WEBISODES, AUDIOBOOKS, OTHER INTERNET-ONLY DELIVERY)

- ☐ Drama
☐ Documentary
☐ Comedy
☐ Animation
☐ Variety
☐ Reality/lifestyle
☐ Trailer/Other promotional

ADVERTISING

- ☐ Regional
☐ National
☐ Internet

LIBRARY/PRODUCTION/STOCK MUSIC

- ☐ Self managed
☐ Contributed to Published Library

OTHER SCREEN COMPOSING

- ☐ Audiobooks
☐ Other, please specify

☐ **NONE**

☐ **I PREFER NOT TO ANSWER**

BIZ0 Do you **OWN** a business that offers screen composing?

- ☐ Yes
☐ No

BIZ1 Do you **RUN** a business that offers screen composing?

- ☐ Yes
☐ No

Do you run some or all of your business...?

| | Yes | No | I prefer not to answer |
|---|-----------------------|-----------------------|------------------------|
| BIZ1.EQ.1 BIZ2A as a non-unincorporated entity (e.g. self-employed)? | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BIZ1.EQ.1 BIZ2B as an incorporated entity? | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| BIZ1.EQ.1 BIZ2C as part of a formal partnership with others? | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

BIZ2B.EQ.1

BIZ3 Is your incorporated entity Canadian-owned or foreign-owned? (A company's ownership is determined by the location of the person or company that owns 51% (or more) of the company.)

- ☐ Canadian-owned
☐ Foreign-owned
☐ I don't know / I prefer not to answer

BIZ2B.EQ.1

BIZ3A Is your incorporated entity Ontario-based?

- ☐ Yes
☐ No
☐ I don't know / I prefer not to answer

BIZ1.EQ.1

BIZ4A Through 2013, **EXCLUDING YOURSELF**, how many **REGULAR EMPLOYEES** did your business have on payroll?

(Regular employees are typically hired for an unlimited amount of time and accrue benefits such as employment insurance. Please express as full-time equivalent employees, based on a 40-hour work week. Indicate part time employees by using a decimal point – a 40% employee would be 0.4 , two 1/4 time employees would be 0.5.)

- ☐ None
☐ Number of FTE
☐ Not applicable
☐ I don't know / I prefer not to answer

BIZ1.EQ.1

BIZ4B Through 2013, how many **CONTRACT EMPLOYEES** did your business have? (Contract employees are typically hired for a specific task or a short duration and do not accrue benefits. Please express as full-time equivalent contract employees.)

- ☐ None
☐ Number of FTE
☐ Not applicable
☐ I don't know / I prefer not to answer

BIZ5 In 2013, did you receive a salary for screen composition performed as an employee of a company other than your own?

- ☐ Yes
☐ No
☐ I don't know / I prefer not to answer

REVENUE1 We need to situate screen composing in your overall earnings. In 2013, what were your **TOTAL GROSS EARNINGS BOTH PERSONAL AND FROM YOUR BUSINESS FROM ALL SOURCES**, including contractual income, employment income, royalty income as both a writer and a publisher, licensing and re-licensing fees, income from government programs, and pension income but excluding investment income? (Please include domestic and international revenues. Please provide a good estimate rounded to the thousands.)

- ☐ \$
☐ I don't know / I prefer not to answer

REVENUE2 How much of these total gross earnings in 2013 did you derive from your work **AS A SCREEN COMPOSER**? (Please provide a good estimate rounded to the thousands.)

- ☐ \$
☐ I don't know / I prefer not to answer

What percentage of your **2013 GROSS EARNINGS DERIVED FROM SCREEN COMPOSING (\$)** did you obtain for work in each of the following categories? (This should total 100%; please enter 0 for 0%.)

| | | |
|--|---|---------------------------------------|
| | % | I don't know / I prefer not to answer |
|--|---|---------------------------------------|

| | | |
|--|---------------------------------------|-----------------------|
| REVENUE3A Front-end income (commissioning, composing, initial use licensing, production fees) | <input type="text"/> | <input type="radio"/> |
| REVENUE3B Back-end income (royalties, publishing) | <input type="text"/> | <input type="radio"/> |
| REVENUE3C Other music-related income | <input type="text"/> | <input type="radio"/> |
| REVENUE3D Grants, government support programs and tax credits | <input type="text"/> | <input type="radio"/> |
| REVENUE3E Other earnings, please specify: <input type="text"/> | <input type="text"/> | <input type="radio"/> |
| REVENUE3Z | <input type="button" value="Sum up"/> | |

In each of the same categories, do you expect your **2014 GROSS EARNINGS DERIVED FROM SCREEN COMPOSING** to decrease, stay the same, or increase?

| | Decrease | Stay the same | Increase | Not applicable | I don't know / I prefer not to answer |
|--|-----------------------|-----------------------|-----------------------|-----------------------|---------------------------------------|
| REVENUE4A Front-end income (commissioning, composing, initial use licensing, production fees) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE4B Back-end income (royalties, publishing) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE4C Other music-related income | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE4D Grants, government support programs and tax credits | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE4E Other earnings, please specify: <input type="text"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

What percentage of your **2013 GROSS EARNINGS DERIVED FROM SCREEN COMPOSING (\$)** did you obtain for work in each of the following types of projects? (This should total 100%; please enter 0 for 0%.)

| | % | I don't know / I prefer not to answer |
|---|---------------------------------------|---------------------------------------|
| REVENUE5A Theatrical Long Form (75 min or longer) | <input type="text"/> | <input type="radio"/> |
| REVENUE5B Theatrical Short Form (less than 75 min) | <input type="text"/> | <input type="radio"/> |
| REVENUE5C Television (Short form, Episodic or Longform, MOW) | <input type="text"/> | <input type="radio"/> |
| REVENUE5E Gaming | <input type="text"/> | <input type="radio"/> |
| REVENUE5D Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | <input type="text"/> | <input type="radio"/> |
| REVENUE5F Advertising | <input type="text"/> | <input type="radio"/> |
| REVENUE5G Library/Production/Stock Music | <input type="text"/> | <input type="radio"/> |
| REVENUE5H Other screen composing | <input type="text"/> | <input type="radio"/> |
| REVENUE5Z | <input type="button" value="Sum up"/> | |

For each of the following types of projects, do you expect your **2014 GROSS EARNINGS DERIVED FROM SCREEN COMPOSING** to decrease, stay the same, or increase?

| | Decrease | Stay the same | Increase | Not applicable | I don't know / I prefer not to answer |
|--|----------|---------------|----------|----------------|---------------------------------------|
| | | | | | |

| | | | | | |
|---|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| REVENUE6A Theatrical Long Form (75 min or longer) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE6B Theatrical Short Form (less than 75 min) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE6C Television (Short form, Episodic or Longform, MOW) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE6D Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE6E Gaming | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE6F Advertising | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE6G Library/Production/Stock Music | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE6H Other screen composing | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

What percentage of your **2013 GROSS EARNINGS DERIVED FROM SCREEN COMPOSING (\$)** did you obtain in each of the following arrangement? (This should total 100%; please enter 0 for 0%.)

| | % | <i>I don't know / I prefer not to answer</i> |
|--|----------------------|--|
| REVENUE7A Ownership of a company involved in screen composing | <input type="text"/> | <input type="radio"/> |
| REVENUE7B Self-employment as a screen composer | <input type="text"/> | <input type="radio"/> |
| REVENUE7C Salary as a screen composer | <input type="text"/> | <input type="radio"/> |
| REVENUE7Z | | |
| Sum up | | |

For each of the same arrangements, do you expect your **2014 GROSS EARNINGS DERIVED FROM SCREEN COMPOSING** to decrease, stay the same, or increase?

| | Decrease | Stay the same | Increase | <i>Not applicable</i> | <i>I don't know / I prefer not to answer</i> |
|--|-----------------------|-----------------------|-----------------------|-----------------------|--|
| REVENUE8A Ownership of a company involved in screen composing | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE8B Self-employment as a screen composer | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE8C Salary as a screen composer | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

What percentage of your **2013 GROSS EARNINGS DERIVED FROM SCREEN COMPOSING (\$)** did you obtain from sources located in Canada, in the United States and elsewhere outside Canada and the US? (This should total 100%; please enter 0 for 0%.)

| | % | <i>I don't know / I prefer not to answer</i> |
|--|----------------------|--|
| REVENUE9A Sources located in Canada | <input type="text"/> | <input type="radio"/> |
| REVENUE9B Sources located in the United States | <input type="text"/> | <input type="radio"/> |
| REVENUE9C Sources located outside Canada and the US | <input type="text"/> | <input type="radio"/> |
| REVENUE9Z | | |
| Sum up | | |

For each market, do you expect your **2014 GROSS EARNINGS DERIVED FROM SCREEN COMPOSING** to decrease, stay the same, or increase?

| | Decrease | Stay the same | Increase | Not applicable | I don't know / I prefer not to answer |
|---|-----------------------|-----------------------|-----------------------|-----------------------|---------------------------------------|
| REVENUE10A Sources located in Canada | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE10B Sources located in the United States | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| REVENUE10C Sources located outside Canada and the US | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

BIZ1.EQ.1

REVENUE11 What sources of private capital did your business use in 2013?

- ☐ Self-funding
☐ Private equity
☐ Traditional financing (e.g. bank loans)
☐ Other
☐ Not applicable
☐ I don't know / I prefer not to answer

How much expense did you incur in producing your screen composing work in 2013? (Please provide the best estimates you can. Please enter 0 for \$0.)

| | \$ | I don't know / I prefer not to answer |
|---|--|---------------------------------------|
| BIZ1.EQ.1 EXPENSES1A Overhead (fixed) costs: rent and associated costs | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| BIZ1.EQ.1 EXPENSES1B Overhead (fixed) costs: studio equipment | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| BIZ1.EQ.1 EXPENSES1C Overhead (fixed) costs: salaries | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| BIZ1.EQ.1 EXPENSES1D Overhead (fixed) costs: other | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| BIZ1.EQ.1 EXPENSES1E Production (variable) costs: performers/musicians | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| BIZ1.EQ.1 EXPENSES1F Production (variable) costs: other | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| BIZ1.EQ.1 EXPENSES1G Other costs | <input type="radio"/> <input type="text"/> | <input type="radio"/> |

CONTRACT1 In 2013, did you sign any screen composing contracts?

- ☐ Yes
☐ No

Here are three types of contractual arrangements for screen composing projects. Please indicate the percentage of your **GROSS SCREEN COMPOSING REVENUES IN 2013** that you derive from each type of arrangement. (This should total 100%; please enter 0 for 0%.)

| | % | I don't know / I prefer not to answer |
|--|--|---------------------------------------|
| CONTRACT1.EQ.1 CONTRACT2A "Package" deal - composer pays for all production costs, including studio, orchestration, music prep, musicians, engineers, etc. and delivers finished, produced music. | <input type="radio"/> <input type="text"/> | <input type="radio"/> |

| | | |
|--|--|-----------------------|
| CONTRACT1.EQ.1 CONTRACT2B "Creative fee" deal - composer receives a separate creative fee for composition work only and the production company pays all associated costs involved with the production, recording and mixing of the music. | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| CONTRACT1.EQ.1 CONTRACT2C Other type of deal. Please describe: <input type="text"/> | <input type="radio"/> <input type="text"/> | <input type="radio"/> |
| CONTRACT1.EQ.1 CONTRACT2Z | <input type="radio"/> | <input type="radio"/> |
| <input type="button" value="Sum up"/> | | |

CONTRACT1.EQ.1
CONTRACT3 Over the past 5 years, what has been the tendency in the screen composing contracts you have signed?

- ☐ More and more reliance on package deals
☐ More and more reliance on creative fee deals
☐ No significant change in the balance between package deals and creative fee deals
☐ I don't know / I prefer not to answer
☐ Not applicable

Over 2013, on average, what portion of the "WRITER'S SHARE" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| % of the writer's share | 0% | 1-25% | 26%-50% | 51-75% | 76-99% | 100% | I don't know / I prefer not to answer | Not applicable |
|--|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|---------------------------------------|-----------------------|
| CONTRACT4A Theatrical Long Form (75 min or longer) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT4B Theatrical Short Form (less than 75 min) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT4C Television (Short form, Episodic or Longform, MOW) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT4E Gaming | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT4D Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT4F Advertising | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT4G Library/Production /Stock Music | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

Over 2013, on average, what portion of the "PUBLISHER'S SHARE" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| % of the publisher's share | 0% | 1-25% | 26%-50% | 51-75% | 76-99% | 100% | I don't know / I prefer not to answer | Not applicable |
|--|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|---------------------------------------|-----------------------|
| CONTRACT5A Theatrical Long Form (75 min or longer) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT5B Theatrical Short Form (less than 75 min) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

| | | | | | | | | |
|--|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| CONTRACT5C Television (Short form, Episodic or Longform, MOW) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT5E Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT5D Gaming | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT5F Advertising | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CONTRACT5G Library/Production /Stock Music | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

CONTRACT6 Are you aware of the SCGC Model Agreement?

- ☐ Yes
☐ No

CONTRACT6.EQ.1

CONTRACT7 How often do you use the SCGC Model Agreement as the basis for your contracts?

- ☐ Never
☐ 1-25% of the time
☐ 26%-50% of the time
☐ 51-75% of the time
☐ 76-99% of the time
☐ Always
☐ I don't know / I prefer not to answer
☐ Not applicable

CONTRACT8 Are you aware that, under the Federal Status of the Artist Legislation, the SCGC is empowered to collectively bargain on behalf of all film/television/media composers in Canada?

- ☐ Yes
☐ No

In 2013, how much of a **CHALLENGE** was each of the following factors in the growth of your screen composing activity?

| | Not at all a challenge | Small challenge | Moderate challenge | Significant challenge | Extreme challenge | I don't know / I prefer not to answer | Not applicable |
|---|------------------------|-----------------------|-----------------------|-----------------------|-----------------------|---------------------------------------|-----------------------|
| CHALLENGE1 The level of demand for your products/services | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE2 The value given to screen composing by clients | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE4 The available pool of skilled labour like singers, musicians, engineers, copyists | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE5 The availability of effective training programs | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE6 Local competition | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE7 Regional competition | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE8 International competition | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| | Not at all a challenge | Small challenge | Moderate challenge | Significant challenge | Extreme challenge | I don't know / I prefer not to answer | Not applicable |

| | | | | | | | |
|--|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| CHALLENGE9 The availability of affordable capital for expansion | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE10 Access to foreign markets | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE11 Management & marketing/sales expertise in your business | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE12 Client demands | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE13 Industry disruptions (e.g. strikes) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE14 The strength of the Canadian dollar | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| CHALLENGE15 The distance from major production centres | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

CHALLENGE99 Please list any other **CHALLENGE** to the growth of your screen composing activity.

RATES0 TEN YEARS AGO, did you engage in professional activities as a screen composer?

- ☐ Yes
☐ No
☐ I prefer not to answer

Over the past 10 YEARS, for a given project, would you say that your **CONTRACTED FEES** for screen composing activities have decreased, stayed the same, or increased in each of the following types of projects?

| CONTRACTED FEES | Decreased | Stayed the same | Increased | I don't know / I prefer not to answer | Not applicable |
|---|-----------------------|-----------------------|-----------------------|---------------------------------------|-----------------------|
| RATES0.EQ.1 RATES1A Theatrical Long Form (75 min or longer) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES1B Theatrical Short Form (less than 75 min) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES1C Television (Short form, Episodic or Longform, MOW) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES1E Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES1D Gaming | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES1F Advertising | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES1G Library/Production/Stock Music | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

Over the past 10 YEARS, for a given project, would you say that you are being asked to do fewer, the same, or more work in terms of **PHYSICAL HOURS** performing professional screen composing activities in each of the following types of projects?

| PHYSICAL HOURS | Fewer | Same | More | I don't know / | Not |
|----------------|-------|------|------|----------------|-----|
|----------------|-------|------|------|----------------|-----|

| | hours | hours | hours | <i>I prefer not to answer</i> | <i>applicable</i> |
|---|-----------------------|-----------------------|-----------------------|-------------------------------|-----------------------|
| RATES0.EQ.1 RATES2A Theatrical Long Form (75 min or longer) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES2B Theatrical Short Form (less than 75 min) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES2C Television (Short form, Episodic or Longform, MOW) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES2E Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES2D Gaming | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES2F Advertising | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| RATES0.EQ.1 RATES2G Library/Production/Stock Music | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

BACKGROUND1 Now, a few final questions to support our analysis.

In what year were you born?

- ☐ (year)
- ☐ *I prefer not to answer*

BACKGROUND2 What is your gender?

- ☐ Male
- ☐ Female
- ☐ *I prefer not to answer*

BACKGROUND3 What is your place of residence?

- ☐ British Columbia
- ☐ Alberta
- ☐ Saskatchewan
- ☐ Manitoba
- ☐ Ontario
- ☐ Quebec
- ☐ New Brunswick
- ☐ Nova Scotia
- ☐ Prince Edward Island
- ☐ Newfoundland and Labrador
- ☐ Nunavut
- ☐ Northwest Territories
- ☐ Yukon
- ☐ *United States*
- ☐ *Another country*
- ☐ *I prefer not to answer*

BACKGROUND4 Where is most of your work created? (Please select all that apply.)

- ☐ British Columbia
- ☐ Alberta
- ☐ Saskatchewan
- ☐ Manitoba

- ☐ Ontario
- ☐ Quebec
- ☐ New Brunswick
- ☐ Nova Scotia
- ☐ Prince Edward Island
- ☐ Newfoundland and Labrador
- ☐ Nunavut
- ☐ Northwest Territories
- ☐ Yukon
- ☐ *United States*
- ☐ *Another country*
- ☐ *Not applicable*
- ☐ *I prefer not to answer*

BACKGROUND5 Where is most of your work presented? (Please select all that apply.)

- ☐ Canada
- ☐ United States
- ☐ Latin America
- ☐ Europe
- ☐ Asia
- ☐ Elsewhere
- ☐ *Not applicable*
- ☐ *I prefer not to answer*

THANKS Thank you!

Thank you for completing this survey. Your responses are greatly appreciated.

If you encounter a problem or want to make a comment to the study team, please e-mail SCmembers@circum.com and refer to project "SCmembers", question "THANKS", and case no. "JR3ZHMC3GG". We welcome your comments.

APPENDIX C. Detailed Tables

| | |
|--|--|
| Do you consider yourself to be a screen composer? For the purposes of this survey, a screen composer is defined as a person who creates original music that is intended to be synchronized with visual media, such as film, television, video games, etc. | |
| | All cases who initiated the questionnaire |
| | All cases |
| PLACE1 | |
| n: | 130 |
| Yes | 126 97% |
| No | 4 3% |

| In 2013, did you engage in any professional activities as a screen composer? Professional activities are defined as work for which either you or your company were financially compensated. | |
|---|---|
| | All cases who initiated the questionnaire |
| | All cases |
| PLACE3 | |
| n: | 125 |
| Yes | 105 84% |
| No | 20 16% |

| Why did you have no professional activities as a screen composer in 2013? | |
|---|---|
| | All cases who initiated the questionnaire |
| | All cases |
| PLACE4 | |
| | n: 17 |
| There was no work | 5 29% |
| There was little lucrative work | 4 24% |
| My interests are shifting elsewhere | 2 12% |
| I did not pursue work in this sector | 8 47% |
| I was in school | 3 18% |
| I don't know / I prefer not to answer | 3 |

| In total, how many years have you been a screen composer...full-time? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|-------------------------|-------------------------------|-----------------------|------------------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| PLACE6FT | | | | | | | | | | | | | | | |
| n: | 79 | 32 | 47 | 40 | 43 | 64 | 27 | 28 | 33 | 37 | 30 | 27 | 41 | 54 | 25 |
| Up to 5 years | 21 27% | 21 66% +++ | 0 0% --- | 8 20% | 13 30% | 12 19% -- | 13 48% | 10 36% | 12 36% | 4 11% -- | 11 37% + | 4 15% | 15 37% | 13 24% | 8 32% |
| 6-15 years | 27 34% | 11 34% | 16 34% | 15 38% | 16 37% | 26 41% | 11 41% | 11 39% | 14 42% | 11 30% | 13 43% | 9 33% | 15 37% | 22 41% | 5 20% |
| 16 years or more | 31 39% | 0 0% --- | 31 66% +++ | 17 43% | 14 33% | 26 41% | 3 11% | 7 25% | 7 21% | 22 59% ++ | 6 20% -- | 14 52% | 11 27% | 19 35% | 12 48% |
| I prefer not to answer | 11 | 0 | 0 | 2 | 5 | 6 | 4 | 5 | 5 | 0 | 5 | 1 | 10 | 7 | 4 |
| khi ² : | | *** | | - | | | | | | ** | | - | | - | |
| non-missing n: | 79 | 32 | 47 | 40 | 43 | 64 | 27 | 28 | 33 | 37 | 30 | 27 | 41 | 54 | 25 |
| mean: | 14.0 | 4.1 | 20.7 | 14.9 | 11.7 | 15.1 | 8.2 | 11.6 | 11.2 | 19.1 | 9.2 | 17.3 | 10.8 | 14.1 | 13.8 |
| standard deviation: | 10.1 | 3.7 | 7.0 | 9.2 | 8.3 | 9.4 | 8.2 | 9.6 | 9.6 | 10.0 | 7.1 | 10.3 | 8.7 | 10.1 | 10.1 |
| Student's t (p): | | *** | *** | - | - | * | ** | - | - | *** | *** | ** | ** | - | - |
| Median | 14.0 | 3.0 | 20.0 | 15.0 | 11.0 | 15.0 | 6.0 | 11.0 | 11.0 | 20.0 | 9.0 | 18.0 | 10.0 | 13.0 | 15.0 |

In total, how many years have you been a screen composer...part-time?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| PLACE6PT | | | | | | | | | | | | | | | |
| n: | 75 | 30 | 34 | 37 | 45 | 58 | 28 | 27 | 35 | 29 | 32 | 22 | 45 | 51 | 24 |
| Up to 5 years | 44 59% | 15 50% | 25 74% | 21 57% | 28 62% | 34 59% | 13 46% | 15 56% | 24 69% | 22 76% | 17 53% | 15 68% | 26 58% | 30 59% | 14 58% |
| 6-15 years | 21 28% | 13 43% ++ | 4 12% -- | 11 30% | 13 29% | 15 26% | 15 54% | 10 37% | 9 26% | 4 14% | 10 31% | 4 18% | 14 31% | 13 25% | 8 33% |
| 16 years or more | 10 13% | 2 7% | 5 15% | 5 14% | 4 9% | 9 16% | 0 0% | 2 7% | 2 6% | 3 10% | 5 16% | 3 14% | 5 11% | 8 16% | 2 8% |
| I prefer not to answer | 15 | 2 | 13 | 5 | 3 | 12 | 3 | 6 | 3 | 8 | 3 | 6 | 6 | 10 | 5 |
| khi ² : | | (*) | | - | | | | | | - | | - | | - | |
| non-missing n: | 75 | 30 | 34 | 37 | 45 | 58 | 28 | 27 | 35 | 29 | 32 | 22 | 45 | 51 | 24 |
| mean: | 7.01 | 7.07 | 5.94 | 7.54 | 6.18 | 7.14 | 5.61 | 5.67 | 4.40 | 6.38 | 7.19 | 6.68 | 6.42 | 7.02 | 7.00 |
| standard deviation: | 7.72 | 4.91 | 9.03 | 8.57 | 6.81 | 8.01 | 3.95 | 6.51 | 4.97 | 8.72 | 6.78 | 7.45 | 7.59 | 7.85 | 7.61 |
| Student's t (p): | | - | - | - | - | - | - | - | * | - | - | - | - | - | - |
| Median | 5.00 | 5.00 | 2.00 | 5.00 | 5.00 | 5.00 | 6.00 | 5.00 | 3.00 | 4.00 | 5.00 | 4.00 | 5.00 | 5.00 | 5.00 |

How long have you been a member of SCGC?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|------------------------|-----------|--------------------------------------|------------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------------------|--------------------------------|------------|------------------------------------|------------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| PLACE7 | | | | | | | | | | | | | | | |
| n: | 89 | 31 | 47 | 42 | 48 | 69 | 31 | 33 | 38 | 36 | 35 | 27 | 51 | 61 | 28 |
| Up to 5 years | 34 38% | 19 61% +++ | 9 19% --- | 16 38% | 22 46% | 24 35% | 16 52% | 17 52% | 21 55% | 8 22% - | 16 46% + | 9 33% | 24 47% | 20 33% | 14 50% |
| 6-15 years | 44 49% | 12 39% | 27 57% | 20 48% | 22 46% | 36 52% | 13 42% | 14 42% | 12 32% | 19 53% | 17 49% | 13 48% | 24 47% | 31 51% | 13 46% |
| 16 years or more | 11 12% | 0 0% -- | 11 23% ++ | 6 14% | 4 8% | 9 13% | 2 6% | 2 6% | 5 13% | 9 25% + | 2 6% - | 5 19% | 3 6% | 10 16% | 1 4% |
| I prefer not to answer | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 |
| khi ² : | | (***) | | - | | | | | | * | | - | | - | |
| non-missing n: | 89 | 31 | 47 | 42 | 48 | 69 | 31 | 33 | 38 | 36 | 35 | 27 | 51 | 61 | 28 |
| mean: | 9.2 | 5.5 | 12.5 | 10.0 | 8.5 | 9.7 | 7.0 | 6.8 | 8.2 | 12.3 | 7.9 | 11.0 | 7.1 | 10.0 | 7.3 |
| standard deviation: | 7.41 | 3.99 | 8.22 | 8.42 | 8.01 | 7.73 | 6.28 | 4.82 | 8.93 | 6.23 | 8.58 | 9.58 | 5.12 | 8.31 | 4.47 |
| Student's t (p): | | *** | *** | - | - | - | - | * | - | * | * | * | * | * | * |
| Median | 8.0 | 5.0 | 11.0 | 10.0 | 6.0 | 9.0 | 5.0 | 5.0 | 5.0 | 12.0 | 6.0 | 10.0 | 6.0 | 10.0 | 5.0 |

Which professional organization are you a member of?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|------------------------|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| PLACE8 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| ACTRA | 8% | 3% | 9% | 10% | 8% | 6% | 10% | 6% | 8% | 8% | 3% | 4% | 12% | 10% | 3% |
| ASCAP | 16% | 13% | 19% | 24% | 15% | 17% | 23% | 15% | 16% | 14% | 23% | 18% | 20% | 20% | 14% |
| BMI | 21% | 19% | 26% | 21% | 23% | 21% | 26% | 33% | 26% | 19% | 20% | 18% | 24% | 25% | 14% |
| CFM(AFM) | 32% | 25% | 45% | 43% | 35% | 39% | 29% | 33% | 26% | 49% | 29% | 50% | 27% | 34% | 38% |
| CMRRA | 8% | 9% | 2% | 10% | 8% | 7% | 6% | 9% | 5% | 3% | 11% | 4% | 12% | 10% | 3% |
| DGC | 12% | 3% | 21% | 17% | 13% | 14% | 6% | 12% | 8% | 24% | 3% | 11% | 12% | 15% | 7% |
| EQUITY | 1% | 0% | 0% | 2% | 2% | 0% | 3% | 0% | 3% | 0% | 0% | 0% | 2% | 2% | 0% |
| GANG | 4% | 9% | 2% | 2% | 6% | 4% | 6% | 6% | 8% | 5% | 6% | 4% | 6% | 5% | 3% |
| SAC | 7% | 9% | 4% | 2% | 4% | 7% | 6% | 6% | 8% | 11% | 6% | 0% | 12% | 7% | 7% |
| SCGC | 88% | 100% | 96% | 98% | 98% | 99% | 97% | 94% | 97% | 100% | 97% | 100% | 96% | 97% | 100% |
| SCL | 6% | 6% | 6% | 7% | 6% | 6% | 3% | 6% | 5% | 5% | 6% | 11% | 4% | 8% | 0% |
| SOCAN | 86% | 94% | 98% | 100% | 98% | 99% | 97% | 97% | 92% | 97% | 91% | 96% | 96% | 95% | 97% |
| SODRAC | 24% | 13% | 43% | 36% | 21% | 30% | 13% | 12% | 16% | 49% | 14% | 46% | 12% | 23% | 34% |
| SPACQ | 6% | 3% | 9% | 2% | 4% | 7% | 3% | 6% | 5% | 11% | 0% | 14% | 2% | 2% | 14% |
| Other (please specify) | 13% | 13% | 11% | 12% | 15% | 13% | 10% | 3% | 3% | 14% | 17% | 18% | 10% | 11% | 21% |
| None | 1% | 3% | 0% | 0% | 0% | 0% | 0% | 3% | 3% | 0% | 3% | 4% | 0% | 2% | 0% |

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Which professional organization are you a member of?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|------------------------|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----|--------------------------------|----|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| PLACE8 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | (-) | | - | | | | | | (*) | | (*) | | - | |

Please identify all of the types of screen composing projects in which you were involved in 2013.

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|-----------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| NATURE1 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Theatrical Long Form, Drama | 31 34% | 10 31% | 20 43% | 31 74% +++ | 22 46% | 24 34% | 13 42% | 8 24% | 15 39% | 17 46% | 9 26% | 12 43% | 16 31% | 20 33% | 11 38% |
| Theatrical Long Form, Documentary | 22 24% | 4 13% | 17 36% | 22 52% +++ | 15 31% | 19 27% | 4 13% | 10 30% | 10 26% | 13 35% | 7 20% | 8 29% | 8 16% | 14 23% | 8 28% |
| Theatrical Long Form, Comedy | 9 10% | 2 6% | 7 15% | 9 21% | 7 15% | 8 11% | 4 13% | 4 12% | 4 11% | 6 16% | 3 9% | 4 14% | 3 6% | 3 5% | 6 21% |
| Theatrical Long Form, Animation | 3 3% | 0 0% | 3 6% | 3 7% | 3 6% | 3 4% | 1 3% | 3 9% | 3 8% | 3 8% | 0 0% | 1 4% | 1 2% | 3 5% | 0 0% |
| Theatrical Long Form, Variety | 2 2% | 1 3% | 1 2% | 2 5% | 1 2% | 2 3% | 1 3% | 2 6% | 2 5% | 1 3% | 1 3% | 0 0% | 2 4% | 2 3% | 0 0% |
| Theatrical Long Form, Reality/lifestyle | 4 4% | 0 0% | 4 9% | 4 10% | 4 8% | 4 6% | 1 3% | 2 6% | 3 8% | 1 3% | 3 9% | 1 4% | 3 6% | 4 7% | 0 0% |
| Theatrical Long Form, Trailer/Other promotional | 8 9% | 1 3% | 6 13% | 8 19% | 7 15% | 6 9% | 3 10% | 5 15% | 6 16% | 3 8% | 4 11% | 1 4% | 5 10% | 7 11% | 1 3% |
| Theatrical Short Form, Drama | 31 34% | 15 47% + | 12 26% - | 19 45% | 31 65% ++ | 23 33% -- | 15 48% | 14 42% | 19 50% | 11 30% | 13 37% | 8 29% | 19 37% | 19 31% | 12 41% |
| Theatrical Short Form, Documentary | 21 23% | 9 28% | 10 21% | 15 36% | 21 44% + | 15 21% | 9 29% | 9 27% | 11 29% | 6 16% | 9 26% | 5 18% | 13 25% | 14 23% | 7 24% |
| Theatrical Short Form, Comedy | 18 20% | 8 25% | 7 15% | 12 29% | 18 38% | 12 17% | 11 35% | 8 24% | 11 29% | 8 22% | 6 17% | 5 18% | 10 20% | 13 21% | 5 17% |
| Theatrical Short Form, Animation | 6 7% | 3 9% | 3 6% | 2 5% | 6 13% | 5 7% | 4 13% | 3 9% | 4 11% | 4 11% | 1 3% | 3 11% | 3 6% | 5 8% | 1 3% |
| Theatrical Short Form, Variety | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Theatrical Short Form, Reality/lifestyle | 4 4% | 1 3% | 3 6% | 3 7% | 4 8% | 4 6% | 2 6% | 3 9% | 4 11% | 2 5% | 1 3% | 1 4% | 3 6% | 3 5% | 1 3% |
| Theatrical Short Form, Trailer/Other promotional | 11 12% | 5 16% | 5 11% | 7 17% | 11 23% | 7 10% | 8 26% | 5 15% | 7 18% | 4 11% | 4 11% | 3 11% | 8 16% | 7 11% | 4 14% |
| Television, Drama | 29 32% | 11 34% | 17 36% | 15 36% | 14 29% | 29 41% | 10 32% | 10 30% | 13 34% | 14 38% | 13 37% | 11 39% | 14 27% | 16 26% | 13 45% |
| Television, Documentary | 33 37% | 10 31% | 21 45% | 17 40% | 16 33% | 33 47% | 10 32% | 15 45% | 15 39% | 18 49% | 13 37% | 13 46% | 16 31% | 22 36% | 11 38% |

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Please identify all of the types of screen composing projects in which you were involved in 2013.

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis-ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| NATURE1 | | | | | | | | | | | | | | | |
| | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Television, Comedy | 19 21% | 6 19% | 11 23% | 11 26% | 10 21% | 19 27% | 9 29% | 9 27% | 10 26% | 9 24% | 7 20% | 7 25% | 10 20% | 12 20% | 7 24% |
| Television, Animation | 18 20% | 2 6% | 14 30% | 9 21% | 11 23% | 18 26% | 5 16% | 9 27% | 8 21% | 11 30% | 5 14% | 8 29% | 7 14% | 14 23% | 4 14% |
| Television, Variety | 3 3% | 2 6% | 1 2% | 2 5% | 0 0% | 3 4% | 2 6% | 2 6% | 1 3% | 0 0% | 2 6% | 2 7% | 1 2% | 3 5% | 0 0% |
| Television, Reality/lifestyle | 26 29% | 8 25% | 15 32% | 8 19% | 12 25% | 26 37% | 10 32% | 11 33% | 15 39% | 10 27% | 12 34% | 9 32% | 15 29% | 19 31% | 7 24% |
| Television, Trailer/Other promotional | 7 8% | 2 6% | 4 9% | 4 10% | 5 10% | 7 10% | 3 10% | 5 15% | 6 16% | 1 3% | 5 14% | 1 4% | 5 10% | 6 10% | 1 3% |
| Gaming, Console (Playstation, Xbox, Wii, etc.) | 1 1% | 0 0% | 1 2% | 1 2% | 1 2% | 1 1% | 1 3% | 1 3% | 1 3% | 0 0% | 0 0% | 0 0% | 1 2% | 0 0% | 1 3% |
| Gaming, Computer (Windows, Mac, etc.) | 5 6% | 3 9% | 2 4% | 1 2% | 3 6% | 3 4% | 5 16% | 2 6% | 2 5% | 2 5% | 2 6% | 0 0% | 3 6% | 4 7% | 1 3% |
| Gaming, Mobile (Tablets, iPhone, Android, Windows Phone) | 9 10% | 7 22% | 1 2% | 3 7% | 4 8% | 6 9% | 9 29% | 5 15% | 5 13% | 2 5% | 3 9% | 1 4% | 8 16% | 6 10% | 3 10% |
| Gaming, Online (web browser based) | 5 6% | 4 13% | 1 2% | 3 7% | 3 6% | 3 4% | 5 16% | 2 6% | 3 8% | 1 3% | 3 9% | 0 0% | 3 6% | 5 8% | 0 0% |
| Online EXCLUDING Games, Drama | 6 7% | 6 19% | 0 0% | 2 5% | 4 8% | 4 6% | 6 19% | 3 9% | 3 8% | 0 0% | 3 9% | 0 0% | 5 10% | 5 8% | 1 3% |
| Online EXCLUDING Games, Documentary | 6 7% | 4 13% | 1 2% | 2 5% | 4 8% | 4 6% | 6 19% | 5 15% | 4 11% | 1 3% | 4 11% | 1 4% | 4 8% | 3 5% | 3 10% |
| Online EXCLUDING Games, Comedy | 8 9% | 3 9% | 3 6% | 5 12% | 7 15% | 6 9% | 8 26% | 5 15% | 6 16% | 1 3% | 4 11% | 2 7% | 6 12% | 5 8% | 3 10% |
| Online EXCLUDING Games, Animation | 4 4% | 1 3% | 2 4% | 2 5% | 3 6% | 3 4% | 4 13% | 2 6% | 1 3% | 2 5% | 1 3% | 2 7% | 1 2% | 4 7% | 0 0% |
| Online EXCLUDING Games, Variety | 1 1% | 0 0% | 0 0% | 0 0% | 0 0% | 1 1% | 1 3% | 1 3% | 1 3% | 0 0% | 1 3% | 1 4% | 0 0% | 0 0% | 1 3% |
| Online EXCLUDING Games, Reality/lifestyle | 2 2% | 0 0% | 1 2% | 1 2% | 1 2% | 2 3% | 2 6% | 2 6% | 2 5% | 0 0% | 2 6% | 1 4% | 1 2% | 1 2% | 1 3% |
| Online EXCLUDING Games, Trailer/Other promotional | 13 14% | 11 34% | 2 4% | 9 21% | 9 19% | 10 14% | 13 42% | 8 24% | 9 24% | 2 5% | 8 23% | 2 7% | 11 22% | 9 15% | 4 14% |

Réseau Circum inc.

Rigueur – Transparence – Pertinence – Innovation
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Circum Network Inc.

Rigour – Transparency – Relevance – Innovation
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Please identify all of the types of screen composing projects in which you were involved in 2013.

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|----------------|-------------------|------------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| NATURE1 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Advertising, Regional | 20 22% | 7 22% | 10 21% | 11 26% | 11 23% | 15 21% | 11 35% | 20 61% +++ | 12 32% | 4 11% | 8 23% | 5 18% | 13 25% | 13 21% | 7 24% |
| Advertising, National | 20 22% | 5 16% | 13 28% | 10 24% | 14 29% | 17 24% | 8 26% | 20 61% +++ | 15 39% | 9 24% | 5 14% | 4 14% | 14 27% | 16 26% | 4 14% |
| Advertising, Internet | 21 23% | 10 31% | 8 17% | 12 29% | 15 31% | 18 26% | 15 48% | 21 64% ++ | 18 47% | 5 14% | 11 31% | 5 18% | 14 27% | 15 25% | 6 21% |
| Library/Production/Stock Music, Self managed | 23 26% | 10 31% | 10 21% | 12 29% | 15 31% | 19 27% | 12 39% | 16 48% ++ | 23 61% ++ | 7 19% | 11 31% | 6 21% | 15 29% | 17 28% | 6 21% |
| Library/Production/Stock Music, Contributed to Published Library | 22 24% | 8 25% | 10 21% | 11 26% | 13 27% | 16 23% - | 10 32% | 13 39% ++ | 22 58% +++ | 9 24% | 11 31% | 8 29% | 12 24% | 15 25% | 7 24% |
| Audiobooks | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Other, please specify | 4 4% | 2 6% | 1 2% | 3 7% | 3 6% | 3 4% | 2 6% | 0 0% | 0 0% | 2 5% | 1 3% | 0 0% | 1 2% | 1 2% | 3 10% |
| None | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I prefer not to answer | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| khi2: | | (**) | | - | | | | | | - | | - | | - | |

| Types of projects involved in | | | | | | | | | | | | | | | | |
|-------------------------------|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|-------------|-------------------|--------------|-------------------------------|-----------------------------------|----------|--------------------------------|----------|------------------------------------|-----------|--|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis-ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere | |
| NATURE1B | | | | | | | | | | | | | | | | |
| n: | 101 | 38 | 51 | 49 | 55 | 77 | 35 | 39 | 43 | 41 | 41 | 32 | 57 | 61 | 40 | |
| Theatrical Long Form | 49% | 18% | 29% | 49% | 36% | 39% | 18% | 19% | 24% | 25% | 18% | 18% | 24% | 27% | 22% | |
| | | 47% | 57% | 100% +++ | 65% | 51% | 51% | 49% | 56% | 61% | 44% | 56% | 42% | 44% | 55% | |
| Theatrical Short Form | 55% | 23% | 26% | 36% | 55% | 39% | 25% | 24% | 27% | 21% | 24% | 15% | 32% | 31% | 24% | |
| | 54% | 61% | 51% | 73% | 100% +++ | 51% | 71% | 62% | 63% | 51% | 59% | 47% | 56% | 51% | 60% | |
| Television | 77% | 26% | 44% | 39% | 39% | 77% | 26% | 32% | 34% | 34% | 33% | 29% | 39% | 47% | 30% | |
| | 76% | 68% | 86% | 80% | 71% | 100% +++ | 74% | 82% | 79% | 83% | 80% | 91% + | 68% - | 77% | 75% | |
| Gaming | 18% | 13% | 3% | 8% | 11% | 13% | 18% | 10% | 9% | 4% | 8% | 2% | 13% | 10% | 8% | |
| | 18% | 34% +++ | 6% --- | 16% | 20% | 17% | 51% +++ | 26% | 21% | 10% | 20% | 6% - | 23% + | 16% | 20% | |
| Online | 26% | 16% | 5% | 14% | 20% | 19% | 26% | 14% | 15% | 5% | 14% | 6% | 17% | 17% | 9% | |
| | 26% | 42% +++ | 10% --- | 29% | 36% | 25% - | 74% +++ | 36% | 35% | 12% - | 34% + | 19% | 30% | 28% | 23% | |
| Advertising | 39% | 16% | 17% | 19% | 24% | 32% | 18% | 39% | 27% | 11% | 17% | 11% | 26% | 25% | 14% | |
| | 39% | 42% | 33% | 39% | 44% | 42% - | 51% +++ | 100% +++ | 63% | 27% - | 41% + | 34% | 46% | 41% | 35% | |
| Library / Prod. / Stock Music | 43% | 19% | 19% | 24% | 27% | 34% | 20% | 27% | 43% | 16% | 20% | 13% | 27% | 28% | 15% | |
| | 43% | 50% | 37% | 49% | 49% | 44% --- | 57% | 69% | 100% +++ | 39% | 49% | 41% | 47% | 46% | 38% | |
| khi ² : | | ** | | *** | | | | | | - | | - | | - | | |

| Do you own a business that offers screen composing? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis-ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ0 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Yes | 74 82% | 23 72% | 45 96% | 36 86% | 39 81% | 59 84% | 21 68% | 26 79% | 30 79% | 37 100% | 29 83% | 27 96% | 36 71% | 50 82% | 24 83% |
| No | 16 18% | 9 28% | 2 4% | 6 14% | 9 19% | 11 16% | 10 32% | 7 21% | 8 21% | 0 0% | 6 17% | 1 4% | 15 29% | 11 18% | 5 17% |
| chi²: | | -- | ++ | -- | ++ | -- | ++ | -- | ++ | -- | ++ | -- | ++ | -- | ++ |
| khi²: | | (**) | | - | | | | | | (**) | | ** | | - | |

Do you run a business that offers screen composing?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ1 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Yes | 73 81% | 26 81% | 42 89% | 36 86% | 39 81% | 61 87% | 22 71% | 23 70% | 31 82% | 37 100% | 35 100% | 28 100% | 34 67% | 49 80% | 24 83% |
| No | 17 19% | 6 19% | 5 11% | 6 14% | 9 19% | 9 13% | 9 29% | 10 30% | 7 18% | 0 0% | 0 0% | 0 0% | 17 33% | 12 20% | 5 17% |
| khi ² : | | - | | - | | | | | | - | | *** | | - | |

| Do you run some or all of your business... | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ2A as a non-unincorporated entity (e.g. self-employed)? | | | | | | | | | | | | | | | |
| n: | 73 | 26 | 42 | 36 | 39 | 61 | 22 | 23 | 31 | 37 | 35 | 28 | 34 | 49 | 24 |
| Yes | 39 53% | 21 81% | 13 31% | 16 44% | 23 59% | 30 49% | 18 82% | 16 70% | 20 65% | 4 11% --- | 34 97% +++ | 10 36% | 25 74% | 27 55% | 12 50% |
| No | 34 47% | 5 19% | 29 69% | 20 56% | 16 41% | 31 51% | 4 18% | 7 30% | 11 35% | 33 89% +++ | 1 3% --- | 18 64% | 9 26% | 22 45% | 12 50% |
| I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | *** | | * | | | | | | *** | | ** | | - | |

| Do you run some or all of your business... | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-------------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ2B as an incorporated entity? | | | | | | | | | | | | | | | |
| n: | 72 | 26 | 41 | 36 | 39 | 60 | 22 | 22 | 31 | 37 | 35 | 27 | 34 | 48 | 24 |
| Yes | 37 51% | 7 27% | 30 73% | 21 58% | 18 46% | 32 53% | 6 27% | 9 41% | 14 45% | 37 100% +++ | 0 0% | 19 70% | 11 32% | 23 48% | 14 58% |
| No | 35 49% | 19 73% | 11 27% | 15 42% | 21 54% | 28 47% | 16 73% | 13 59% | 17 55% | 0 0% --- | 35 100% +++ | 8 30% | 23 68% | 25 52% | 10 42% |
| I prefer not to answer | 1 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 |
| khi ² : | | *** | | - | | | | | | *** | | ** | | - | |

| Do you run some or all of your business... | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ2C as part of a formal partnership with others? | | | | | | | | | | | | | | | |
| n: | 72 | 26 | 41 | 36 | 39 | 60 | 22 | 22 | 31 | 37 | 35 | 27 | 34 | 48 | 24 |
| Yes | 10 14% | 4 15% | 6 15% | 6 17% | 5 13% | 8 13% | 4 18% | 3 14% | 5 16% | 4 11% | 6 17% | 4 15% | 5 15% | 8 17% | 2 8% |
| No | 62 86% | 22 85% | 35 85% | 30 83% | 34 87% | 52 87% | 18 82% | 19 86% | 26 84% | 33 89% | 29 83% | 23 85% | 29 85% | 40 83% | 22 92% |
| I prefer not to answer | 1 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Is your incorporated entity Canadian-owned or foreign-owned? (A company's ownership is determined by the location of the person or company that owns 51% (or more) of the company.) | | | | | | | | | | | | | | | |
|---|------------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|---------|--------------------------------|------------|------------------------------------|------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ3 | | | | | | | | | | | | | | | |
| n: | 37 | 7 | 30 | 21 | 18 | 32 | 6 | 9 | 14 | 37 | 0 | 19 | 11 | 23 | 14 |
| Canadian-owned | 37 100% | 7 100% | 30 100% | 21 100% | 18 100% | 32 100% | 6 100% | 9 100% | 14 100% | 37 100% | 0 0% | 19 100% | 11 100% | 23 100% | 14 100% |
| Foreign-owned | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Is your incorporated entity Ontario-based? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|---------|--------------------------------|----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis-ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ3A | | | | | | | | | | | | | | | |
| n: | 37 | 7 | 30 | 21 | 18 | 32 | 6 | 9 | 14 | 37 | 0 | 19 | 11 | 23 | 14 |
| Yes | 22 59% | 3 43% | 19 63% | 12 57% | 9 50% | 19 59% | 5 83% | 6 67% | 10 71% | 22 59% | 0 0% | 10 53% | 9 82% | 21 91% | 1 7% |
| No | 15 41% | 4 57% | 11 37% | 9 43% | 9 50% | 13 41% | 1 17% | 3 33% | 4 29% | 15 41% | 0 0% | 9 47% | 2 18% | 2 9% | 13 93% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | - | | - | | | | | | - | | - | | *** | |

Through 2013, excluding yourself, how many regular employees did your business have on payroll? (Regular employees are typically hired for an unlimited amount of time and accrue benefits such as employment insurance. Please express as full-time equivalent employees, based on a 40-hour work week. Indicate part time employees by using a decimal point – a 40% employee would be 0.4 , two 1/4 time employees would be 0.5.)

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|-------------------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advert-ising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ4A | | | | | | | | | | | | | | | |
| n: | 72 | 26 | 41 | 36 | 39 | 60 | 21 | 23 | 31 | 36 | 35 | 28 | 34 | 48 | 24 |
| None | 58 81% | 23 88% | 30 73% | 26 72% | 33 85% | 48 80% | 20 95% | 19 83% | 26 84% | 22 61% --- | 35 100% +++ | 19 68% | 31 91% | 41 85% | 17 71% |
| Fewer than 2 | 10 14% | 3 12% | 7 17% | 7 19% | 5 13% | 9 15% | 1 5% | 4 17% | 4 13% | 10 28% +++ | 0 0% --- | 5 18% | 3 9% | 4 8% | 6 25% |
| 2 or more | 4 6% | 0 0% | 4 10% | 3 8% | 1 3% | 3 5% | 0 0% | 0 0% | 1 3% | 4 11% + | 0 0% - | 4 14% | 0 0% | 3 6% | 1 4% |
| I don't know / I prefer not to answer | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 |
| khi ² : | | - | | - | | | | | | (***) | | (*) | | - | |
| non-missing n: | 72 | 26 | 41 | 36 | 39 | 60 | 21 | 23 | 31 | 36 | 35 | 28 | 34 | 48 | 24 |
| mean: | 0.233 | 0.115 | 0.337 | 0.328 | 0.192 | 0.230 | 0.048 | 0.135 | 0.165 | 0.467 | 0.000 | 0.450 | 0.088 | 0.190 | 0.321 |
| standard deviation: | 0.549 | 0.326 | 0.664 | 0.642 | 0.481 | 0.539 | 0.218 | 0.343 | 0.454 | 0.706 | 0.000 | 0.760 | 0.288 | 0.532 | 0.583 |
| Student's t (p): | | - | - | - | - | - | ** | - | - | *** | *** | * | * | - | - |
| Median | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |

| Through 2013, how many contract employees did your business have? (Contract employees are typically hired for a specific task or a short duration and do not accrue benefits. Please express as full-time equivalent contract employees.) | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------------|--------------------------------|-------------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ4B | | | | | | | | | | | | | | | |
| n: | 68 | 25 | 38 | 34 | 37 | 57 | 21 | 22 | 29 | 34 | 33 | 28 | 34 | 46 | 22 |
| None | 34 50% | 15 60% | 15 39% | 15 44% | 19 51% | 28 49% | 13 62% | 12 55% | 17 59% | 11 32% -- | 23 70% ++ | 0 0% | 34 100% | 25 54% | 9 41% |
| Fewer than 2 | 16 24% | 7 28% | 8 21% | 9 26% | 10 27% | 12 21% | 6 29% | 7 32% | 7 24% | 9 26% | 7 21% | 10 36% | 0 0% | 10 22% | 6 27% |
| 2 or more | 18 26% | 3 12% | 15 39% | 10 29% | 8 22% | 17 30% | 2 10% | 3 14% | 5 17% | 14 41% ++ | 3 9% -- | 18 64% | 0 0% | 11 24% | 7 32% |
| I don't know / I prefer not to answer | 5 | 1 | 4 | 2 | 2 | 4 | 1 | 1 | 2 | 3 | 2 | 0 | 0 | 3 | 2 |
| khi ² : | | - | | - | | | | | | ** | | (***) | | - | |
| non-missing n: | 68 | 25 | 38 | 34 | 37 | 57 | 21 | 22 | 29 | 34 | 33 | 28 | 34 | 46 | 22 |
| mean: | 0.99 | 0.45 | 1.46 | 1.14 | 1.06 | 1.11 | 0.60 | 0.67 | 0.71 | 1.44 | 0.45 | 2.33 | 0.00 | 0.87 | 1.26 |
| standard deviation: | 1.55 | 0.69 | 1.88 | 1.72 | 1.86 | 1.65 | 1.35 | 1.00 | 1.17 | 1.78 | 1.00 | 1.67 | 0.00 | 1.39 | 1.86 |
| Student's t (p): | | ** | ** | - | - | - | - | - | - | ** | ** | *** | *** | - | - |
| Median | 0.00 | 0.00 | 1.00 | 0.40 | 0.00 | 0.40 | 0.00 | 0.00 | 0.00 | 1.00 | 0.00 | 2.00 | 0.00 | 0.00 | 0.50 |

| In 2013, did you receive a salary for screen composition performed as an employee of a company other than your own? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis-ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BIZ5 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Yes | 5 6% | 3 9% | 1 2% | 1 2% | 3 6% | 5 7% | 3 10% | 4 12% | 4 11% | 0 0% | 3 9% | 0 0% | 5 10% | 4 7% | 1 3% |
| No | 85 94% | 29 91% | 46 98% | 41 98% | 45 94% | 65 93% | 28 90% | 29 88% | 34 89% | 37 100% | 32 91% | 28 100% | 46 90% | 57 93% | 28 97% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi²: | | - | | - | | | | | | (-) | | (-) | | - | |

We need to situate screen composing in your overall earnings. In 2013, what were your total gross earnings both personal and from your business from all sources, including contractual income, employment income, royalty income as both a writer and a publisher, licensing and re-licensing fees, income from government programs, and pension income but excluding investment income? (Please include domestic and international revenues. Please provide a good estimate rounded to the thousands.)

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advert-ising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE ¹ | | | | | | | | | | | | | | | |
| n: | 75 | 28 | 39 | 33 | 38 | 62 | 28 | 27 | 32 | 33 | 29 | 24 | 41 | 52 | 23 |
| Up to 50,000 | 29 39% | 13 46% | 9 23% | 10 30% | 14 37% | 19 31% | 16 57% | 13 48% | 17 53% | 6 18% | 14 48% | 5 21% | 22 54% | 20 38% | 9 39% |
| 50,001 - 100,000 | 16 21% | 9 32% | 6 15% | 7 21% | 13 34% | 14 23% | 8 29% | 8 30% | 7 22% | 4 12% | 9 31% | 4 17% | 10 24% | 12 23% | 4 17% |
| 100,001 - 200,000 | 10 13% | 2 7% | 8 21% | 3 9% | 3 8% | 10 16% | 2 7% | 3 11% | 2 6% | 6 18% | 3 10% | 1 4% | 5 12% | 8 15% | 2 9% |
| More than 200,000 | 20 27% | 4 14% | 16 41% | 13 39% + | 8 21% | 19 31% | 2 7% | 3 11% | 6 19% | 17 52% | 3 10% | 14 58% | 4 10% | 12 23% | 8 35% |
| I don't know / I prefer not to answer | 15 | 4 | 8 | 9 | 10 | 8 | 3 | 6 | 6 | 4 | 6 | 4 | 10 | 9 | 6 |
| chi ² : | | (*) | | - | | | | | | (**) | | (***) | | - | |
| non-missing n: | 75 | 28 | 39 | 33 | 38 | 62 | 28 | 27 | 32 | 33 | 29 | 24 | 41 | 52 | 23 |
| mean: | 143916 | 75581 | 214104 | 197779 | 137576 | 163965 | 77451 | 94031 | 104271 | 243714 | 71176 | 264082 | 74920 | 124322 | 188213 |
| standard deviation: | 167936 | 72160 | 200883 | 219104 | 184019 | 176742 | 110019 | 120284 | 131681 | 206440 | 65725 | 235867 | 69346 | 126770 | 233773 |
| Student's t (p): | | *** | *** | - | - | - | ** | - | - | *** | *** | *** | *** | - | - |
| Median | 72000 | 56000 | 140000 | 100000 | 63000 | 100000 | 46000 | 60000 | 46000 | 220000 | 56000 | 250000 | 50000 | 70000 | 75000 |

| How much of these total gross earnings in 2013 did you derive from your work as a screen composer? (Please provide a good estimate rounded to the thousands.) | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE2 | | | | | | | | | | | | | | | |
| n: | 75 | 29 | 38 | 34 | 39 | 60 | 28 | 27 | 30 | 33 | 29 | 25 | 40 | 53 | 22 |
| Up to 50,000 | 38 51% | 17 59% | 13 34% | 14 41% | 20 51% | 25 42% | 17 61% | 16 59% | 18 60% | 10 30% | 17 59% | 7 28% | 27 68% | 29 55% | 9 41% |
| 50,001 - 100,000 | 14 19% | 7 24% | 7 18% | 6 18% | 10 26% | 13 22% | 8 29% | 7 26% | 7 23% | 6 18% | 6 21% | 5 20% | 6 15% | 10 19% | 4 18% |
| 100,001 - 200,000 | 8 11% | 3 10% | 5 13% | 4 12% | 3 8% | 7 12% | 1 4% | 1 4% | 0 0% | 4 12% | 4 14% | 2 8% | 4 10% | 4 8% | 4 18% |
| More than 200,000 | 15 20% | 2 7% | 13 34% | 10 29% | 6 15% | 15 25% | 2 7% | 3 11% | 5 17% | 13 39% | 2 7% | 11 44% | 3 8% | 10 19% | 5 23% |
| I don't know / I prefer not to answer | 15 | 3 | 9 | 8 | 9 | 10 | 3 | 6 | 8 | 4 | 6 | 3 | 11 | 8 | 7 |
| chi²: | | (*) | | - | | | | | | (*) | | (**) | | - | |
| non-missing n: | 75 | 29 | 38 | 34 | 39 | 60 | 28 | 27 | 30 | 33 | 29 | 25 | 40 | 53 | 22 |
| mean: | 109297 | 56043 | 171356 | 150658 | 102619 | 130925 | 64051 | 80241 | 84877 | 165349 | 58388 | 204707 | 52708 | 94984 | 143779 |
| standard deviation: | 138149 | 67662 | 162124 | 168086 | 146096 | 144738 | 113216 | 123910 | 129475 | 168919 | 70788 | 180947 | 66720 | 126114 | 161576 |
| Student's t (p): | | *** | *** | - | - | - | * | - | - | *** | *** | *** | *** | - | - |
| Median | 50000 | 34000 | 93000 | 70000 | 45000 | 69300 | 26000 | 35000 | 34000 | 115000 | 30000 | 199000 | 23000 | 45000 | 60000 |

| What percentage of your 2013 gross earnings derived from screen composing please enter 0 for 0%.) | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advert-ising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE3A Front-end income (commissioning, composing, initial use licensing, production fees) | | | | | | | | | | | | | | | |
| n: | 85 | 30 | 44 | 40 | 46 | 67 | 30 | 32 | 36 | 35 | 32 | 28 | 46 | 60 | 25 |
| 0-25% | 33 39% | 8 27% | 23 52% | 15 38% | 9 20% | 27 40% | 6 20% | 7 22% | 9 25% | 18 51% | 9 28% | 12 43% | 16 35% | 23 38% | 10 40% |
| 26-50% | 17 20% | 6 20% | 9 20% | 11 28% | 11 24% | 16 24% | 6 20% | 7 22% | 5 14% | 8 23% | 8 25% | 4 14% | 9 20% | 14 23% | 3 12% |
| 51-75% | 13 15% | 3 10% | 9 20% | 7 18% | 12 26% | 13 19% | 5 17% | 6 19% | 9 25% | 5 14% | 7 22% | 6 21% | 5 11% | 8 13% | 5 20% |
| 76-100% | 22 26% | 13 43% | 3 7% | 7 18% | 14 30% | 11 16% | 13 43% | 12 38% | 13 36% | 4 11% | 8 25% | 6 21% | 16 35% | 15 25% | 7 28% |
| I don't know / I prefer not to answer | 5 | 2 | 3 | 2 | 2 | 3 | 1 | 1 | 2 | 2 | 3 | 0 | 5 | 1 | 4 |
| khi ² : | | (**) | | - | | | | | | - | | - | | - | |
| non-missing n: | 85 | 30 | 44 | 40 | 46 | 67 | 30 | 32 | 36 | 35 | 32 | 28 | 46 | 60 | 25 |
| mean: | 48.3 | 58.1 | 36.6 | 46.3 | 58.4 | 44.0 | 61.5 | 57.8 | 59.3 | 37.2 | 52.8 | 46.4 | 53.3 | 47.7 | 49.9 |
| standard deviation: | 32.0 | 33.4 | 25.5 | 30.8 | 29.2 | 28.4 | 31.9 | 31.3 | 31.6 | 27.3 | 29.6 | 32.4 | 33.1 | 31.6 | 33.4 |
| Student's t (p): | | ** | ** | - | - | ** | - | - | - | * | * | - | - | - | - |
| Median | 45.0 | 60.0 | 25.0 | 37.0 | 60.0 | 40.0 | 67.0 | 67.0 | 70.0 | 25.0 | 50.0 | 45.0 | 50.0 | 37.0 | 50.0 |

| What percentage of your 2013 gross earnings derived from screen composing please enter 0 for 0%.) | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|----------------|-------------------|-------------|-------------------------------|-----------------------------------|---------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE3B Back-end income (royalties, publishing) | | | | | | | | | | | | | | | |
| n: | 82 | 30 | 44 | 39 | 45 | 67 | 27 | 31 | 35 | 35 | 31 | 28 | 43 | 56 | 26 |
| 0-25% | 30 37% | 15 50% ++ | 9 20% -- | 12 31% | 20 44% | 21 31% | 15 56% | 16 52% | 17 49% | 7 20% | 12 39% | 9 32% | 18 42% | 17 30% | 13 50% |
| 26-50% | 16 20% | 5 17% | 10 23% | 8 21% | 13 29% | 15 22% | 5 19% | 6 19% | 7 20% | 6 17% | 9 29% | 6 21% | 7 16% | 11 20% | 5 19% |
| 51-75% | 20 24% | 6 20% | 13 30% | 12 31% | 10 22% | 18 27% | 6 22% | 6 19% | 7 20% | 14 40% + | 5 16% - | 7 25% | 11 26% | 16 29% | 4 15% |
| 76-100% | 16 20% | 4 13% | 12 27% | 7 18% | 2 4% | 13 19% + | 1 4% | 3 10% | 4 11% | 8 23% | 5 16% | 6 21% | 7 16% | 12 21% | 4 15% |
| I don't know / I prefer not to answer | 8 | 2 | 3 | 3 | 3 | 3 | 4 | 2 | 3 | 2 | 4 | 0 | 8 | 5 | 3 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 82 | 30 | 44 | 39 | 45 | 67 | 27 | 31 | 35 | 35 | 31 | 28 | 43 | 56 | 26 |
| mean: | 45.2 | 35.4 | 55.8 | 47.6 | 34.6 | 47.7 | 30.7 | 32.8 | 35.5 | 55.9 | 41.0 | 48.7 | 42.7 | 48.1 | 39.0 |
| standard deviation: | 31.0 | 31.9 | 27.7 | 31.2 | 25.9 | 29.6 | 27.3 | 28.5 | 30.0 | 28.4 | 28.4 | 32.9 | 30.5 | 30.9 | 30.9 |
| Student's t (p): | | ** | ** | - | - | * | - | - | - | * | * | - | - | - | - |
| Median | 50.0 | 20.0 | 60.0 | 50.0 | 30.0 | 50.0 | 25.0 | 25.0 | 28.0 | 60.0 | 40.0 | 48.0 | 50.0 | 50.0 | 25.0 |

| What percentage of your 2013 gross earnings derived from screen composing please enter 0 for 0%.) | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE3C | | | | | | | | | | | | | | | |
| Other music-related income | | | | | | | | | | | | | | | |
| n: | 65 | 27 | 33 | 34 | 37 | 52 | 25 | 28 | 29 | 30 | 22 | 22 | 34 | 45 | 20 |
| 0-25% | 91% | 93% | 91% | 91% | 89% | 90% | 92% | 93% | 97% | 93% | 82% | 91% | 97% | 91% | 90% |
| 26-50% | 3% | 0% | 6% | 6% | 5% | 4% | 0% | 4% | 0% | 3% | 5% | 9% | 0% | 0% | 10% |
| 51-75% | 5% | 7% | 0% | 3% | 5% | 4% | 8% | 4% | 3% | 0% | 14% | 0% | 3% | 7% | 0% |
| 76-100% | 2% | 0% | 3% | 0% | 0% | 2% | 0% | 0% | 0% | 3% | 0% | 0% | 0% | 2% | 0% |
| I don't know / I prefer not to answer | 25 | 5 | 14 | 8 | 11 | 18 | 6 | 5 | 9 | 7 | 13 | 6 | 17 | 16 | 9 |
| khi ² : | | - | | - | | | | | | - | | - | | (-) | |
| non-missing n: | 65 | 27 | 33 | 34 | 37 | 52 | 25 | 28 | 29 | 30 | 22 | 22 | 34 | 45 | 20 |
| mean: | 7.5 | 5.1 | 7.8 | 6.3 | 7.5 | 7.1 | 6.6 | 6.0 | 5.6 | 7.3 | 10.7 | 5.2 | 4.1 | 8.7 | 4.9 |
| standard deviation: | 17.0 | 15.4 | 15.9 | 13.6 | 15.0 | 17.7 | 16.0 | 14.1 | 13.8 | 16.1 | 22.0 | 10.8 | 12.2 | 19.2 | 10.5 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |

| What percentage of your 2013 gross earnings derived from screen composing please enter 0 for 0%.) | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE3D | | | | | | | | | | | | | | | |
| Grants, government support programs and tax credits | | | | | | | | | | | | | | | |
| n: | 60 | 28 | 29 | 31 | 34 | 49 | 23 | 25 | 27 | 28 | 21 | 20 | 32 | 43 | 17 |
| 0-25% | 59 98% | 27 96% | 29 100% | 31 100% | 33 97% | 49 100% | 23 100% | 25 100% | 27 100% | 28 100% | 20 95% | 20 100% | 31 97% | 43 100% | 16 94% |
| 26-50% | 1 2% | 1 4% | 0 0% | 0 0% | 1 3% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 1 5% | 0 0% | 1 3% | 0 0% | 1 6% |
| 51-75% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 76-100% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 30 | 4 | 18 | 11 | 14 | 21 | 8 | 8 | 11 | 9 | 14 | 8 | 19 | 18 | 12 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 60 | 28 | 29 | 31 | 34 | 49 | 23 | 25 | 27 | 28 | 21 | 20 | 32 | 43 | 17 |
| mean: | 0.83 | 1.79 | 0.00 | 0.00 | 1.47 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 2.38 | 0.00 | 1.56 | 0.00 | 2.94 |
| standard deviation: | 6.5 | 9.4 | 0.0 | 0.0 | 8.6 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 10.9 | 0.0 | 8.8 | 0.0 | 12.1 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |

| What percentage of your 2013 gross earnings derived from screen composing please enter 0 for 0%.) | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE3E | | | | | | | | | | | | | | | |
| Other earnings | | | | | | | | | | | | | | | |
| n: | 62 | 27 | 31 | 32 | 36 | 50 | 24 | 26 | 28 | 28 | 22 | 20 | 34 | 45 | 17 |
| 0-25% | 97% | 100% | 97% | 97% | 94% | 98% | 96% | 96% | 96% | 100% | 95% | 100% | 94% | 98% | 94% |
| 26-50% | 2% | 0% | 3% | 0% | 3% | 2% | 4% | 0% | 4% | 0% | 5% | 0% | 3% | 2% | 0% |
| 51-75% | 2% | 0% | 0% | 3% | 3% | 0% | 0% | 4% | 0% | 0% | 0% | 0% | 3% | 0% | 6% |
| 76-100% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| I don't know / I prefer not to answer | 28 | 5 | 16 | 10 | 12 | 20 | 7 | 7 | 10 | 9 | 13 | 8 | 17 | 16 | 12 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 62 | 27 | 31 | 32 | 36 | 50 | 24 | 26 | 28 | 28 | 22 | 20 | 34 | 45 | 17 |
| mean: | 2.15 | 0.00 | 2.52 | 2.50 | 3.69 | 1.50 | 2.08 | 2.12 | 1.79 | 0.89 | 2.41 | 1.25 | 3.18 | 1.18 | 4.71 |
| standard deviation: | 9.8 | 0.0 | 9.9 | 10.5 | 12.7 | 7.8 | 10.2 | 10.8 | 9.4 | 4.7 | 10.6 | 5.6 | 12.5 | 7.5 | 14.3 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |

| In each of the same categories, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE4A Front-end income (commissioning, composing, initial use licensing, production fees) | | | | | | | | | | | | | | | |
| n: | 77 | 26 | 42 | 37 | 44 | 61 | 24 | 27 | 33 | 34 | 29 | 26 | 41 | 53 | 24 |
| Decrease | 21 27% | 8 31% | 13 31% | 14 38% | 13 30% | 18 30% | 5 21% | 7 26% | 9 27% | 9 26% | 8 28% | 9 35% | 11 27% | 18 34% | 3 13% |
| Stay the same | 28 36% | 8 31% | 15 36% | 12 32% | 12 27% | 25 41% | 8 33% | 11 41% | 9 27% | 13 38% | 8 28% | 9 35% | 13 32% | 16 30% | 12 50% |
| Increase | 28 36% | 10 38% | 14 33% | 11 30% | 19 43% | 18 30% | 11 46% | 9 33% | 15 45% | 12 35% | 13 45% | 8 31% | 17 41% | 19 36% | 9 38% |
| Not applicable | 1 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 |
| I don't know / I prefer not to answer | 12 | 5 | 5 | 5 | 4 | 8 | 6 | 5 | 5 | 3 | 6 | 2 | 9 | 8 | 4 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| In each of the same categories, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase?/ | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE4B Back-end income (royalties, publishing) | | | | | | | | | | | | | | | |
| n: | 78 | 28 | 42 | 37 | 45 | 63 | 24 | 27 | 34 | 34 | 31 | 27 | 41 | 54 | 24 |
| Decrease | 22 28% | 7 25% | 14 33% | 14 38% | 13 29% | 19 30% | 6 25% | 6 22% | 8 24% | 10 29% | 8 26% | 7 26% | 13 32% | 17 31% | 5 21% |
| Stay the same | 40 51% | 13 46% | 21 50% | 14 38% | 20 44% | 31 49% | 12 50% | 17 63% | 19 56% | 19 56% | 14 45% | 15 56% | 18 44% | 27 50% | 13 54% |
| Increase | 16 21% | 8 29% | 7 17% | 9 24% | 12 27% | 13 21% | 6 25% | 4 15% | 7 21% | 5 15% | 9 29% | 5 19% | 10 24% | 10 19% | 6 25% |
| Not applicable | 2 | 2 | 0 | 0 | 0 | 1 | 2 | 1 | 0 | 0 | 1 | 0 | 2 | 1 | 1 |
| I don't know / I prefer not to answer | 10 | 2 | 5 | 5 | 3 | 6 | 5 | 5 | 4 | 3 | 3 | 1 | 8 | 6 | 4 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| In each of the same categories, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE4C | | | | | | | | | | | | | | | |
| Other music-related income | | | | | | | | | | | | | | | |
| n: | 49 | 18 | 25 | 23 | 33 | 38 | 17 | 18 | 24 | 20 | 20 | 14 | 28 | 36 | 13 |
| Decrease | 4 8% | 0 0% | 3 12% | 2 9% | 2 6% | 4 11% | 0 0% | 2 11% | 2 8% | 1 5% | 2 10% | 2 14% | 2 7% | 3 8% | 1 8% |
| Stay the same | 36 73% | 13 72% | 19 76% | 16 70% | 24 73% | 31 82% | 13 76% | 15 83% | 17 71% | 15 75% | 16 80% | 10 71% | 19 68% | 26 72% | 10 77% |
| Increase | 9 18% | 5 28% | 3 12% | 5 22% | 7 21% | 3 8% | 4 24% | 1 6% | 5 21% | 4 20% | 2 10% | 2 14% | 7 25% | 7 19% | 2 15% |
| Not applicable | 24 | 8 | 15 | 13 | 10 | 20 | 6 | 8 | 7 | 11 | 8 | 9 | 13 | 16 | 8 |
| I don't know / I prefer not to answer | 17 | 6 | 7 | 6 | 5 | 12 | 8 | 7 | 7 | 6 | 7 | 5 | 10 | 9 | 8 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| In each of the same categories, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE4D | | | | | | | | | | | | | | | |
| Grants, government support programs and tax credits | | | | | | | | | | | | | | | |
| n: | 37 | 14 | 17 | 18 | 26 | 28 | 14 | 16 | 22 | 13 | 17 | 11 | 23 | 28 | 9 |
| Decrease | 5% | 0% | 12% | 6% | 8% | 7% | 7% | 0% | 9% | 0% | 12% | 9% | 4% | 7% | 0% |
| Stay the same | 81% | 79% | 76% | 78% | 81% | 89% | 79% | 81% | 68% | 77% | 82% | 73% | 87% | 79% | 89% |
| Increase | 14% | 21% | 12% | 17% | 12% | 4% | 14% | 19% | 23% | 23% | 6% | 18% | 9% | 14% | 11% |
| Not applicable | 33 | 10 | 22 | 17 | 14 | 27 | 8 | 9 | 9 | 17 | 10 | 11 | 16 | 23 | 10 |
| I don't know / I prefer not to answer | 20 | 8 | 8 | 7 | 8 | 15 | 9 | 8 | 7 | 7 | 8 | 6 | 12 | 10 | 10 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| In each of the same categories, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE4E | | | | | | | | | | | | | | | |
| Other earnings | | | | | | | | | | | | | | | |
| n: | 33 | 11 | 16 | 18 | 23 | 25 | 10 | 14 | 16 | 11 | 16 | 9 | 20 | 23 | 10 |
| Decrease | 1 3% | 0 0% | 1 6% | 1 6% | 1 4% | 1 4% | 0 0% | 0 0% | 1 6% | 0 0% | 1 6% | 1 11% | 0 0% | 1 4% | 0 0% |
| Stay the same | 31 94% | 11 100% | 14 88% | 17 94% | 21 91% | 24 96% | 10 100% | 14 100% | 15 94% | 11 100% | 14 88% | 8 89% | 19 95% | 21 91% | 10 100% |
| Increase | 1 3% | 0 0% | 1 6% | 0 0% | 1 4% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 1 6% | 0 0% | 1 5% | 1 4% | 0 0% |
| Not applicable | 37 | 12 | 23 | 17 | 17 | 30 | 11 | 12 | 14 | 19 | 11 | 13 | 19 | 27 | 10 |
| I don't know / I prefer not to answer | 20 | 9 | 8 | 7 | 8 | 15 | 10 | 7 | 8 | 7 | 8 | 6 | 12 | 11 | 9 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE5A Theatrical Long Form (75 min or longer) | | | | | | | | | | | | | | | |
| n: | 70 | 30 | 35 | 35 | 40 | 56 | 25 | 28 | 31 | 31 | 27 | 24 | 35 | 49 | 21 |
| 0-25% | 90% | 93% | 86% | 80% | 90% | 89% | 92% | 100% | 90% | 87% | 93% | 92% | 89% | 94% | 81% |
| 26-50% | 10% | 7% | 14% | 20% | 10% | 11% | 8% | 0% | 10% | 13% | 7% | 8% | 11% | 6% | 19% |
| 51-75% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 76-100% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | (-) | |
| non-missing n: | 70 | 30 | 35 | 35 | 40 | 56 | 25 | 28 | 31 | 31 | 27 | 24 | 35 | 49 | 21 |
| mean: | 8.5 | 7.1 | 10.7 | 16.1 | 8.7 | 8.8 | 7.0 | 3.1 | 8.2 | 11.2 | 6.9 | 9.3 | 7.4 | 5.9 | 14.7 |
| standard deviation: | 13.1 | 11.2 | 15.1 | 15.0 | 12.4 | 13.4 | 13.3 | 5.7 | 12.8 | 14.5 | 11.7 | 12.9 | 13.2 | 9.6 | 17.7 |
| Student's t (p): | | - | - | ** | - | - | - | *** | - | - | - | - | - | * | * |
| Median | 0.0 | 0.0 | 5.0 | 10.0 | 4.0 | 0.0 | 0.0 | 0.0 | 0.0 | 5.0 | 0.0 | 0.0 | 0.0 | 0.0 | 5.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE5B Theatrical Short Form (less than 75 min) | | | | | | | | | | | | | | | |
| n: | 73 | 30 | 36 | 35 | 43 | 58 | 27 | 29 | 33 | 31 | 29 | 25 | 37 | 49 | 24 |
| 0-25% | 79% | 80% | 86% | 77% | 70% | 84% | 78% | 93% | 85% | 87% | 79% | 84% | 76% | 84% | 71% |
| 26-50% | 10% | 10% | 8% | 14% | 14% | 9% | 11% | 3% | 9% | 6% | 10% | 4% | 11% | 4% | 21% |
| 51-75% | 3% | 7% | 0% | 3% | 5% | 2% | 7% | 3% | 3% | 0% | 0% | 0% | 5% | 4% | 0% |
| 76-100% | 8% | 3% | 6% | 6% | 12% | 5% | 4% | 0% | 3% | 6% | 10% | 12% | 8% | 8% | 8% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 73 | 30 | 36 | 35 | 43 | 58 | 27 | 29 | 33 | 31 | 29 | 25 | 37 | 49 | 24 |
| mean: | 16.2 | 14.1 | 12.0 | 15.6 | 23.5 | 12.5 | 14.6 | 7.0 | 12.1 | 11.3 | 17.6 | 14.8 | 18.9 | 15.0 | 18.6 |
| standard deviation: | 27.8 | 24.2 | 22.9 | 23.2 | 30.3 | 24.2 | 24.7 | 15.7 | 20.9 | 24.2 | 29.6 | 28.8 | 30.1 | 28.0 | 28.0 |
| Student's t (p): | | - | - | - | * | - | - | * | - | - | - | - | - | - | - |
| Median | 0.0 | 2.0 | 0.0 | 3.0 | 10.0 | 0.0 | 1.0 | 0.0 | 0.0 | 0.0 | 2.0 | 0.0 | 2.0 | 0.0 | 0.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE5C Television (Short form, Episodic or Longform, MOW) | | | | | | | | | | | | | | | |
| n: | 79 | 30 | 42 | 37 | 41 | 64 | 27 | 30 | 34 | 34 | 30 | 26 | 42 | 58 | 21 |
| 0-25% | 30% | 37% | 19% | 30% | 32% | 23% | 48% | 47% | 41% | 15% | 30% | 15% | 43% | 26% | 43% |
| 26-50% | 13% | 13% | 14% | 16% | 22% | 13% | 15% | 13% | 15% | 12% | 20% | 15% | 5% | 10% | 19% |
| 51-75% | 15% | 13% | 17% | 24% | 15% | 16% | 7% | 13% | 12% | 21% | 10% | 19% | 14% | 16% | 14% |
| 76-100% | 42% | 37% | 50% | 30% | 32% | 48% | 30% | 27% | 32% | 53% | 40% | 50% | 38% | 48% | 24% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | (-) | | - | |
| non-missing n: | 79 | 30 | 42 | 37 | 41 | 64 | 27 | 30 | 34 | 34 | 30 | 26 | 42 | 58 | 21 |
| mean: | 56.9 | 50.5 | 65.8 | 52.2 | 50.0 | 63.9 | 41.9 | 43.3 | 47.6 | 68.6 | 55.6 | 66.3 | 52.1 | 61.4 | 44.6 |
| standard deviation: | 37.1 | 38.2 | 33.7 | 33.1 | 34.8 | 34.2 | 36.4 | 35.9 | 35.3 | 32.9 | 35.3 | 31.2 | 40.4 | 37.3 | 34.5 |
| Student's t (p): | | - | - | - | - | ** | - | - | - | - | - | - | - | - | - |
| Median | 70.0 | 50.0 | 75.0 | 65.0 | 50.0 | 75.0 | 33.0 | 30.0 | 40.0 | 80.0 | 50.0 | 75.0 | 65.0 | 75.0 | 50.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE5D Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | | | | | | | | | | | | | | | |
| n: | 66 | 28 | 32 | 31 | 36 | 52 | 26 | 27 | 31 | 29 | 25 | 24 | 33 | 46 | 20 |
| 0-25% | 61 92% | 25 89% | 32 100% | 29 94% | 33 92% | 50 96% | 21 81% | 24 89% | 29 94% | 29 100% | 22 88% | 22 92% | 31 94% | 43 93% | 18 90% |
| 26-50% | 3 5% | 2 7% | 0 0% | 2 6% | 2 6% | 2 4% | 3 12% | 2 7% | 2 6% | 0 0% | 2 8% | 2 8% | 1 3% | 1 2% | 2 10% |
| 51-75% | 2 3% | 1 4% | 0 0% | 0 0% | 1 3% | 0 0% | 2 8% | 1 4% | 0 0% | 0 0% | 1 4% | 0 0% | 1 3% | 2 4% | 0 0% |
| 76-100% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 66 | 28 | 32 | 31 | 36 | 52 | 26 | 27 | 31 | 29 | 25 | 24 | 33 | 46 | 20 |
| mean: | 5.1 | 6.8 | 1.4 | 4.6 | 5.7 | 3.2 | 12.3 | 7.9 | 5.7 | 1.0 | 8.0 | 2.7 | 6.0 | 5.7 | 3.8 |
| standard deviation: | 13.0 | 12.6 | 5.6 | 9.3 | 11.7 | 8.4 | 18.3 | 16.1 | 10.4 | 4.1 | 14.0 | 9.2 | 14.1 | 14.1 | 10.1 |
| Student's t (p): | | * | * | - | - | * | - | - | - | * | * | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE5E Gaming | | | | | | | | | | | | | | | |
| n: | 66 | 29 | 32 | 31 | 36 | 51 | 26 | 26 | 30 | 29 | 25 | 23 | 34 | 47 | 19 |
| 0-25% | 63 95% | 26 90% | 32 100% | 31 100% | 35 97% | 49 96% | 23 88% | 24 92% | 29 97% | 28 97% | 24 96% | 23 100% | 31 91% | 45 96% | 18 95% |
| 26-50% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 51-75% | 1 2% | 1 3% | 0 0% | 0 0% | 1 3% | 1 2% | 1 4% | 1 4% | 1 3% | 1 3% | 0 0% | 0 0% | 1 3% | 1 2% | 0 0% |
| 76-100% | 2 3% | 2 7% | 0 0% | 0 0% | 0 0% | 1 2% | 2 8% | 1 4% | 0 0% | 0 0% | 1 4% | 0 0% | 2 6% | 1 2% | 1 5% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 66 | 29 | 32 | 31 | 36 | 51 | 26 | 26 | 30 | 29 | 25 | 23 | 34 | 47 | 19 |
| mean: | 4.8 | 10.1 | 0.4 | 0.6 | 2.9 | 3.6 | 12.2 | 7.3 | 3.0 | 2.6 | 4.6 | 0.1 | 8.8 | 4.4 | 5.8 |
| standard deviation: | 19.2 | 28.2 | 1.8 | 2.3 | 11.9 | 16.9 | 29.3 | 23.4 | 12.9 | 13.0 | 20.1 | 0.6 | 26.1 | 17.7 | 22.9 |
| Student's t (p): | | - | - | ** | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|---------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE5F Advertising | | | | | | | | | | | | | | | |
| n: | 71 | 28 | 36 | 34 | 40 | 57 | 27 | 31 | 34 | 29 | 29 | 26 | 35 | 49 | 22 |
| 0-25% | 58 82% | 24 86% | 29 81% | 28 82% | 32 80% | 47 82% | 23 85% | 20 65% | 24 71% | 27 93% | 23 79% | 23 88% | 27 77% | 42 86% | 16 73% |
| 26-50% | 6 8% | 1 4% | 4 11% | 4 12% | 5 13% | 6 11% | 1 4% | 4 13% | 5 15% | 1 3% | 3 10% | 1 4% | 3 9% | 3 6% | 3 14% |
| 51-75% | 3 4% | 0 0% | 2 6% | 2 6% | 2 5% | 3 5% | 1 4% | 3 10% | 2 6% | 0 0% | 2 7% | 1 4% | 2 6% | 2 4% | 1 5% |
| 76-100% | 4 6% | 3 11% | 1 3% | 0 0% | 1 3% | 1 2% | 2 7% | 4 13% + | 3 9% | 1 3% | 1 3% | 1 4% | 3 9% | 2 4% | 2 9% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 71 | 28 | 36 | 34 | 40 | 57 | 27 | 31 | 34 | 29 | 29 | 26 | 35 | 49 | 22 |
| mean: | 13.8 | 12.9 | 12.5 | 11.1 | 13.3 | 12.0 | 15.3 | 28.8 | 21.8 | 5.6 | 15.2 | 10.3 | 18.0 | 11.4 | 19.0 |
| standard deviation: | 26.5 | 28.3 | 25.1 | 20.6 | 22.5 | 22.6 | 26.6 | 33.5 | 29.8 | 16.4 | 26.0 | 23.6 | 30.4 | 24.4 | 30.5 |
| Student's t (p): | | - | - | - | - | - | - | * | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 2.0 | 14.0 | 5.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE5G Library/Production/Stock Music | | | | | | | | | | | | | | | |
| n: | 71 | 30 | 34 | 33 | 38 | 56 | 26 | 28 | 34 | 30 | 29 | 25 | 36 | 49 | 22 |
| 0-25% | 70 99% | 29 97% | 34 100% | 33 100% | 38 100% | 56 100% | 26 100% | 28 100% | 33 97% | 30 100% | 28 97% | 25 100% | 35 97% | 49 100% | 21 95% |
| 26-50% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 51-75% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 76-100% | 1 1% | 1 3% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 1 3% | 0 0% | 1 3% | 0 0% | 1 5% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 71 | 30 | 34 | 33 | 38 | 56 | 26 | 28 | 34 | 30 | 29 | 25 | 36 | 49 | 22 |
| mean: | 4.85 | 5.57 | 3.88 | 3.06 | 3.13 | 3.80 | 3.92 | 4.71 | 8.88 | 3.40 | 8.14 | 4.28 | 5.86 | 3.43 | 8.00 |
| standard deviation: | 12.8 | 18.6 | 5.9 | 6.0 | 5.0 | 6.2 | 7.0 | 6.5 | 17.3 | 5.3 | 19.0 | 5.9 | 17.2 | 5.7 | 21.4 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 5.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE5H | | | | | | | | | | | | | | | |
| Other screen composing | | | | | | | | | | | | | | | |
| n: | 67 | 28 | 33 | 32 | 38 | 52 | 27 | 27 | 31 | 29 | 25 | 23 | 35 | 47 | 20 |
| 0-25% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% |
| 26-50% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 51-75% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 76-100% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 67 | 28 | 33 | 32 | 38 | 52 | 27 | 27 | 31 | 29 | 25 | 23 | 35 | 47 | 20 |
| mean: | 1.33 | 1.29 | 1.00 | 1.38 | 1.42 | 1.33 | 1.81 | 0.15 | 0.61 | 0.86 | 1.76 | 1.74 | 0.97 | 0.83 | 2.50 |
| standard deviation: | 4.20 | 3.75 | 3.65 | 3.59 | 4.30 | 3.94 | 4.98 | 0.60 | 2.03 | 3.80 | 3.99 | 4.67 | 3.75 | 2.77 | 6.39 |
| Student's t (p): | | - | - | - | - | - | - | *** | - | - | - | - | - | - | - |
| Median | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REV5A2 Theatrical Long Form (75 min or longer) | | | | | | | | | | | | | | | |
| n: | 61 | 28 | 28 | 29 | 34 | 49 | 23 | 23 | 27 | 29 | 23 | 21 | 30 | 43 | 18 |
| Up to 50,000 | 90% | 100% | 79% | 79% | 91% | 88% | 100% | 100% | 100% | 79% | 100% | 76% | 100% | 98% | 72% |
| 50,001 - 100,000 | 7% | 0% | 14% | 14% | 6% | 8% | 0% | 0% | 0% | 14% | 0% | 14% | 0% | 2% | 17% |
| 100,001 - 200,000 | 2% | 0% | 4% | 3% | 3% | 2% | 0% | 0% | 0% | 3% | 0% | 5% | 0% | 0% | 6% |
| More than 200,000 | 2% | 0% | 4% | 3% | 0% | 2% | 0% | 0% | 0% | 3% | 0% | 5% | 0% | 0% | 6% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | (-) | | - | | | | | | - | | (*) | | (*) | |
| non-missing n: | 61 | 28 | 28 | 29 | 34 | 49 | 23 | 23 | 27 | 29 | 23 | 21 | 30 | 43 | 18 |
| mean: | 14307 | 3317 | 27797 | 29893 | 11888 | 17525 | 3632 | 3911 | 4499 | 28632 | 1280 | 30944 | 3006 | 5298 | 35827 |
| standard deviation: | 36762 | 6972 | 51032 | 49153 | 27017 | 40427 | 7717 | 8256 | 8583 | 49843 | 2043 | 56081 | 6960 | 16078 | 58614 |
| Student's t (p): | | * | * | * | - | - | *** | ** | ** | ** | ** | * | * | * | * |
| Median | 0 | 0 | 36 | 8000 | 0 | 0 | 0 | 0 | 0 | 2000 | 0 | 36 | 0 | 0 | 5291 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|---------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|---------|--------------------------------|---------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REV5B2 Theatrical Short Form (less than 75 min) | | | | | | | | | | | | | | | |
| n: | 63 | 28 | 29 | 29 | 36 | 50 | 25 | 24 | 28 | 29 | 24 | 22 | 31 | 43 | 20 |
| Up to 50,000 | 95% | 100% | 90% | 90% | 94% | 94% | 100% | 100% | 100% | 90% | 100% | 91% | 100% | 100% | 85% |
| 50,001 - 100,000 | 2 3% | 0 0% | 2 7% | 2 7% | 1 3% | 2 4% | 0 0% | 0 0% | 0 0% | 2 7% | 0 0% | 1 5% | 0 0% | 0 0% | 2 10% |
| 100,001 - 200,000 | 1 2% | 0 0% | 1 3% | 1 3% | 1 3% | 1 2% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 1 5% | 0 0% | 0 0% | 1 5% |
| More than 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | (*) | |
| non-missing n: | 63 | 28 | 29 | 29 | 36 | 50 | 25 | 24 | 28 | 29 | 24 | 22 | 31 | 43 | 20 |
| mean: | 7688 | 2347 | 13814 | 13641 | 10481 | 9226 | 3324 | 3309 | 3072 | 12993 | 2487 | 12463 | 3173 | 2351 | 19163 |
| standard deviation: | 22335 | 3596 | 31894 | 31365 | 25142 | 24848 | 6577 | 7281 | 6766 | 31762 | 4010 | 31751 | 6161 | 4161 | 37236 |
| Student's t (p): | | - | - | - | - | - | * | * | * | - | - | - | - | - | - |
| Median | 27 | 250 | 0 | 1050 | 2250 | 0 | 320 | 0 | 0 | 0 | 250 | 0 | 320 | 0 | 1000 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|--------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-------|--------------------------------|-------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REV5C2 Television (Short form, Episodic or Longform, MOW) | | | | | | | | | | | | | | | |
| n: | 69 | 28 | 34 | 31 | 35 | 56 | 25 | 25 | 29 | 31 | 26 | 23 | 36 | 51 | 18 |
| Up to 50,000 | 58% | 71% | 38% | 55% | 63% | 50% | 72% | 76% | 72% | 39% | 62% | 26% | 75% | 59% | 56% |
| 50,001 - 100,000 | 14% | 14% | 18% | 13% | 17% | 16% | 16% | 12% | 14% | 19% | 15% | 17% | 8% | 16% | 11% |
| 100,001 - 200,000 | 9% | 7% | 12% | 6% | 9% | 11% | 4% | 4% | 0% | 6% | 15% | 13% | 8% | 8% | 11% |
| More than 200,000 | 19% | 7% | 32% | 26% | 11% | 23% | 8% | 8% | 14% | 35% | 8% | 43% | 8% | 18% | 22% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | (*) | | - | | | | | | (-) | | (**) | | - | |
| non-missing n: | 69 | 28 | 34 | 31 | 35 | 56 | 25 | 25 | 29 | 31 | 26 | 23 | 36 | 51 | 18 |
| mean: | 82689 | 44608 | 130627 | 101133 | 71070 | 100175 | 48495 | 52433 | 59481 | 133347 | 55373 | 165610 | 43030 | 79293 | 92311 |
| standard deviation: | 109079 | 67508 | 125748 | 126753 | 108939 | 114026 | 99434 | 99778 | 105200 | 129748 | 74701 | 134680 | 68326 | 105747 | 120708 |
| Student's t (p): | | ** | ** | - | - | - | - | - | - | ** | ** | *** | *** | - | - |
| Median | 38000 | 4000 | 87000 | 45500 | 35000 | 50000 | 4000 | 11250 | 8000 | 87000 | 11250 | 160000 | 4000 | 38000 | 32000 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------|--------------------------------|------------|------------------------------------|------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REV5D2 Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | | | | | | | | | | | | | | | |
| n: | 58 | 26 | 26 | 26 | 31 | 46 | 24 | 23 | 28 | 27 | 22 | 21 | 28 | 41 | 17 |
| Up to 50,000 | 57 98% | 26 100% | 25 96% | 25 96% | 30 97% | 45 98% | 24 100% | 22 96% | 27 96% | 26 96% | 22 100% | 21 100% | 28 100% | 40 98% | 17 100% |
| 50,001 - 100,000 | 1 2% | 0 0% | 1 4% | 1 4% | 1 3% | 1 2% | 0 0% | 1 4% | 1 4% | 1 4% | 0 0% | 0 0% | 0 0% | 1 2% | 0 0% |
| 100,001 - 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| More than 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 58 | 26 | 26 | 26 | 31 | 46 | 24 | 23 | 28 | 27 | 22 | 21 | 28 | 41 | 17 |
| mean: | 1746 | 1047 | 2558 | 3033 | 2749 | 1885 | 1552 | 3749 | 2944 | 2456 | 1218 | 25 | 1120 | 2401 | 166 |
| standard deviation: | 8471 | 1867 | 12541 | 12513 | 11462 | 9466 | 2220 | 13285 | 12051 | 12308 | 1994 | 115 | 2086 | 10032 | 564 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | ** | ** | - | - |
| Median | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REV5E2 Gaming | | | | | | | | | | | | | | | |
| n: | 58 | 27 | 26 | 26 | 31 | 45 | 24 | 22 | 27 | 27 | 22 | 20 | 29 | 42 | 16 |
| Up to 50,000 | 57 98% | 26 96% | 26 100% | 26 100% | 31 100% | 44 98% | 23 96% | 21 95% | 27 100% | 27 100% | 22 100% | 20 100% | 28 97% | 42 100% | 15 94% |
| 50,001 - 100,000 | 1 2% | 1 4% | 0 0% | 0 0% | 0 0% | 1 2% | 1 4% | 1 5% | 0 0% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 1 6% |
| 100,001 - 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| More than 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | (-) | |
| non-missing n: | 58 | 27 | 26 | 26 | 31 | 45 | 24 | 22 | 27 | 27 | 22 | 20 | 29 | 42 | 16 |
| mean: | 1655 | 3045 | 492 | 498 | 996 | 1982 | 4000 | 3864 | 999 | 711 | 238 | 140 | 3175 | 619 | 4375 |
| standard deviation: | 8133 | 11718 | 2015 | 1996 | 3057 | 9211 | 12415 | 13036 | 3253 | 2745 | 900 | 624 | 11382 | 2279 | 15042 |
| Student's t (p): | | - | - | * | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------|--------------------------------|------------|------------------------------------|------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REV5F2 Advertising | | | | | | | | | | | | | | | |
| n: | 61 | 26 | 29 | 28 | 33 | 49 | 25 | 26 | 29 | 27 | 24 | 23 | 29 | 43 | 18 |
| Up to 50,000 | 59 97% | 26 100% | 27 93% | 26 93% | 31 94% | 47 96% | 24 96% | 24 92% | 27 93% | 25 93% | 24 100% | 22 96% | 29 100% | 41 95% | 18 100% |
| 50,001 - 100,000 | 1 2% | 0 0% | 1 3% | 1 4% | 1 3% | 1 2% | 1 4% | 1 4% | 1 3% | 1 4% | 0 0% | 1 4% | 0 0% | 1 2% | 0 0% |
| 100,001 - 200,000 | 1 2% | 0 0% | 1 3% | 1 4% | 1 3% | 1 2% | 0 0% | 1 4% | 1 3% | 1 4% | 0 0% | 0 0% | 0 0% | 1 2% | 0 0% |
| More than 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 61 | 26 | 29 | 28 | 33 | 49 | 25 | 26 | 29 | 27 | 24 | 23 | 29 | 43 | 18 |
| mean: | 7326 | 3223 | 12102 | 12136 | 11276 | 8665 | 8987 | 16865 | 13436 | 9530 | 3241 | 6592 | 5767 | 7270 | 7460 |
| standard deviation: | 20957 | 7385 | 29061 | 29487 | 27295 | 23095 | 20176 | 29793 | 28833 | 29125 | 6376 | 18702 | 11313 | 23240 | 14688 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0 | 0 | 0 | 0 | 0 | 0 | 375 | 4760 | 1900 | 0 | 0 | 0 | 0 | 0 | 0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------|--------------------------------|------------|------------------------------------|------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REV5G2 Library/Production/Stock Music | | | | | | | | | | | | | | | |
| n: | 60 | 27 | 27 | 27 | 31 | 48 | 24 | 23 | 28 | 28 | 23 | 22 | 29 | 43 | 17 |
| Up to 50,000 | 59 98% | 27 100% | 26 96% | 27 100% | 31 100% | 47 98% | 24 100% | 23 100% | 28 100% | 27 96% | 23 100% | 21 95% | 29 100% | 42 98% | 17 100% |
| 50,001 - 100,000 | 1 2% | 0 0% | 1 4% | 0 0% | 0 0% | 1 2% | 0 0% | 0 0% | 0 0% | 1 4% | 0 0% | 1 5% | 0 0% | 1 2% | 0 0% |
| 100,001 - 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| More than 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 60 | 27 | 27 | 27 | 31 | 48 | 24 | 23 | 28 | 28 | 23 | 22 | 29 | 43 | 17 |
| mean: | 3258 | 422 | 6701 | 2223 | 1403 | 3959 | 531 | 1773 | 2760 | 6544 | 484 | 7548 | 359 | 3743 | 2031 |
| standard deviation: | 11877 | 1093 | 17216 | 7280 | 3468 | 13206 | 1156 | 3904 | 6431 | 16914 | 1170 | 18805 | 745 | 13317 | 7242 |
| Student's t (p): | | - | - | - | - | - | ** | - | - | - | - | - | - | - | - |
| Median | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 100 | 0 | 0 | 0 | 0 | 0 | 0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain for work in each of the following types of projects? | | | | | | | | | | | | | | | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REV5H2 | | | | | | | | | | | | | | | |
| Other screen composing | | | | | | | | | | | | | | | |
| n: | 59 | 26 | 27 | 27 | 33 | 46 | 25 | 23 | 28 | 27 | 22 | 20 | 30 | 42 | 17 |
| Up to 50,000 | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% | 100% |
| 50,001 - 100,000 | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 100,001 - 200,000 | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| More than 200,000 | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 59 | 26 | 27 | 27 | 33 | 46 | 25 | 23 | 28 | 27 | 22 | 20 | 30 | 42 | 17 |
| mean: | 1279 | 500 | 2240 | 499 | 257 | 1597 | 549 | 36 | 92 | 2222 | 613 | 3350 | 153 | 755 | 2574 |
| standard deviation: | 5836 | 1561 | 8469 | 1531 | 800 | 6583 | 1595 | 120 | 345 | 8473 | 1682 | 9799 | 483 | 3278 | 9665 |
| Student's t (p): | | - | - | - | - | - | - | * | * | - | - | - | - | - | - |
| Median | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| For each of the following types of projects, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE6A Theatrical Long Form (75 min or longer) | | | | | | | | | | | | | | | |
| n: | 62 | 27 | 31 | 34 | 38 | 50 | 22 | 23 | 30 | 26 | 27 | 21 | 33 | 42 | 20 |
| Decrease | 13% | 4% | 23% | 18% | 11% | 14% | 5% | 9% | 7% | 19% | 4% | 14% | 9% | 12% | 15% |
| Stay the same | 39% | 37% | 42% | 26% | 29% | 44% | 41% | 35% | 37% | 42% | 37% | 38% | 45% | 36% | 45% |
| Increase | 48% | 59% | 35% | 56% | 61% | 42% | 55% | 57% | 57% | 38% | 59% | 48% | 45% | 52% | 40% |
| Not applicable | 17 | 3 | 8 | 3 | 7 | 11 | 5 | 7 | 4 | 5 | 5 | 5 | 11 | 11 | 6 |
| I don't know / I prefer not to answer | 11 | 2 | 8 | 5 | 3 | 9 | 4 | 3 | 4 | 6 | 3 | 2 | 7 | 8 | 3 |
| khi ² : | | (-) | | - | | | | | | - | | - | | - | |

| For each of the following types of projects, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE6B Theatrical Short Form (less than 75 min) | | | | | | | | | | | | | | | |
| n: | 57 | 24 | 28 | 29 | 39 | 45 | 20 | 22 | 28 | 24 | 24 | 18 | 31 | 39 | 18 |
| Decrease | 19% | 4% | 32% | 24% | 21% | 20% | 15% | 18% | 18% | 17% | 17% | 17% | 19% | 21% | 17% |
| Stay the same | 60% | 58% | 61% | 52% | 51% | 69% | 55% | 59% | 57% | 67% | 63% | 61% | 55% | 59% | 61% |
| Increase | 21% | 38% | 7% | 24% | 28% | 11% | 30% | 23% | 25% | 17% | 21% | 22% | 26% | 21% | 22% |
| Not applicable | 21 | 5 | 12 | 8 | 6 | 14 | 6 | 6 | 5 | 9 | 7 | 8 | 11 | 12 | 9 |
| I don't know / I prefer not to answer | 12 | 3 | 7 | 5 | 3 | 11 | 5 | 5 | 5 | 4 | 4 | 2 | 9 | 10 | 2 |
| khi ² : | | (**) | | - | | | | | | - | | - | | - | |

| For each of the following types of projects, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE6C Television (Short form, Episodic or Longform, MOW) | | | | | | | | | | | | | | | |
| n: | 68 | 24 | 40 | 36 | 38 | 59 | 21 | 23 | 30 | 31 | 27 | 25 | 34 | 47 | 21 |
| Decrease | 22% | 29% | 20% | 28% | 26% | 24% | 24% | 30% | 17% | 19% | 26% | 16% | 29% | 30% | 5% |
| Stay the same | 41% | 42% | 38% | 31% | 34% | 42% | 43% | 48% | 40% | 42% | 33% | 40% | 38% | 34% | 57% |
| Increase | 37% | 29% | 43% | 42% | 39% | 34% | 33% | 22% | 43% | 39% | 41% | 44% | 32% | 36% | 38% |
| Not applicable | 10 | 4 | 1 | 2 | 6 | 2 | 5 | 5 | 2 | 2 | 3 | 1 | 9 | 5 | 5 |
| I don't know / I prefer not to answer | 12 | 4 | 6 | 4 | 4 | 9 | 5 | 5 | 6 | 4 | 5 | 2 | 8 | 9 | 3 |
| khi ² : | | - | | - | | | | | | - | | - | | (*) | |

| For each of the following types of projects, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|----------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE6D Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | | | | | | | | | | | | | | | |
| n: | 48 | 21 | 23 | 21 | 29 | 38 | 21 | 23 | 27 | 18 | 21 | 15 | 26 | 36 | 12 |
| Decrease | 2 4% | 1 5% | 1 4% | 1 5% | 1 3% | 2 5% | 1 5% | 2 9% | 1 4% | 0 0% | 1 5% | 0 0% | 2 8% | 2 6% | 0 0% |
| Stay the same | 31 65% | 11 52% | 18 78% | 13 62% | 17 59% | 28 74% + | 10 48% | 11 48% | 14 52% | 14 78% | 13 62% | 12 80% | 15 58% | 21 58% | 10 83% |
| Increase | 15 31% | 9 43% | 4 17% | 7 33% | 11 38% | 8 21% - | 10 48% | 10 43% | 12 44% | 4 22% | 7 33% | 3 20% | 9 35% | 13 36% | 2 17% |
| Not applicable | 29 | 8 | 16 | 16 | 15 | 21 | 6 | 6 | 7 | 14 | 10 | 11 | 15 | 16 | 13 |
| I don't know / I prefer not to answer | 13 | 3 | 8 | 5 | 4 | 11 | 4 | 4 | 4 | 5 | 4 | 2 | 10 | 9 | 4 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| For each of the following types of projects, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE6E Gaming | | | | | | | | | | | | | | | |
| n: | 44 | 18 | 23 | 20 | 24 | 35 | 18 | 19 | 21 | 17 | 18 | 13 | 25 | 31 | 13 |
| Decrease | 2 5% | 1 6% | 1 4% | 1 5% | 1 4% | 1 3% | 1 6% | 1 5% | 1 5% | 0 0% | 0 0% | 0 0% | 2 8% | 2 6% | 0 0% |
| Stay the same | 33 75% | 13 72% | 18 78% | 14 70% | 17 71% | 26 74% | 12 67% | 13 68% | 13 62% | 13 76% | 13 72% | 11 85% | 17 68% | 22 71% | 11 85% |
| Increase | 9 20% | 4 22% | 4 17% | 5 25% | 6 25% | 8 23% | 5 28% | 5 26% | 7 33% | 4 24% | 5 28% | 2 15% | 6 24% | 7 23% | 2 15% |
| Not applicable | 31 | 9 | 16 | 16 | 18 | 22 | 7 | 8 | 11 | 15 | 11 | 12 | 15 | 19 | 12 |
| I don't know / I prefer not to answer | 15 | 5 | 8 | 6 | 6 | 13 | 6 | 6 | 6 | 5 | 6 | 3 | 11 | 11 | 4 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| For each of the following types of projects, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE6F Advertising | | | | | | | | | | | | | | | |
| n: | 52 | 23 | 24 | 22 | 30 | 41 | 20 | 27 | 29 | 19 | 23 | 15 | 31 | 37 | 15 |
| Decrease | 7 13% | 2 9% | 5 21% | 4 18% | 6 20% | 7 17% | 3 15% | 7 26% | 5 17% | 1 5% | 4 17% | 1 7% | 5 16% | 7 19% | 0 0% |
| Stay the same | 33 63% | 12 52% | 18 75% | 14 64% | 17 57% | 27 66% | 10 50% | 11 41% | 14 48% | 14 74% | 13 57% | 10 67% | 18 58% | 22 59% | 11 73% |
| Increase | 12 23% | 9 39% | 1 4% | 4 18% | 7 23% | 7 17% | 7 35% | 9 33% | 10 34% | 4 21% | 6 26% | 4 27% | 8 26% | 8 22% | 4 27% |
| Not applicable | 25 | 6 | 15 | 15 | 14 | 18 | 7 | 2 | 5 | 13 | 8 | 11 | 10 | 15 | 10 |
| I don't know / I prefer not to answer | 13 | 3 | 8 | 5 | 4 | 11 | 4 | 4 | 4 | 5 | 4 | 2 | 10 | 9 | 4 |
| khi ² : | | (*) | | - | | | | | | - | | - | | - | |

| For each of the following types of projects, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE6G Library/Production/Stock Music | | | | | | | | | | | | | | | |
| n: | 52 | 19 | 29 | 24 | 30 | 42 | 18 | 21 | 31 | 22 | 22 | 19 | 27 | 37 | 15 |
| Decrease | 5 10% | 0 0% | 5 17% | 2 8% | 2 7% | 5 12% | 1 6% | 1 5% | 3 10% | 2 9% | 2 9% | 3 16% | 2 7% | 4 11% | 1 7% |
| Stay the same | 34 65% | 12 63% | 19 66% | 17 71% | 21 70% | 29 69% | 12 67% | 11 52% | 15 48% | 14 64% | 14 64% | 11 58% | 18 67% | 24 65% | 10 67% |
| Increase | 13 25% | 7 37% | 5 17% | 5 21% | 7 23% | 8 19% | 5 28% | 9 43% | 13 42% | 6 27% | 6 27% | 5 26% | 7 26% | 9 24% | 4 27% |
| Not applicable | 23 | 8 | 10 | 12 | 12 | 15 | 7 | 6 | 1 | 10 | 7 | 6 | 13 | 13 | 10 |
| I don't know / I prefer not to answer | 15 | 5 | 8 | 6 | 6 | 13 | 6 | 6 | 6 | 5 | 6 | 3 | 11 | 11 | 4 |
| khi ² : | | (-) | | - | | | | | | - | | - | | - | |

| For each of the following types of projects, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE6H | | | | | | | | | | | | | | | |
| Other screen composing | | | | | | | | | | | | | | | |
| n: | 43 | 18 | 22 | 18 | 24 | 35 | 15 | 15 | 19 | 16 | 18 | 14 | 23 | 31 | 12 |
| Decrease | 1 2% | 0 0% | 1 5% | 0 0% | 0 0% | 1 3% | 0 0% | 1 7% | 0 0% | 0 0% | 0 0% | 0 0% | 1 4% | 1 3% | 0 0% |
| Stay the same | 33 77% | 14 78% | 18 82% | 16 89% | 18 75% | 28 80% | 12 80% | 8 53% | 11 58% | 15 94% | 12 67% | 12 86% | 16 70% | 23 74% | 10 83% |
| Increase | 9 21% | 4 22% | 3 14% | 2 11% | 6 25% | 6 17% | 3 20% | 6 40% | 8 42% | 1 6% | 6 33% | 2 14% | 6 26% | 7 23% | 2 17% |
| Not applicable | 28 | 8 | 14 | 16 | 16 | 19 | 9 | 11 | 10 | 13 | 10 | 10 | 16 | 16 | 12 |
| I don't know / I prefer not to answer | 19 | 6 | 11 | 8 | 8 | 16 | 7 | 7 | 9 | 8 | 7 | 4 | 12 | 14 | 5 |
| khi ² : | | - | | - | | | | | | (*) | | - | | - | |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain in each of the following arrangement? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|----------------|-------------------|-------------|-------------------------------|-----------------------------------|------------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE7A | | | | | | | | | | | | | | | |
| Ownership of a company involved in screen composing | | | | | | | | | | | | | | | |
| n: | 74 | 28 | 40 | 35 | 42 | 59 | 27 | 30 | 34 | 32 | 30 | 26 | 38 | 52 | 22 |
| 0-25% | 35 47% | 19 68% | 10 25% | 15 43% | 23 55% | 26 44% | 17 63% | 19 63% | 20 59% | 5 16% --- | 21 70% +++ | 7 27% | 23 61% | 25 48% | 10 45% |
| 26-50% | 3 4% | 2 7% | 1 3% | 1 3% | 3 7% | 2 3% | 3 11% | 3 10% | 3 9% | 1 3% | 2 7% | 1 4% | 2 5% | 2 4% | 1 5% |
| 51-75% | 2 3% | 1 4% | 1 3% | 2 6% | 1 2% | 2 3% | 1 4% | 0 0% | 0 0% | 1 3% | 1 3% | 2 8% | 0 0% | 1 2% | 1 5% |
| 76-100% | 34 46% | 6 21% | 28 70% | 17 49% | 15 36% | 29 49% + | 6 22% | 8 27% | 11 32% | 25 78% +++ | 6 20% --- | 16 62% | 13 34% | 24 46% | 10 45% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | (**) | | - | | | | | | (***) | | (*) | | - | |
| non-missing n: | 74 | 28 | 40 | 35 | 42 | 59 | 27 | 30 | 34 | 32 | 30 | 26 | 38 | 52 | 22 |
| mean: | 49.2 | 27.1 | 72.1 | 52.6 | 40.0 | 52.4 | 30.0 | 31.7 | 36.8 | 80.7 | 25.3 | 67.0 | 36.8 | 49.2 | 49.2 |
| standard deviation: | 48.4 | 42.2 | 43.5 | 48.0 | 46.7 | 48.4 | 42.4 | 44.5 | 46.6 | 37.4 | 41.3 | 44.0 | 47.5 | 49.0 | 48.0 |
| Student's t (p): | | *** | *** | - | - | - | - | - | - | *** | *** | * | * | - | - |
| Median | 50.0 | 0.0 | 100.0 | 60.0 | 0.0 | 60.0 | 0.0 | 0.0 | 0.0 | 100.0 | 0.0 | 100.0 | 0.0 | 50.0 | 50.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain in each of the following arrangement? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|------------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advert-ising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE7B Self-employment as a screen composer | | | | | | | | | | | | | | | |
| n: | 80 | 31 | 38 | 37 | 43 | 61 | 29 | 31 | 33 | 32 | 30 | 26 | 43 | 55 | 25 |
| 0-25% | 30 38% | 8 26% -- | 22 58% ++ | 14 38% | 12 28% | 25 41% | 6 21% | 9 29% | 9 27% | 22 69% +++ | 4 13% --- | 14 54% | 11 26% | 21 38% | 9 36% |
| 26-50% | 4 5% | 3 10% | 1 3% | 2 5% | 3 7% | 3 5% | 3 10% | 2 6% | 2 6% | 2 6% | 2 7% | 3 12% | 1 2% | 2 4% | 2 8% |
| 51-75% | 1 1% | 1 3% | 0 0% | 1 3% | 1 2% | 1 2% | 1 3% | 1 3% | 1 3% | 0 0% | 1 3% | 0 0% | 1 2% | 1 2% | 0 0% |
| 76-100% | 45 56% | 19 61% | 15 39% | 20 54% | 27 63% | 32 52% | 19 66% | 19 61% | 21 64% | 8 25% --- | 23 77% +++ | 9 35% | 30 70% | 31 56% | 14 56% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | (*) | | - | | | | | | (***) | | (*) | | - | |
| non-missing n: | 80 | 31 | 38 | 37 | 43 | 61 | 29 | 31 | 33 | 32 | 30 | 26 | 43 | 55 | 25 |
| mean: | 59.3 | 68.2 | 40.3 | 58.3 | 68.0 | 55.7 | 72.8 | 66.9 | 68.9 | 28.1 | 82.0 | 39.9 | 72.3 | 59.1 | 59.9 |
| standard deviation: | 47.6 | 43.7 | 48.7 | 48.0 | 44.6 | 48.2 | 41.4 | 45.1 | 44.4 | 43.8 | 35.9 | 46.9 | 43.6 | 48.0 | 47.9 |
| Student's t (p): | | * | * | - | - | - | - | - | - | *** | *** | ** | ** | - | - |
| Median | 100.0 | 100.0 | 0.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 0.0 | 100.0 | 0.0 | 100.0 | 100.0 | 100.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain in each of the following arrangement? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE7C | | | | | | | | | | | | | | | |
| Salary as a screen composer | | | | | | | | | | | | | | | |
| n: | 70 | 28 | 36 | 33 | 39 | 55 | 27 | 30 | 32 | 29 | 28 | 24 | 36 | 49 | 21 |
| 0-25% | 66 94% | 25 89% | 35 97% | 31 94% | 36 92% | 51 93% | 24 89% | 26 87% | 29 91% | 29 100% | 26 93% | 24 100% | 32 89% | 46 94% | 20 95% |
| 26-50% | 2 3% | 1 4% | 1 3% | 2 6% | 2 5% | 2 4% | 2 7% | 2 7% | 2 6% | 0 0% | 2 7% | 0 0% | 2 6% | 2 4% | 0 0% |
| 51-75% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 76-100% | 2 3% | 2 7% | 0 0% | 0 0% | 1 3% | 2 4% | 1 4% | 2 7% | 1 3% | 0 0% | 0 0% | 0 0% | 2 6% | 1 2% | 1 5% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 70 | 28 | 36 | 33 | 39 | 55 | 27 | 30 | 32 | 29 | 28 | 24 | 36 | 49 | 21 |
| mean: | 4.43 | 8.04 | 2.36 | 3.03 | 5.00 | 5.64 | 6.67 | 9.17 | 5.47 | 0.69 | 2.86 | 0.83 | 8.06 | 3.88 | 5.71 |
| standard deviation: | 17.7 | 25.9 | 9.1 | 10.5 | 17.7 | 19.9 | 21.7 | 26.2 | 19.2 | 3.7 | 10.8 | 4.1 | 24.1 | 15.8 | 22.0 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |

For each of the same arrangements, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE8A | | | | | | | | | | | | | | | |
| Ownership of a company involved in screen composing | | | | | | | | | | | | | | | |
| n: | 59 | 20 | 34 | 31 | 33 | 47 | 20 | 22 | 25 | 28 | 22 | 24 | 29 | 39 | 20 |
| Decrease | 10 17% | 4 20% | 6 18% | 6 19% | 5 15% | 8 17% | 2 10% | 2 9% | 3 12% | 6 21% | 2 9% | 4 17% | 5 17% | 7 18% | 3 15% |
| Stay the same | 43 73% | 15 75% | 23 68% | 22 71% | 24 73% | 35 74% | 17 85% | 18 82% | 18 72% | 16 57% | 20 91% | 17 71% | 21 72% | 28 72% | 15 75% |
| Increase | 6 10% | 1 5% | 5 15% | 3 10% | 4 12% | 4 9% | 1 5% | 2 9% | 4 16% | 6 21% | 0 0% | 3 13% | 3 10% | 4 10% | 2 10% |
| Not applicable | 17 | 8 | 5 | 7 | 11 | 13 | 6 | 6 | 6 | 5 | 7 | 2 | 13 | 11 | 6 |
| I don't know / I prefer not to answer | 14 | 4 | 8 | 4 | 4 | 10 | 5 | 5 | 7 | 4 | 6 | 2 | 9 | 11 | 3 |
| khi ² : | | - | | - | | | | | | (*) | | - | | - | |

For each of the same arrangements, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE8B Self-employment as a screen composer | | | | | | | | | | | | | | | |
| n: | 59 | 24 | 26 | 26 | 36 | 45 | 23 | 24 | 25 | 19 | 28 | 17 | 34 | 40 | 19 |
| Decrease | 7% | 4% | 12% | 4% | 6% | 9% | 0% | 8% | 0% | 0% | 11% | 6% | 9% | 10% | 0% |
| Stay the same | 64% | 46% | 77% | 73% | 58% | 73% | 61% | 63% | 68% | 79% | 54% | 76% | 56% | 60% | 74% |
| Increase | 29% | 50% | 12% | 23% | 36% | 18% | 39% | 29% | 32% | 21% | 36% | 18% | 35% | 30% | 26% |
| Not applicable | 18 | 4 | 14 | 11 | 9 | 14 | 3 | 4 | 6 | 13 | 2 | 9 | 8 | 12 | 6 |
| I don't know / I prefer not to answer | 13 | 4 | 7 | 5 | 3 | 11 | 5 | 5 | 7 | 5 | 5 | 2 | 9 | 9 | 4 |
| khi ² : | | (*) | | - | | | | | | - | | - | | - | |

For each of the same arrangements, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE8C | | | | | | | | | | | | | | | |
| Salary as a screen composer | | | | | | | | | | | | | | | |
| n: | 44 | 18 | 21 | 19 | 25 | 35 | 18 | 22 | 21 | 14 | 20 | 13 | 25 | 30 | 14 |
| Decrease | 2 5% | 1 6% | 1 5% | 1 5% | 1 4% | 2 6% | 1 6% | 2 9% | 1 5% | 0 0% | 1 5% | 0 0% | 2 8% | 2 7% | 0 0% |
| Stay the same | 38 86% | 14 78% | 19 90% | 17 89% | 22 88% | 31 89% | 15 83% | 19 86% | 19 90% | 13 93% | 18 90% | 12 92% | 20 80% | 25 83% | 13 93% |
| Increase | 4 9% | 3 17% | 1 5% | 1 5% | 2 8% | 2 6% | 2 11% | 1 5% | 1 5% | 1 7% | 1 5% | 1 8% | 3 12% | 3 10% | 1 7% |
| Not applicable | 32 | 10 | 19 | 18 | 20 | 24 | 8 | 7 | 10 | 18 | 9 | 14 | 15 | 22 | 10 |
| I don't know / I prefer not to answer | 14 | 4 | 7 | 5 | 3 | 11 | 5 | 4 | 7 | 5 | 6 | 1 | 11 | 9 | 5 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain in each of the following arrangement? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE9A | | | | | | | | | | | | | | | |
| Sources located in Canada | | | | | | | | | | | | | | | |
| n: | 86 | 32 | 44 | 39 | 46 | 67 | 29 | 31 | 37 | 35 | 34 | 27 | 48 | 60 | 26 |
| 0-25% | 7 8% | 2 6% | 2 5% | 2 5% | 4 9% | 4 6% | 3 10% | 3 10% | 4 11% | 2 6% | 2 6% | 2 7% | 5 10% | 4 7% | 3 12% |
| 26-50% | 10 12% | 3 9% | 7 16% | 7 18% | 4 9% | 9 13% | 1 3% | 2 6% | 3 8% | 8 23% | 2 6% | 8 30% | 2 4% | 6 10% | 4 15% |
| 51-75% | 13 15% | 4 13% | 7 16% | 7 18% | 6 13% | 11 16% | 5 17% | 2 6% | 6 16% | 5 14% | 6 18% | 3 11% | 7 15% | 9 15% | 4 15% |
| 76-100% | 56 65% | 23 72% | 28 64% | 23 59% | 32 70% | 43 64% | 20 69% | 24 77% | 24 65% | 20 57% | 24 71% | 14 52% | 34 71% | 41 68% | 15 58% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | - | | - | | | | | | - | | (*) | | - | |
| non-missing n: | 86 | 32 | 44 | 39 | 46 | 67 | 29 | 31 | 37 | 35 | 34 | 27 | 48 | 60 | 26 |
| mean: | 78.0 | 81.8 | 77.9 | 76.1 | 79.1 | 78.7 | 80.1 | 81.6 | 75.4 | 74.5 | 81.1 | 73.0 | 79.2 | 80.0 | 73.3 |
| standard deviation: | 26.7 | 25.4 | 24.3 | 25.0 | 27.2 | 25.3 | 23.7 | 25.1 | 28.5 | 26.7 | 25.5 | 27.8 | 28.1 | 23.4 | 33.0 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 90.0 | 94.0 | 80.0 | 80.0 | 90.0 | 90.0 | 85.0 | 90.0 | 80.0 | 80.0 | 90.0 | 85.0 | 90.0 | 90.0 | 80.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain in each of the following arrangement? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advert-ising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE9B | | | | | | | | | | | | | | | |
| Sources located in the United States | | | | | | | | | | | | | | | |
| n: | 80 | 32 | 39 | 36 | 42 | 62 | 28 | 31 | 35 | 31 | 33 | 25 | 44 | 56 | 24 |
| 0-25% | 69 86% | 29 91% | 33 85% | 31 86% | 37 88% | 56 90% | 25 89% | 26 84% | 29 83% | 26 84% | 31 94% | 20 80% | 38 86% | 48 86% | 21 88% |
| 26-50% | 7 9% | 2 6% | 5 13% | 4 11% | 4 10% | 5 8% | 1 4% | 3 10% | 4 11% | 5 16% | 1 3% | 4 16% | 3 7% | 5 9% | 2 8% |
| 51-75% | 2 3% | 0 0% | 1 3% | 1 3% | 1 2% | 1 2% | 1 4% | 1 3% | 1 3% | 0 0% | 0 0% | 1 4% | 1 2% | 2 4% | 0 0% |
| 76-100% | 2 3% | 1 3% | 0 0% | 0 0% | 0 0% | 0 0% | 1 4% | 1 3% | 1 3% | 0 0% | 1 3% | 0 0% | 2 5% | 1 2% | 1 4% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 80 | 32 | 39 | 36 | 42 | 62 | 28 | 31 | 35 | 31 | 33 | 25 | 44 | 56 | 24 |
| mean: | 12.5 | 9.5 | 13.0 | 12.6 | 9.9 | 9.5 | 13.3 | 13.4 | 14.6 | 12.6 | 8.4 | 15.6 | 11.9 | 12.2 | 13.1 |
| standard deviation: | 20.8 | 20.8 | 17.3 | 17.5 | 16.5 | 15.2 | 21.0 | 21.4 | 22.7 | 15.5 | 19.6 | 21.1 | 22.8 | 20.0 | 23.1 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 3.0 | 0.0 | 10.0 | 5.0 | 1.0 | 2.0 | 3.0 | 4.0 | 5.0 | 7.0 | 0.0 | 5.0 | 1.0 | 3.0 | 0.0 |

| What percentage of your 2013 gross earnings derived from screen composing did you obtain in each of the following arrangement? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE9C Sources located outside Canada and the US | | | | | | | | | | | | | | | |
| n: | 78 | 32 | 39 | 36 | 42 | 61 | 27 | 30 | 34 | 32 | 33 | 24 | 43 | 54 | 24 |
| 0-25% | 67 86% | 29 91% | 33 85% | 29 81% | 35 83% | 51 84% | 26 96% | 28 93% | 29 85% | 24 75% | 30 91% | 19 79% | 37 86% | 48 89% | 19 79% |
| 26-50% | 7 9% | 2 6% | 4 10% | 5 14% | 4 10% | 6 10% | 1 4% | 2 7% | 4 12% | 5 16% | 2 6% | 3 13% | 4 9% | 5 9% | 2 8% |
| 51-75% | 2 3% | 1 3% | 1 3% | 1 3% | 1 2% | 2 3% | 0 0% | 0 0% | 0 0% | 2 6% | 0 0% | 1 4% | 1 2% | 1 2% | 1 4% |
| 76-100% | 2 3% | 0 0% | 1 3% | 1 3% | 2 5% | 2 3% | 0 0% | 0 0% | 1 3% | 1 3% | 1 3% | 1 4% | 1 2% | 0 0% | 2 8% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 78 | 32 | 39 | 36 | 42 | 61 | 27 | 30 | 34 | 32 | 33 | 24 | 43 | 54 | 24 |
| mean: | 11.5 | 8.7 | 12.0 | 13.4 | 12.9 | 13.8 | 7.6 | 5.2 | 11.8 | 15.8 | 11.1 | 14.2 | 11.1 | 9.6 | 15.8 |
| standard deviation: | 19.3 | 14.0 | 18.7 | 19.5 | 22.4 | 20.9 | 9.4 | 10.2 | 19.8 | 21.7 | 19.3 | 21.8 | 19.8 | 14.3 | 27.5 |
| Student's t (p): | | - | - | - | - | - | - | ** | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 3.0 | 3.0 | 0.0 | 0.0 | 0.0 | 3.0 | 0.0 | 0.0 | 0.0 | 0.0 |

| For each market, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|----------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE10A | | | | | | | | | | | | | | | |
| Sources located in Canada | | | | | | | | | | | | | | | |
| n: | 79 | 29 | 42 | 38 | 45 | 62 | 26 | 28 | 33 | 34 | 31 | 26 | 44 | 53 | 26 |
| Decrease | 17 22% | 7 24% | 9 21% | 11 29% | 11 24% | 16 26% | 4 15% | 9 32% | 8 24% | 7 21% | 9 29% | 5 19% | 11 25% | 14 26% | 3 12% |
| Stay the same | 39 49% | 12 41% | 23 55% | 16 42% | 17 38% | 34 55% + | 12 46% | 12 43% | 11 33% | 18 53% | 12 39% | 16 62% | 16 36% | 23 43% | 16 62% |
| Increase | 23 29% | 10 34% | 10 24% | 11 29% | 17 38% | 12 19% - | 10 38% | 7 25% | 14 42% | 9 26% | 10 32% | 5 19% | 17 39% | 16 30% | 7 27% |
| Not applicable | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 |
| I don't know / I prefer not to answer | 10 | 3 | 5 | 3 | 2 | 8 | 5 | 4 | 5 | 3 | 4 | 2 | 6 | 8 | 2 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| For each market, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE10B | | | | | | | | | | | | | | | |
| Sources located in the United States | | | | | | | | | | | | | | | |
| n: | 66 | 23 | 36 | 32 | 38 | 52 | 24 | 25 | 30 | 27 | 28 | 23 | 36 | 47 | 19 |
| Decrease | 7 11% | 3 13% | 4 11% | 5 16% | 6 16% | 5 10% | 4 17% | 3 12% | 4 13% | 2 7% | 2 7% | 1 4% | 6 17% | 5 11% | 2 11% |
| Stay the same | 40 61% | 13 57% | 22 61% | 18 56% | 22 58% | 34 65% | 15 63% | 11 44% | 14 47% | 16 59% | 19 68% | 14 61% | 21 58% | 27 57% | 13 68% |
| Increase | 19 29% | 7 30% | 10 28% | 9 28% | 10 26% | 13 25% | 5 21% | 11 44% | 12 40% | 9 33% | 7 25% | 8 35% | 9 25% | 15 32% | 4 21% |
| Not applicable | 12 | 5 | 5 | 6 | 7 | 9 | 2 | 4 | 3 | 6 | 2 | 3 | 8 | 6 | 6 |
| I don't know / I prefer not to answer | 12 | 4 | 6 | 4 | 3 | 9 | 5 | 4 | 5 | 4 | 5 | 2 | 7 | 8 | 4 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| For each market, do you expect your 2014 gross earnings derived from screen composing to decrease, stay the same, or increase? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE10C Sources located outside Canada and the US | | | | | | | | | | | | | | | |
| n: | 62 | 24 | 33 | 31 | 38 | 50 | 22 | 22 | 30 | 26 | 29 | 22 | 33 | 43 | 19 |
| Decrease | 8 13% | 5 21% | 3 9% | 4 13% | 6 16% | 5 10% | 4 18% | 2 9% | 3 10% | 3 12% | 3 10% | 2 9% | 5 15% | 6 14% | 2 11% |
| Stay the same | 37 60% | 15 63% | 18 55% | 16 52% | 23 61% | 29 58% | 13 59% | 12 55% | 16 53% | 12 46% | 20 69% | 11 50% | 21 64% | 24 56% | 13 68% |
| Increase | 17 27% | 4 17% | 12 36% | 11 35% | 9 24% | 16 32% | 5 23% | 8 36% | 11 37% | 11 42% | 6 21% | 9 41% | 7 21% | 13 30% | 4 21% |
| Not applicable | 16 | 4 | 8 | 7 | 7 | 11 | 4 | 7 | 3 | 7 | 1 | 4 | 11 | 10 | 6 |
| I don't know / I prefer not to answer | 12 | 4 | 6 | 4 | 3 | 9 | 5 | 4 | 5 | 4 | 5 | 2 | 7 | 8 | 4 |
| chi²: | | - | | - | | | | | | - | | - | | - | |

What sources of private capital did your business use in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| REVENUE11 | | | | | | | | | | | | | | | |
| n: | 61 | 23 | 33 | 30 | 34 | 50 | 18 | 18 | 25 | 29 | 31 | 24 | 28 | 39 | 22 |
| Self-funding | 50 82% | 19 83% | 26 79% | 21 70% | 28 82% | 39 78% | 16 89% | 15 83% | 19 76% | 22 76% | 27 87% | 19 79% | 25 89% | 32 82% | 18 82% |
| Private equity | 7 11% | 2 9% | 4 12% | 4 13% | 6 18% | 6 12% | 3 17% | 4 22% | 6 24% | 2 7% | 5 16% | 2 8% | 5 18% | 5 13% | 2 9% |
| Traditional financing (e.g. bank loans) | 19 31% | 5 22% | 14 42% | 13 43% | 10 29% | 17 34% | 3 17% | 6 33% | 10 40% | 12 41% | 7 23% | 11 46% | 4 14% | 14 36% | 5 23% |
| Other | 3 5% | 1 4% | 2 6% | 0 0% | 1 3% | 2 4% | 2 11% | 0 0% | 1 4% | 1 3% | 2 6% | 1 4% | 2 7% | 3 8% | 0 0% |
| Not applicable | 8 | 2 | 6 | 4 | 4 | 7 | 3 | 3 | 4 | 6 | 2 | 3 | 4 | 8 | 0 |
| I don't know / I prefer not to answer | 4 | 1 | 3 | 2 | 1 | 4 | 1 | 2 | 2 | 2 | 2 | 1 | 2 | 2 | 2 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

How much expense did you incur in producing your screen composing work in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| EXP1A | | | | | | | | | | | | | | | |
| Overhead (fixed) costs: rent and associated costs | | | | | | | | | | | | | | | |
| n: | 51 | 22 | 25 | 24 | 26 | 41 | 17 | 17 | 23 | 25 | 26 | 21 | 21 | 36 | 15 |
| Up to 10,000 | 29 57% | 16 73% | 9 36% | 13 54% | 18 69% | 23 56% | 12 71% | 11 65% | 15 65% | 8 32% | 21 81% | 9 43% | 16 76% | 21 58% | 8 53% |
| 10,001 - 50,000 | 19 37% | 6 27% | 13 52% | 9 38% | 7 27% | 15 37% | 5 29% | 5 29% | 7 30% | 14 56% | 5 19% | 10 48% | 5 24% | 13 36% | 6 40% |
| 50,001 - 100,000 | 2 4% | 0 0% | 2 8% | 1 4% | 0 0% | 2 5% | 0 0% | 1 6% | 1 4% | 2 8% | 0 0% | 1 5% | 0 0% | 2 6% | 0 0% |
| 100,001 - 200,000 | 1 2% | 0 0% | 1 4% | 1 4% | 1 4% | 1 2% | 0 0% | 0 0% | 0 0% | 1 4% | 0 0% | 1 5% | 0 0% | 0 0% | 1 7% |
| More than 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 22 | 4 | 17 | 12 | 13 | 20 | 5 | 6 | 8 | 12 | 9 | 7 | 13 | 13 | 9 |
| khi ² : | | (-) | | - | | | | | | (**) | | - | | - | |
| non-missing n: | 51 | 22 | 25 | 24 | 26 | 41 | 17 | 17 | 23 | 25 | 26 | 21 | 21 | 36 | 15 |
| mean: | 14252 | 6416 | 23096 | 16236 | 11601 | 15631 | 6891 | 9840 | 9634 | 23440 | 5417 | 21195 | 6880 | 12063 | 19506 |
| standard deviation: | 25055 | 8041 | 32983 | 33538 | 31296 | 27652 | 7764 | 15402 | 13640 | 32816 | 7493 | 34709 | 9612 | 15351 | 40138 |
| Student's t (p): | | * | * | - | - | - | * | - | - | * | * | - | - | - | - |
| Median | 7000 | 2500 | 15000 | 6000 | 2400 | 7000 | 2500 | 2500 | 4200 | 15000 | 2000 | 12000 | 2340 | 6000 | 10000 |

How much expense did you incur in producing your screen composing work in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| EXP1B Overhead (fixed) costs: studio equipment | | | | | | | | | | | | | | | |
| n: | 57 | 23 | 29 | 28 | 30 | 46 | 19 | 18 | 25 | 28 | 29 | 23 | 25 | 40 | 17 |
| Up to 10,000 | 48 84% | 20 87% | 23 79% | 21 75% | 26 87% | 38 83% | 17 89% | 17 94% | 21 84% | 20 71% | 28 97% | 18 78% | 22 88% | 35 88% | 13 76% |
| 10,001 - 50,000 | 9 16% | 3 13% | 6 21% | 7 25% | 4 13% | 8 17% | 2 11% | 1 6% | 4 16% | 8 29% | 1 3% | 5 22% | 3 12% | 5 13% | 4 24% |
| 50,001 - 100,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 100,001 - 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| More than 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 16 | 3 | 13 | 8 | 9 | 15 | 3 | 5 | 6 | 9 | 6 | 5 | 9 | 9 | 7 |
| khi ² : | | - | | - | | | | | | (**) | | - | | - | |
| non-missing n: | 57 | 23 | 29 | 28 | 30 | 46 | 19 | 18 | 25 | 28 | 29 | 23 | 25 | 40 | 17 |
| mean: | 6943 | 4070 | 9919 | 9608 | 6121 | 7156 | 3821 | 4667 | 7392 | 11034 | 2994 | 10911 | 4329 | 6524 | 7929 |
| standard deviation: | 10074 | 5303 | 12711 | 13348 | 10027 | 8865 | 4226 | 4399 | 12145 | 12828 | 3376 | 13948 | 5185 | 10002 | 10482 |
| Student's t (p): | | * | * | - | - | - | * | - | - | ** | ** | * | * | - | - |
| Median | 3000 | 1500 | 4000 | 4000 | 2000 | 3948 | 3000 | 3000 | 3000 | 5000 | 2000 | 5000 | 2500 | 3000 | 4000 |

How much expense did you incur in producing your screen composing work in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-------------------|--------------------------------------|--------------------|-------------------------------|-----------------------|-------------------|-------------------|-------------------|-------------------------------|-----------------------------------|--------------------|--------------------------------|-------------------|------------------------------------|------------------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| EXP1C | | | | | | | | | | | | | | | |
| Overhead (fixed) costs: salaries | | | | | | | | | | | | | | | |
| n: | 49 | 20 | 26 | 25 | 27 | 40 | 16 | 16 | 20 | 26 | 23 | 19 | 21 | 35 | 14 |
| Up to 10,000 | 76% ³⁷ | 95% ¹⁹ | 58% ¹⁵ | 68% ¹⁷ | 78% ²¹ | 75% ³⁰ | 94% ¹⁵ | 81% ¹³ | 85% ¹⁷ | 54% ¹⁴ | 100% ²³ | 63% ¹² | 90% ¹⁹ | 80% ²⁸ | 64% ⁹ |
| 10,001 - 50,000 | 18% ⁹ | 5% ¹ | 31% ⁸ | 20% ⁵ | 11% ³ | 18% ⁷ | 6% ¹ | 13% ² | 10% ² | 35% ⁹ | 0% ⁰ | 26% ⁵ | 10% ² | 17% ⁶ | 21% ³ |
| 50,001 - 100,000 | 6% ³ | 0% ⁰ | 12% ³ | 12% ³ | 11% ³ | 8% ³ | 0% ⁰ | 6% ¹ | 5% ¹ | 12% ³ | 0% ⁰ | 11% ² | 0% ⁰ | 3% ¹ | 14% ² |
| 100,001 - 200,000 | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ |
| More than 200,000 | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ |
| I don't know / I prefer not to answer | 24 | 6 | 16 | 11 | 12 | 21 | 6 | 7 | 11 | 11 | 12 | 9 | 13 | 14 | 10 |
| chi²: | | (*) | | - | | | | | | (**) | | (-) | | - | |
| non-missing n: | 49 | 20 | 26 | 25 | 27 | 40 | 16 | 16 | 20 | 26 | 23 | 19 | 21 | 35 | 14 |
| mean: | 10632 | 2090 | 18430 | 16207 | 11675 | 11104 | 1600 | 7638 | 6510 | 20007 | 35 | 16125 | 3905 | 7953 | 17330 |
| standard deviation: | 21188 | 8927 | 25811 | 26415 | 24594 | 22060 | 6242 | 17946 | 17248 | 25831 | 130 | 26333 | 12337 | 16831 | 29139 |
| Student's t (p): | | ** | ** | - | - | - | *** | - | - | *** | *** | - | - | - | - |
| Median | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1000 | 0 | 200 | 0 | 0 | 0 |

How much expense did you incur in producing your screen composing work in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------|--------------------------------|------------|------------------------------------|------------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| EXP1D | | | | | | | | | | | | | | | |
| Overhead (fixed) costs: other | | | | | | | | | | | | | | | |
| n: | 46 | 19 | 24 | 23 | 24 | 38 | 15 | 15 | 20 | 24 | 22 | 18 | 20 | 33 | 13 |
| Up to 10,000 | 45 98% | 19 100% | 23 96% | 23 100% | 24 100% | 37 97% | 15 100% | 15 100% | 20 100% | 23 96% | 22 100% | 17 94% | 20 100% | 32 97% | 13 100% |
| 10,001 - 50,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 50,001 - 100,000 | 1 2% | 0 0% | 1 4% | 0 0% | 0 0% | 1 3% | 0 0% | 0 0% | 0 0% | 1 4% | 0 0% | 1 6% | 0 0% | 1 3% | 0 0% |
| 100,001 - 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| More than 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 27 | 7 | 18 | 13 | 15 | 23 | 7 | 8 | 11 | 13 | 13 | 10 | 14 | 16 | 11 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 46 | 19 | 24 | 23 | 24 | 38 | 15 | 15 | 20 | 24 | 22 | 18 | 20 | 33 | 13 |
| mean: | 2456 | 1263 | 3708 | 753 | 542 | 2960 | 933 | 633 | 475 | 3500 | 1318 | 4361 | 1425 | 3045 | 962 |
| standard deviation: | 9349 | 1982 | 12819 | 1513 | 1301 | 10237 | 1821 | 1564 | 1371 | 12738 | 2639 | 14682 | 2834 | 10966 | 1920 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0 | 500 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

How much expense did you incur in producing your screen composing work in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| EXP1E | | | | | | | | | | | | | | | |
| Production (variable) costs: performers/musicians | | | | | | | | | | | | | | | |
| n: | 54 | 21 | 29 | 28 | 30 | 45 | 17 | 17 | 23 | 28 | 26 | 22 | 23 | 39 | 15 |
| Up to 10,000 | 48 89% | 21 100% | 23 79% | 22 79% | 27 90% | 40 89% | 17 100% | 15 88% | 21 91% | 22 79% | 26 100% | 18 82% | 22 96% | 35 90% | 13 87% |
| 10,001 - 50,000 | 5 9% | 0 0% | 5 17% | 5 18% | 2 7% | 4 9% | 0 0% | 2 12% | 2 9% | 5 18% | 0 0% | 3 14% | 1 4% | 4 10% | 1 7% |
| 50,001 - 100,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 100,001 - 200,000 | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| More than 200,000 | 1 2% | 0 0% | 1 3% | 1 4% | 1 3% | 1 2% | 0 0% | 0 0% | 0 0% | 1 4% | 0 0% | 1 5% | 0 0% | 0 0% | 1 7% |
| I don't know / I prefer not to answer | 19 | 5 | 13 | 8 | 9 | 16 | 5 | 6 | 8 | 9 | 9 | 6 | 11 | 10 | 9 |
| khi ² : | | (-) | | - | | | | | | (*) | | - | | - | |
| non-missing n: | 54 | 21 | 29 | 28 | 30 | 45 | 17 | 17 | 23 | 28 | 26 | 22 | 23 | 39 | 15 |
| mean: | 9755 | 2091 | 16595 | 16789 | 14022 | 11075 | 2537 | 5807 | 5123 | 17327 | 1601 | 19880 | 1640 | 4709 | 22877 |
| standard deviation: | 40904 | 3077 | 55273 | 56281 | 54603 | 44690 | 3014 | 9718 | 8988 | 56157 | 2781 | 62943 | 3208 | 7779 | 76904 |
| Student's t (p): | | - | - | - | - | - | * | - | - | - | - | - | - | - | - |
| Median | 1000 | 500 | 3000 | 3000 | 1600 | 1500 | 1000 | 2021 | 2021 | 3000 | 300 | 5000 | 0 | 1600 | 600 |

How much expense did you incur in producing your screen composing work in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-------------------|--------------------------------------|--------------------|-------------------------------|-----------------------|-------------------|--------------------|-------------------|-------------------------------|-----------------------------------|-------------------|--------------------------------|-------------------|------------------------------------|-------------------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advert-ising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| EXP1F | | | | | | | | | | | | | | | |
| Production (variable) costs: other | | | | | | | | | | | | | | | |
| n: | 47 | 18 | 25 | 23 | 24 | 40 | 16 | 16 | 22 | 23 | 24 | 19 | 21 | 34 | 13 |
| Up to 10,000 | 87% ⁴¹ | 89% ¹⁶ | 84% ²¹ | 78% ¹⁸ | 92% ²² | 85% ³⁴ | 100% ¹⁶ | 94% ¹⁵ | 95% ²¹ | 78% ¹⁸ | 96% ²³ | 79% ¹⁵ | 95% ²⁰ | 91% ³¹ | 77% ¹⁰ |
| 10,001 - 50,000 | 11% ⁵ | 11% ² | 12% ³ | 17% ⁴ | 8% ² | 13% ⁵ | 0% ⁰ | 6% ¹ | 5% ¹ | 17% ⁴ | 4% ¹ | 16% ³ | 5% ¹ | 9% ³ | 15% ² |
| 50,001 - 100,000 | 2% ¹ | 0% ⁰ | 4% ¹ | 4% ¹ | 0% ⁰ | 3% ¹ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 4% ¹ | 0% ⁰ | 5% ¹ | 0% ⁰ | 0% ⁰ | 8% ¹ |
| 100,001 - 200,000 | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ |
| More than 200,000 | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ |
| I don't know / I prefer not to answer | 26 | 8 | 17 | 13 | 15 | 21 | 6 | 7 | 9 | 14 | 11 | 9 | 13 | 15 | 11 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 47 | 18 | 25 | 23 | 24 | 40 | 16 | 16 | 22 | 23 | 24 | 19 | 21 | 34 | 13 |
| mean: | 6254 | 4534 | 8413 | 10824 | 4473 | 7099 | 1214 | 2839 | 3064 | 10849 | 1851 | 10607 | 2496 | 3206 | 14227 |
| standard deviation: | 15732 | 9049 | 20091 | 21313 | 10356 | 16876 | 1831 | 7443 | 6573 | 21319 | 4347 | 22137 | 7635 | 6888 | 26890 |
| Student's t (p): | | - | - | - | - | - | *** | - | - | - | - | - | - | - | - |
| Median | 0 | 500 | 0 | 1000 | 500 | 500 | 0 | 0 | 0 | 586 | 0 | 1000 | 0 | 0 | 1500 |

How much expense did you incur in producing your screen composing work in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| EXP1G | | | | | | | | | | | | | | | |
| Other costs | | | | | | | | | | | | | | | |
| n: | 44 | 18 | 23 | 21 | 23 | 37 | 16 | 15 | 19 | 22 | 22 | 17 | 19 | 32 | 12 |
| Up to 10,000 | 95% | 100% | 91% | 95% | 96% | 95% | 100% | 93% | 95% | 91% | 100% | 88% | 100% | 94% | 100% |
| 10,001 - 50,000 | 5% | 0% | 9% | 5% | 4% | 5% | 0% | 7% | 5% | 9% | 0% | 12% | 0% | 6% | 0% |
| 50,001 - 100,000 | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 100,001 - 200,000 | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| More than 200,000 | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| I don't know / I prefer not to answer | 29 | 8 | 19 | 15 | 16 | 24 | 6 | 8 | 12 | 15 | 13 | 11 | 15 | 17 | 12 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 44 | 18 | 23 | 21 | 23 | 37 | 16 | 15 | 19 | 22 | 22 | 17 | 19 | 32 | 12 |
| mean: | 1625 | 558 | 2673 | 1644 | 1002 | 1663 | 941 | 900 | 1237 | 2885 | 366 | 3263 | 289 | 1923 | 833 |
| standard deviation: | 4553 | 906 | 6120 | 5639 | 2500 | 4823 | 1424 | 2867 | 3038 | 6207 | 775 | 6834 | 732 | 5046 | 2887 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

How much expense did you incur in producing your screen composing work in 2013?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|--------------|--------------------------------|----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| EXPTOT | | | | | | | | | | | | | | | |
| TOTAL | | | | | | | | | | | | | | | |
| n: | 40 | 17 | 21 | 19 | 21 | 34 | 14 | 15 | 18 | 21 | 19 | 16 | 17 | 29 | 11 |
| Up to 10,000 | 10 25% | 6 35% | 2 10% | 5 26% | 7 33% | 7 21% | 4 29% | 5 33% | 6 33% | 1 5% | 9 47% | 1 6% | 9 53% | 7 24% | 3 27% |
| 10,001 - 50,000 | 20 50% | 10 59% | 10 48% | 9 47% | 11 52% | 17 50% | 9 64% | 8 53% | 10 56% | 10 48% | 10 53% | 8 50% | 7 41% | 16 55% | 4 36% |
| 50,001 - 100,000 | 5 13% | 0 0% | 5 24% | 1 5% | 1 5% | 5 15% | 1 7% | 1 7% | 1 6% | 5 24% | 0 0% | 5 31% | 0 0% | 4 14% | 1 9% |
| 100,001 - 200,000 | 4 10% | 1 6% | 3 14% | 3 16% | 1 5% | 4 12% | 0 0% | 1 7% | 1 6% | 4 19% | 0 0% | 1 6% | 1 6% | 2 7% | 2 18% |
| More than 200,000 | 1 3% | 0 0% | 1 5% | 1 5% | 1 5% | 1 3% | 0 0% | 0 0% | 0 0% | 1 5% | 0 0% | 1 6% | 0 0% | 0 0% | 1 9% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | (-) | | - | | | | | | (**) | | (*) | | - | |
| non-missing n: | 40 | 17 | 21 | 19 | 21 | 34 | 14 | 15 | 18 | 21 | 19 | 16 | 17 | 29 | 11 |
| mean: | 50749 | 19922 | 80061 | 69880 | 51652 | 56828 | 19962 | 30841 | 29135 | 85584 | 12247 | 81642 | 19908 | 34302 | 94109 |
| standard deviation: | 95714 | 25302 | 124229 | 133834 | 126371 | 102622 | 16520 | 40418 | 37163 | 122725 | 11566 | 140265 | 26183 | 37808 | 169923 |
| Student's t (p): | | * | * | - | - | - | ** | - | - | * | * | - | - | - | - |
| Median | 19000 | 13000 | 43000 | 19000 | 15000 | 25000 | 13000 | 13700 | 18581 | 48000 | 10250 | 34200 | 9700 | 19000 | 25000 |

In 2013, did you sign any screen composing contracts?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|---------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT1 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Yes | 75 83% | 30 94% | 40 85% | 39 93% | 43 90% | 61 87% | 27 87% | 25 76% | 33 87% | 33 89% | 29 83% | 27 96% | 39 76% | 51 84% | 24 83% |
| No | 15 17% | 2 6% | 7 15% | 3 7% | 5 10% | 9 13% | 4 13% | 8 24% + | 5 13% | 4 11% | 6 17% | 1 4% | 12 24% | 10 16% | 5 17% |
| khi ² : | | - | | - | | | | | | - | | (*) | | - | |

Here are three types of contractual arrangements for screen composing projects. Please indicate the percentage of your gross screen composing revenues in 2013 that you derive from each type of arrangement.

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-------|--------------------------------|-------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT2A "Package" deal - composer pays for all production costs, including studio, orchestration, music prep, musicians, engineers, etc. and delivers finished, produced music. | | | | | | | | | | | | | | | |
| n: | 74 | 30 | 39 | 38 | 43 | 60 | 26 | 25 | 33 | 33 | 28 | 27 | 38 | 51 | 23 |
| 0-25% | 5% | 7% | 3% | 3% | 0% | 7% | 8% | 12% | 9% | 3% | 4% | 4% | 8% | 6% | 4% |
| 26-50% | 3% | 0% | 5% | 5% | 2% | 2% | 0% | 0% | 0% | 3% | 0% | 0% | 3% | 2% | 4% |
| 51-75% | 4% | 3% | 3% | 5% | 5% | 3% | 8% | 0% | 3% | 3% | 4% | 4% | 3% | 6% | 0% |
| 76-100% | 88% | 90% | 90% | 87% | 93% | 88% | 85% | 88% | 88% | 91% | 93% | 93% | 87% | 86% | 91% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 74 | 30 | 39 | 38 | 43 | 60 | 26 | 25 | 33 | 33 | 28 | 27 | 38 | 51 | 23 |
| mean: | 90.9 | 92.5 | 92.2 | 91.8 | 95.7 | 90.4 | 89.1 | 87.0 | 89.4 | 92.6 | 94.5 | 93.0 | 89.6 | 89.9 | 93.0 |
| standard deviation: | 23.3 | 23.3 | 19.8 | 19.9 | 10.0 | 24.9 | 24.9 | 30.7 | 27.2 | 20.1 | 19.5 | 20.4 | 26.5 | 25.0 | 19.4 |
| Student's t (p): | | - | - | - | * | - | - | - | - | - | - | - | - | - | - |
| Median | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 |

Here are three types of contractual arrangements for screen composing projects. Please indicate the percentage of your gross screen composing revenues in 2013 that you derive from each type of arrangement.

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT2B "Creative fee" deal - composer receives a separate creative fee for composition work only and the production company pays all associated costs involved with the production, recording and mixing of the music. | | | | | | | | | | | | | | | |
| n: | 64 | 29 | 31 | 34 | 38 | 50 | 26 | 24 | 30 | 28 | 25 | 24 | 32 | 44 | 20 |
| 0-25% | 57 89% | 26 90% | 28 90% | 30 88% | 36 95% | 44 88% | 23 88% | 21 88% | 27 90% | 26 93% | 23 92% | 23 96% | 28 88% | 39 89% | 18 90% |
| 26-50% | 4 6% | 1 3% | 3 10% | 3 9% | 2 5% | 3 6% | 1 4% | 0 0% | 0 0% | 2 7% | 1 4% | 1 4% | 1 3% | 3 7% | 1 5% |
| 51-75% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 76-100% | 3 5% | 2 7% | 0 0% | 1 3% | 0 0% | 3 6% | 2 8% | 3 13% | 3 10% | 0 0% | 1 4% | 0 0% | 3 9% | 2 5% | 1 5% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 64 | 29 | 31 | 34 | 38 | 50 | 26 | 24 | 30 | 28 | 25 | 24 | 32 | 44 | 20 |
| mean: | 8.9 | 7.8 | 6.4 | 9.1 | 4.8 | 9.5 | 10.9 | 13.5 | 11.7 | 5.1 | 6.0 | 3.7 | 12.2 | 9.3 | 8.0 |
| standard deviation: | 22.1 | 23.7 | 14.1 | 20.8 | 10.5 | 23.8 | 24.9 | 31.2 | 28.4 | 12.1 | 20.6 | 8.9 | 28.6 | 22.9 | 20.7 |
| Student's t (p): | | - | - | - | * | - | - | - | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |

Here are three types of contractual arrangements for screen composing projects. Please indicate the percentage of your gross screen composing revenues in 2013 that you derive from each type of arrangement.

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------------|--------------------------------|------------|------------------------------------|------------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT2C | | | | | | | | | | | | | | | |
| Other type of deal | | | | | | | | | | | | | | | |
| n: | 61 | 28 | 31 | 32 | 35 | 50 | 23 | 23 | 28 | 28 | 24 | 24 | 30 | 42 | 19 |
| 0-25% | 60 98% | 28 100% | 30 97% | 32 100% | 35 100% | 49 98% | 23 100% | 23 100% | 28 100% | 27 96% | 24 100% | 23 96% | 30 100% | 41 98% | 19 100% |
| 26-50% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 51-75% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 76-100% | 1 2% | 0 0% | 1 3% | 0 0% | 0 0% | 1 2% | 0 0% | 0 0% | 0 0% | 1 4% | 0 0% | 1 4% | 0 0% | 1 2% | 0 0% |
| I don't know / I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 61 | 28 | 31 | 32 | 35 | 50 | 23 | 23 | 28 | 28 | 24 | 24 | 30 | 42 | 19 |
| mean: | 1.72 | 0.00 | 3.39 | 0.00 | 0.00 | 2.10 | 0.00 | 0.00 | 0.00 | 3.57 | 0.21 | 4.17 | 0.17 | 2.50 | 0.00 |
| standard deviation: | 12.8 | 0.0 | 18.0 | 0.0 | 0.0 | 14.1 | 0.0 | 0.0 | 0.0 | 18.9 | 1.0 | 20.4 | 0.9 | 15.4 | 0.0 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |

Over the past 5 years, what has been the tendency in the screen composing contracts you have signed?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT3 | | | | | | | | | | | | | | | |
| n: | 66 | 25 | 37 | 37 | 40 | 54 | 25 | 20 | 29 | 33 | 24 | 24 | 33 | 45 | 21 |
| More and more reliance on package deals | 43 65% | 15 60% | 26 70% | 28 76% | 27 68% | 34 63% | 17 68% | 14 70% | 20 69% | 23 70% | 13 54% | 16 67% | 22 67% | 32 71% | 11 52% |
| More and more reliance on creative fee deals | 1 2% | 0 0% | 1 3% | 1 3% | 0 0% | 1 2% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 0 0% | 0 0% | 0 0% | 1 5% |
| No significant change in the balance between package deals and creative fee deals | 22 33% | 10 40% | 10 27% | 8 22% | 13 33% | 19 35% | 8 32% | 6 30% | 9 31% | 9 27% | 11 46% | 8 33% | 11 33% | 13 29% | 9 43% |
| I don't know / I prefer not to answer | 7 | 4 | 3 | 1 | 2 | 5 | 1 | 3 | 2 | 0 | 4 | 2 | 5 | 5 | 2 |
| Not applicable | 2 | 1 | 0 | 1 | 1 | 2 | 1 | 2 | 2 | 0 | 1 | 1 | 1 | 1 | 1 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over 2013, on average, what portion of the "writer's share" of performing rights royalties or other royalties did you retain in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-------|--------------------------------|-------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT4A Theatrical Long Form (75 min or longer) | | | | | | | | | | | | | | | |
| n: | 40 | 16 | 22 | 33 | 28 | 32 | 17 | 14 | 20 | 20 | 15 | 14 | 19 | 24 | 16 |
| 0% | 3% | 0% | 5% | 0% | 0% | 3% | 0% | 0% | 5% | 5% | 0% | 0% | 5% | 4% | 0% |
| 1-25% | 3% | 0% | 5% | 3% | 0% | 3% | 0% | 0% | 0% | 5% | 0% | 7% | 0% | 4% | 0% |
| 26%-50% | 8% | 0% | 14% | 9% | 7% | 9% | 18% | 14% | 10% | 0% | 13% | 0% | 16% | 4% | 13% |
| 51-75% | 3% | 6% | 0% | 3% | 4% | 3% | 0% | 0% | 0% | 5% | 0% | 0% | 0% | 0% | 6% |
| 76-99% | 3% | 0% | 5% | 3% | 4% | 3% | 0% | 7% | 5% | 0% | 7% | 0% | 0% | 4% | 0% |
| 100% | 83% | 94% | 73% | 82% | 86% | 78% | 82% | 79% | 80% | 85% | 80% | 93% | 79% | 83% | 81% |
| I don't know / I prefer not to answer | 4 | 0 | 2 | 3 | 3 | 1 | 1 | 3 | 2 | 1 | 0 | 0 | 4 | 3 | 1 |
| Not applicable | 46 | 16 | 23 | 6 | 17 | 37 | 13 | 16 | 16 | 16 | 20 | 14 | 28 | 34 | 12 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 40 | 16 | 22 | 33 | 28 | 32 | 17 | 14 | 20 | 20 | 15 | 14 | 19 | 24 | 16 |
| mean: | 89.4 | 97.7 | 82.4 | 90.2 | 93.8 | 86.7 | 89.0 | 90.2 | 88.1 | 88.8 | 90.8 | 93.8 | 84.9 | 89.1 | 89.8 |
| standard deviation: | 26.0 | 9.4 | 32.9 | 23.5 | 17.5 | 28.6 | 24.6 | 22.6 | 28.2 | 29.5 | 21.9 | 23.4 | 31.1 | 28.6 | 22.5 |
| Student's t (p): | | * | * | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 |

Over 2013, on average, what portion of the "writer's share" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT4B Theatrical Short Form (less than 75 min) | | | | | | | | | | | | | | | |
| n: | 46 | 20 | 23 | 30 | 37 | 35 | 19 | 17 | 23 | 22 | 17 | 15 | 23 | 31 | 15 |
| 0% | 4% | 0% | 9% | 3% | 0% | 6% | 0% | 0% | 4% | 9% | 0% | 7% | 4% | 6% | 0% |
| 1-25% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 26%-50% | 4% | 0% | 9% | 7% | 5% | 6% | 11% | 12% | 9% | 0% | 6% | 0% | 9% | 3% | 7% |
| 51-75% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 76-99% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 100% | 42 91% | 20 100% | 19 83% | 27 90% | 35 95% | 31 89% | 17 89% | 15 88% | 20 87% | 20 91% | 16 94% | 14 93% | 20 87% | 28 90% | 14 93% |
| I don't know / I prefer not to answer | 6 | 0 | 2 | 3 | 4 | 3 | 1 | 4 | 4 | 1 | 2 | 0 | 6 | 4 | 2 |
| Not applicable | 38 | 12 | 22 | 9 | 7 | 32 | 11 | 12 | 11 | 14 | 16 | 13 | 22 | 26 | 12 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 46 | 20 | 23 | 30 | 37 | 35 | 19 | 17 | 23 | 22 | 17 | 15 | 23 | 31 | 15 |
| mean: | 93 | 100 | 86 | 93 | 97 | 91 | 93 | 93 | 90 | 91 | 96 | 93 | 90 | 92 | 96 |
| standard deviation: | 23.8 | 0.0 | 32.5 | 23.6 | 14.3 | 27.0 | 19.7 | 20.8 | 26.6 | 29.4 | 15.2 | 25.8 | 26.6 | 26.9 | 16.1 |
| Student's t (p): | | * | * | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |

| Over 2013, on average, what portion of the "writer's share" of performing rights royalties or other royalties did you retain in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT4C Television (Short form, Episodic or Longform, MOW) | | | | | | | | | | | | | | | |
| n: | 70 | 23 | 44 | 35 | 37 | 61 | 24 | 24 | 29 | 33 | 27 | 25 | 35 | 48 | 22 |
| 0% | 1 1% | 0 0% | 1 2% | 1 3% | 1 3% | 1 2% | 1 4% | 1 4% | 1 3% | 1 3% | 0 0% | 1 4% | 0 0% | 1 2% | 0 0% |
| 1-25% | 2 3% | 1 4% | 1 2% | 1 3% | 2 5% | 2 3% | 2 8% | 1 4% | 1 3% | 1 3% | 1 4% | 1 4% | 1 3% | 2 4% | 0 0% |
| 26%-50% | 9 13% | 1 4% | 7 16% | 3 9% | 2 5% | 8 13% | 3 13% | 5 21% | 4 14% | 3 9% | 2 7% | 2 8% | 7 20% | 5 10% | 4 18% |
| 51-75% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 76-99% | 3 4% | 0 0% | 3 7% | 2 6% | 1 3% | 3 5% | 0 0% | 1 4% | 1 3% | 2 6% | 1 4% | 2 8% | 0 0% | 3 6% | 0 0% |
| 100% | 55 79% | 21 91% | 32 73% | 28 80% | 31 84% | 47 77% | 18 75% | 16 67% | 22 76% | 26 79% | 23 85% | 19 76% | 27 77% | 37 77% | 18 82% |
| I don't know / I prefer not to answer | 5 | 1 | 1 | 3 | 4 | 3 | 1 | 4 | 4 | 1 | 1 | 0 | 5 | 4 | 1 |
| Not applicable | 15 | 8 | 2 | 4 | 7 | 6 | 6 | 5 | 5 | 3 | 7 | 3 | 11 | 9 | 6 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 70 | 23 | 44 | 35 | 37 | 61 | 24 | 24 | 29 | 33 | 27 | 25 | 35 | 48 | 22 |
| mean: | 87.5 | 93.5 | 84.9 | 88.6 | 88.9 | 86.7 | 80.7 | 78.6 | 84.5 | 87.9 | 91.7 | 86.5 | 85.0 | 87.0 | 88.6 |
| standard deviation: | 26.9 | 21.9 | 28.7 | 27.2 | 28.2 | 27.8 | 35.0 | 33.9 | 30.7 | 27.9 | 23.0 | 29.7 | 28.2 | 28.1 | 24.7 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 |

| Over 2013, on average, what portion of the "writer's share" of performing rights royalties or other royalties did you retain in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT4D Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | | | | | | | | | | | | | | | |
| n: | 21 | 11 | 8 | 13 | 14 | 15 | 16 | 12 | 15 | 6 | 10 | 3 | 14 | 16 | 5 |
| 0% | 3 14% | 1 9% | 2 25% | 2 15% | 0 0% | 3 20% | 1 6% | 1 8% | 2 13% | 2 33% | 1 10% | 1 33% | 2 14% | 3 19% | 0 0% |
| 1-25% | 1 5% | 1 9% | 0 0% | 1 8% | 1 7% | 1 7% | 1 6% | 1 8% | 1 7% | 0 0% | 1 10% | 0 0% | 1 7% | 1 6% | 0 0% |
| 26%-50% | 2 10% | 0 0% | 2 25% | 2 15% | 2 14% | 2 13% | 2 13% | 2 17% | 2 13% | 0 0% | 1 10% | 0 0% | 2 14% | 1 6% | 1 20% |
| 51-75% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 76-99% | 1 5% | 0 0% | 1 13% | 1 8% | 1 7% | 1 7% | 0 0% | 1 8% | 1 7% | 1 17% | 0 0% | 0 0% | 0 0% | 1 6% | 0 0% |
| 100% | 14 67% | 9 82% | 3 38% | 7 54% | 10 71% | 8 53% | 12 75% | 7 58% | 9 60% | 3 50% | 7 70% | 2 67% | 9 64% | 10 63% | 4 80% |
| I don't know / I prefer not to answer | 6 | 0 | 3 | 4 | 3 | 2 | 1 | 4 | 4 | 2 | 1 | 1 | 5 | 5 | 1 |
| Not applicable | 63 | 21 | 36 | 25 | 31 | 53 | 14 | 17 | 19 | 29 | 24 | 24 | 32 | 40 | 23 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 21 | 11 | 8 | 13 | 14 | 15 | 16 | 12 | 15 | 6 | 10 | 3 | 14 | 16 | 5 |
| mean: | 75.0 | 83.0 | 57.8 | 67.3 | 83.9 | 65.0 | 80.5 | 72.9 | 71.7 | 64.6 | 75.0 | 66.7 | 70.5 | 71.1 | 87.5 |
| standard deviation: | 40.3 | 38.0 | 44.3 | 42.6 | 30.4 | 44.1 | 35.9 | 39.1 | 41.0 | 50.3 | 41.2 | 57.7 | 42.3 | 43.5 | 28.0 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 100.0 | 100.0 | 37.5 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 87.5 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 |

| Over 2013, on average, what portion of the "writer's share" of performing rights royalties or other royalties did you retain in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-------|--------------------------------|-------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT4E Gaming | | | | | | | | | | | | | | | |
| n: | 14 | 8 | 6 | 8 | 8 | 11 | 10 | 8 | 9 | 5 | 5 | 3 | 9 | 8 | 6 |
| 0% | 36% | 25% | 50% | 38% | 13% | 45% | 20% | 38% | 33% | 60% | 20% | 33% | 33% | 50% | 17% |
| 1-25% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 26%-50% | 7% | 0% | 17% | 13% | 13% | 9% | 10% | 13% | 11% | 0% | 0% | 0% | 11% | 0% | 17% |
| 51-75% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 76-99% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 100% | 57% | 75% | 33% | 50% | 75% | 45% | 70% | 50% | 56% | 40% | 80% | 67% | 56% | 50% | 67% |
| I don't know / I prefer not to answer | 7 | 0 | 3 | 4 | 3 | 2 | 2 | 5 | 4 | 2 | 1 | 1 | 6 | 6 | 1 |
| Not applicable | 69 | 24 | 38 | 30 | 37 | 57 | 19 | 20 | 25 | 30 | 29 | 24 | 36 | 47 | 22 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 14 | 8 | 6 | 8 | 8 | 11 | 10 | 8 | 9 | 5 | 5 | 3 | 9 | 8 | 6 |
| mean: | 59.8 | 75.0 | 39.6 | 54.7 | 79.7 | 48.9 | 73.8 | 54.7 | 59.7 | 40.0 | 80.0 | 66.7 | 59.7 | 50.0 | 72.9 |
| standard deviation: | 49.1 | 46.3 | 49.0 | 50.0 | 38.9 | 50.1 | 43.5 | 50.0 | 49.1 | 54.8 | 44.7 | 57.7 | 49.1 | 53.5 | 43.6 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 100.0 | 100.0 | 0.0 | 37.5 | 100.0 | 37.5 | 100.0 | 37.5 | 100.0 | 0.0 | 100.0 | 100.0 | 100.0 | 0.0 | 100.0 |

| Over 2013, on average, what portion of the "writer's share" of performing rights royalties or other royalties did you retain in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-------|--------------------------------|-------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT4F Advertising | | | | | | | | | | | | | | | |
| n: | 28 | 11 | 14 | 15 | 18 | 24 | 15 | 22 | 22 | 9 | 11 | 8 | 18 | 21 | 7 |
| 0% | 25% | 9% | 36% | 20% | 17% | 21% | 20% | 23% | 18% | 22% | 9% | 13% | 33% | 29% | 14% |
| 1-25% | 4% | 0% | 7% | 0% | 0% | 4% | 0% | 5% | 0% | 0% | 0% | 13% | 0% | 5% | 0% |
| 26%-50% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 51-75% | 4% | 0% | 7% | 7% | 0% | 4% | 0% | 5% | 5% | 11% | 0% | 13% | 0% | 5% | 0% |
| 76-99% | 7% | 0% | 14% | 13% | 11% | 8% | 0% | 9% | 9% | 11% | 9% | 0% | 0% | 10% | 0% |
| 100% | 61% | 91% | 36% | 60% | 72% | 63% | 80% | 59% | 68% | 56% | 82% | 63% | 67% | 52% | 86% |
| I don't know / I prefer not to answer | 6 | 0 | 2 | 4 | 4 | 3 | 1 | 3 | 5 | 2 | 2 | 1 | 5 | 4 | 2 |
| Not applicable | 56 | 21 | 31 | 23 | 26 | 43 | 15 | 8 | 11 | 26 | 22 | 19 | 28 | 36 | 20 |
| chi²: | | (-) | | - | | | | | | - | | - | | - | |
| non-missing n: | 28 | 11 | 14 | 15 | 18 | 24 | 15 | 22 | 22 | 9 | 11 | 8 | 18 | 21 | 7 |
| mean: | 69.6 | 90.9 | 53.6 | 75.8 | 81.9 | 72.9 | 80.0 | 70.5 | 79.0 | 72.2 | 89.8 | 71.9 | 66.7 | 64.3 | 85.7 |
| standard deviation: | 44.5 | 30.2 | 47.4 | 40.5 | 37.9 | 42.6 | 41.4 | 43.7 | 39.0 | 42.7 | 30.0 | 42.7 | 48.5 | 46.1 | 37.8 |
| Student's t (p): | | * | * | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 100.0 | 100.0 | 62.5 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 |

| Over 2013, on average, what portion of the "writer's share" of performing rights royalties or other royalties did you retain in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT4G Library/Production/Stock Music | | | | | | | | | | | | | | | |
| n: | 35 | 12 | 20 | 19 | 20 | 30 | 16 | 19 | 29 | 16 | 14 | 15 | 17 | 25 | 10 |
| 0% | 2 6% | 0 0% | 2 10% | 2 11% | 1 5% | 2 7% | 1 6% | 1 5% | 1 3% | 1 6% | 0 0% | 1 7% | 1 6% | 1 4% | 1 10% |
| 1-25% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 26%-50% | 2 6% | 0 0% | 2 10% | 1 5% | 1 5% | 2 7% | 1 6% | 1 5% | 2 7% | 1 6% | 1 7% | 0 0% | 2 12% | 2 8% | 0 0% |
| 51-75% | 1 3% | 0 0% | 1 5% | 1 5% | 0 0% | 0 0% | 0 0% | 0 0% | 1 3% | 1 6% | 0 0% | 1 7% | 0 0% | 1 4% | 0 0% |
| 76-99% | 2 6% | 1 8% | 1 5% | 2 11% | 2 10% | 2 7% | 1 6% | 2 11% | 2 7% | 0 0% | 2 14% | 1 7% | 0 0% | 1 4% | 1 10% |
| 100% | 28 80% | 11 92% | 14 70% | 13 68% | 16 80% | 24 80% | 13 81% | 15 79% | 23 79% | 13 81% | 11 79% | 12 80% | 14 82% | 20 80% | 8 80% |
| I don't know / I prefer not to answer | 5 | 0 | 2 | 3 | 4 | 2 | 1 | 3 | 3 | 1 | 1 | 0 | 5 | 3 | 2 |
| Not applicable | 50 | 20 | 25 | 20 | 24 | 38 | 14 | 11 | 6 | 20 | 20 | 13 | 29 | 33 | 17 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 35 | 12 | 20 | 19 | 20 | 30 | 16 | 19 | 29 | 16 | 14 | 15 | 17 | 25 | 10 |
| mean: | 88.9 | 99.0 | 81.3 | 82.9 | 90.6 | 88.3 | 89.1 | 90.1 | 90.1 | 87.5 | 93.8 | 90.0 | 86.8 | 89.0 | 88.8 |
| standard deviation: | 27.2 | 3.6 | 34.3 | 33.4 | 25.6 | 28.8 | 28.5 | 26.2 | 24.4 | 29.2 | 16.8 | 26.8 | 30.4 | 26.1 | 31.4 |
| Student's t (p): | | * | * | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 |

Over 2013, on average, what portion of the "publisher's share" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT5A Theatrical Long Form (75 min or longer) | | | | | | | | | | | | | | | |
| n: | 44 | 18 | 24 | 35 | 30 | 35 | 19 | 17 | 23 | 21 | 16 | 16 | 21 | 26 | 18 |
| 0% | 30% | 22% | 38% | 29% | 23% | 34% | 26% | 24% | 26% | 33% | 19% | 31% | 33% | 15% | 50% |
| 1-25% | 2% | 0% | 4% | 3% | 0% | 3% | 0% | 0% | 0% | 5% | 0% | 6% | 0% | 4% | 0% |
| 26%-50% | 14% | 6% | 21% | 14% | 17% | 11% | 11% | 18% | 13% | 14% | 13% | 19% | 10% | 15% | 11% |
| 51-75% | 9% | 11% | 8% | 9% | 10% | 9% | 5% | 0% | 0% | 10% | 6% | 6% | 10% | 8% | 11% |
| 76-99% | 18% | 17% | 21% | 20% | 20% | 20% | 21% | 24% | 26% | 19% | 25% | 31% | 10% | 27% | 6% |
| 100% | 27% | 44% | 8% | 26% | 30% | 23% | 37% | 35% | 35% | 19% | 38% | 6% | 38% | 31% | 22% |
| I don't know / I prefer not to answer | 4 | 0 | 2 | 3 | 3 | 2 | 1 | 3 | 2 | 1 | 0 | 1 | 3 | 3 | 1 |
| Not applicable | 42 | 14 | 21 | 4 | 15 | 33 | 11 | 13 | 13 | 15 | 19 | 11 | 27 | 32 | 10 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 44 | 18 | 24 | 35 | 30 | 35 | 19 | 17 | 23 | 21 | 16 | 16 | 21 | 26 | 18 |
| mean: | 54.3 | 68.1 | 40.1 | 54.3 | 60.0 | 50.4 | 62.5 | 62.5 | 62.5 | 47.6 | 68.0 | 45.3 | 56.0 | 65.4 | 38.2 |
| standard deviation: | 42.0 | 41.2 | 38.8 | 41.8 | 40.1 | 42.8 | 42.9 | 42.2 | 42.8 | 41.9 | 39.5 | 39.8 | 44.8 | 38.0 | 43.4 |
| Student's t (p): | | * | * | - | - | - | - | - | - | - | - | - | - | * | * |
| Median | 62.5 | 87.5 | 37.5 | 62.5 | 62.5 | 62.5 | 87.5 | 87.5 | 87.5 | 37.5 | 87.5 | 37.5 | 62.5 | 87.5 | 0.0 |

Over 2013, on average, what portion of the "publisher's share" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-------|--------------------------------|-------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT5B Theatrical Short Form (less than 75 min) | | | | | | | | | | | | | | | |
| n: | 50 | 22 | 25 | 32 | 39 | 38 | 21 | 20 | 26 | 23 | 18 | 17 | 25 | 33 | 17 |
| 0% | 20% | 18% | 24% | 19% | 10% | 21% | 19% | 25% | 19% | 17% | 11% | 18% | 28% | 15% | 29% |
| 1-25% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 26%-50% | 8% | 0% | 16% | 9% | 8% | 8% | 10% | 10% | 12% | 9% | 11% | 6% | 8% | 9% | 6% |
| 51-75% | 2% | 0% | 4% | 3% | 0% | 3% | 0% | 0% | 0% | 4% | 0% | 0% | 0% | 0% | 6% |
| 76-99% | 6% | 5% | 8% | 9% | 8% | 8% | 5% | 5% | 8% | 4% | 11% | 12% | 4% | 6% | 6% |
| 100% | 64% | 77% | 48% | 59% | 74% | 61% | 67% | 60% | 62% | 65% | 67% | 65% | 60% | 70% | 53% |
| I don't know / I prefer not to answer | 6 | 0 | 2 | 3 | 4 | 4 | 1 | 4 | 4 | 1 | 2 | 1 | 5 | 4 | 2 |
| Not applicable | 34 | 10 | 20 | 7 | 5 | 28 | 9 | 9 | 8 | 13 | 15 | 10 | 21 | 24 | 10 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 50 | 22 | 25 | 32 | 39 | 38 | 21 | 20 | 26 | 23 | 18 | 17 | 25 | 33 | 17 |
| mean: | 73.5 | 81.3 | 63.5 | 73.0 | 84.0 | 72.0 | 74.4 | 68.1 | 72.6 | 75.0 | 80.6 | 77.2 | 66.5 | 78.4 | 64.0 |
| standard deviation: | 41.0 | 39.3 | 42.8 | 40.3 | 33.3 | 41.6 | 41.4 | 44.5 | 41.2 | 39.9 | 35.4 | 39.8 | 45.6 | 38.2 | 45.7 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 100.0 | 100.0 | 87.5 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 | 100.0 |

Over 2013, on average, what portion of the "publisher's share" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT5C Television (Short form, Episodic or Longform, MOW) | | | | | | | | | | | | | | | |
| n: | 69 | 23 | 43 | 35 | 36 | 61 | 24 | 24 | 30 | 34 | 27 | 25 | 34 | 47 | 22 |
| 0% | 36% | 35% | 35% | 37% | 33% | 36% | 42% | 50% | 47% | 29% | 33% | 28% | 47% | 34% | 41% |
| 1-25% | 10% | 9% | 12% | 6% | 8% | 11% | 8% | 0% | 0% | 18% | 4% | 16% | 3% | 9% | 14% |
| 26%-50% | 14% | 9% | 19% | 11% | 14% | 16% | 13% | 8% | 10% | 12% | 22% | 12% | 21% | 15% | 14% |
| 51-75% | 13% | 13% | 14% | 14% | 11% | 13% | 8% | 17% | 20% | 15% | 15% | 16% | 12% | 15% | 9% |
| 76-99% | 7% | 4% | 9% | 14% | 6% | 8% | 4% | 4% | 3% | 6% | 11% | 20% | 0% | 6% | 9% |
| 100% | 19% | 30% | 12% | 17% | 28% | 15% | 25% | 21% | 20% | 21% | 15% | 8% | 18% | 21% | 14% |
| I don't know / I prefer not to answer | 6 | 1 | 2 | 3 | 4 | 4 | 1 | 5 | 4 | 1 | 1 | 1 | 5 | 5 | 1 |
| Not applicable | 15 | 8 | 2 | 4 | 8 | 5 | 6 | 4 | 4 | 2 | 7 | 2 | 12 | 9 | 6 |
| khi ² : | | - | | - | | | | | | - | | (*) | | - | |
| non-missing n: | 69 | 23 | 43 | 35 | 36 | 61 | 24 | 24 | 30 | 34 | 27 | 25 | 34 | 47 | 22 |
| mean: | 40.0 | 46.7 | 36.9 | 43.6 | 45.8 | 37.7 | 39.6 | 38.0 | 39.2 | 41.5 | 42.6 | 42.0 | 33.1 | 42.8 | 34.1 |
| standard deviation: | 39.9 | 43.8 | 37.0 | 41.1 | 42.4 | 38.3 | 42.9 | 42.4 | 41.2 | 40.0 | 38.3 | 38.0 | 38.3 | 40.3 | 39.2 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 37.5 | 37.5 | 37.5 | 37.5 | 37.5 | 37.5 | 12.5 | 0.0 | 37.5 | 37.5 | 37.5 | 37.5 | 12.5 | 37.5 | 12.5 |

Over 2013, on average, what portion of the "publisher's share" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|------|--------------------------------|------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT5E Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | | | | | | | | | | | | | | | |
| n: | 24 | 12 | 10 | 15 | 16 | 17 | 17 | 14 | 17 | 7 | 11 | 5 | 15 | 18 | 6 |
| 0% | 46% | 42% | 50% | 47% | 31% | 59% | 41% | 50% | 53% | 57% | 36% | 80% | 47% | 39% | 67% |
| 1-25% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 26%-50% | 4% | 0% | 10% | 7% | 6% | 6% | 6% | 7% | 6% | 0% | 9% | 0% | 7% | 6% | 0% |
| 51-75% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| 76-99% | 8% | 0% | 20% | 13% | 13% | 12% | 0% | 14% | 6% | 14% | 9% | 20% | 0% | 6% | 17% |
| 100% | 42% | 58% | 20% | 33% | 50% | 24% | 53% | 29% | 35% | 29% | 45% | 0% | 47% | 50% | 17% |
| I don't know / I prefer not to answer | 7 | 0 | 4 | 5 | 3 | 4 | 1 | 5 | 5 | 3 | 1 | 3 | 4 | 6 | 1 |
| Not applicable | 59 | 20 | 33 | 22 | 29 | 49 | 13 | 14 | 16 | 27 | 23 | 20 | 32 | 37 | 22 |
| chi²: | | - | | - | | | | | | - | | (-) | | - | |
| non-missing n: | 24 | 12 | 10 | 15 | 16 | 17 | 17 | 14 | 17 | 7 | 11 | 5 | 15 | 18 | 6 |
| mean: | 50.5 | 58.3 | 41.3 | 47.5 | 63.3 | 36.0 | 55.1 | 43.8 | 42.6 | 41.1 | 56.8 | 17.5 | 49.2 | 56.9 | 31.3 |
| standard deviation: | 49.1 | 51.5 | 46.8 | 48.5 | 46.7 | 46.5 | 49.8 | 48.0 | 48.8 | 51.4 | 48.5 | 39.1 | 50.1 | 48.9 | 48.6 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 37.5 | 100.0 | 0.0 | 37.5 | 87.5 | 0.0 | 100.0 | 0.0 | 0.0 | 0.0 | 87.5 | 0.0 | 37.5 | 87.5 | 0.0 |

Over 2013, on average, what portion of the "publisher's share" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-------------------|--------------------------------------|--------------------|-------------------------------|-----------------------|-------------------|-------------------|------------------|-------------------------------|-----------------------------------|------------------|--------------------------------|------------------|------------------------------------|------------------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT5D Gaming | | | | | | | | | | | | | | | |
| n: | 18 | 10 | 8 | 11 | 11 | 14 | 12 | 11 | 12 | 6 | 7 | 5 | 11 | 11 | 7 |
| 0% | 67% ¹² | 60% ⁶ | 75% ⁶ | 73% ⁸ | 55% ⁶ | 79% ¹¹ | 58% ⁷ | 73% ⁸ | 75% ⁹ | 83% ⁵ | 43% ³ | 60% ³ | 73% ⁸ | 73% ⁸ | 57% ⁴ |
| 1-25% | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ |
| 26%-50% | 6% ¹ | 0% ⁰ | 13% ¹ | 9% ¹ | 0% ⁰ | 7% ¹ | 8% ¹ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 14% ¹ | 0% ⁰ | 9% ¹ | 0% ⁰ | 14% ¹ |
| 51-75% | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ | 0% ⁰ |
| 76-99% | 6% ¹ | 0% ⁰ | 13% ¹ | 9% ¹ | 9% ¹ | 7% ¹ | 0% ⁰ | 9% ¹ | 0% ⁰ | 0% ⁰ | 14% ¹ | 20% ¹ | 0% ⁰ | 0% ⁰ | 14% ¹ |
| 100% | 22% ⁴ | 40% ⁴ | 0% ⁰ | 9% ¹ | 36% ⁴ | 7% ¹ | 33% ⁴ | 18% ² | 25% ³ | 17% ¹ | 29% ² | 20% ¹ | 18% ² | 27% ³ | 14% ¹ |
| I don't know / I prefer not to answer | 8 ⁸ | 0 ⁰ | 4 ⁴ | 5 ⁵ | 3 ³ | 4 ⁴ | 2 ² | 6 ⁶ | 5 ⁵ | 3 ³ | 1 ¹ | 3 ³ | 5 ⁵ | 7 ⁷ | 1 ¹ |
| Not applicable | 64 ⁶⁴ | 22 ²² | 35 ³⁵ | 26 ²⁶ | 34 ³⁴ | 52 ⁵² | 17 ¹⁷ | 16 ¹⁶ | 21 ²¹ | 28 ²⁸ | 27 ²⁷ | 20 ²⁰ | 35 ³⁵ | 43 ⁴³ | 21 ²¹ |
| chi²: | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| non-missing n: | 18 | 10 | 8 | 11 | 11 | 14 | 12 | 11 | 12 | 6 | 7 | 5 | 11 | 11 | 7 |
| mean: | 29.2 | 40.0 | 15.6 | 20.5 | 44.3 | 16.1 | 36.5 | 26.1 | 25.0 | 16.7 | 46.4 | 37.5 | 21.6 | 27.3 | 32.1 |
| standard deviation: | 44.6 | 51.6 | 31.9 | 38.0 | 51.0 | 34.5 | 48.1 | 44.9 | 45.2 | 40.8 | 48.3 | 51.5 | 40.3 | 46.7 | 44.4 |
| Student's t (p): | - | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 37.5 | 0.0 | 0.0 | 0.0 | 0.0 |

Over 2013, on average, what portion of the "publisher's share" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACTSF Advertising | | | | | | | | | | | | | | | |
| n: | 28 | 12 | 13 | 16 | 19 | 24 | 16 | 23 | 23 | 10 | 11 | 9 | 17 | 22 | 6 |
| 0% | 18 64% | 6 50% | 9 69% | 10 63% | 9 47% | 16 67% | 10 63% | 14 61% | 15 65% | 7 70% | 5 45% | 7 78% | 11 65% | 14 64% | 4 67% |
| 1-25% | 1 4% | 0 0% | 1 8% | 1 6% | 1 5% | 1 4% | 0 0% | 1 4% | 1 4% | 0 0% | 1 9% | 0 0% | 0 0% | 1 5% | 0 0% |
| 26%-50% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 51-75% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| 76-99% | 2 7% | 0 0% | 2 15% | 2 13% | 2 11% | 2 8% | 0 0% | 2 9% | 1 4% | 1 10% | 1 9% | 1 11% | 0 0% | 1 5% | 1 17% |
| 100% | 7 25% | 6 50% | 1 8% | 3 19% | 7 37% | 5 21% | 6 38% | 6 26% | 6 26% | 2 20% | 4 36% | 1 11% | 6 35% | 6 27% | 1 17% |
| I don't know / I prefer not to answer | 7 | 0 | 3 | 4 | 4 | 4 | 1 | 4 | 5 | 2 | 2 | 2 | 5 | 5 | 2 |
| Not applicable | 55 | 20 | 31 | 22 | 25 | 42 | 14 | 6 | 10 | 25 | 22 | 17 | 29 | 34 | 21 |
| chi²: | | (-) | | - | | | | | | - | | - | | - | |
| non-missing n: | 28 | 12 | 13 | 16 | 19 | 24 | 16 | 23 | 23 | 10 | 11 | 9 | 17 | 22 | 6 |
| mean: | 31.7 | 50.0 | 22.1 | 30.5 | 46.7 | 28.6 | 37.5 | 34.2 | 30.4 | 28.8 | 45.5 | 20.8 | 35.3 | 31.8 | 31.3 |
| standard deviation: | 46.1 | 52.2 | 39.9 | 45.2 | 49.4 | 44.6 | 50.0 | 47.0 | 46.0 | 46.4 | 50.1 | 41.5 | 49.3 | 46.6 | 48.6 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 12.5 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 12.5 | 0.0 | 0.0 | 0.0 | 0.0 |

Over 2013, on average, what portion of the "publisher's share" of performing rights royalties or other royalties did you retain in each of the following types of projects?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT5G Library/Production/Stock Music | | | | | | | | | | | | | | | |
| n: | 38 | 13 | 22 | 20 | 21 | 32 | 17 | 22 | 31 | 17 | 15 | 15 | 20 | 28 | 10 |
| 0% | 16 42% | 6 46% | 7 32% | 8 40% | 7 33% | 14 44% | 8 47% | 10 45% | 14 45% | 5 29% | 7 47% | 5 33% | 11 55% | 10 36% | 6 60% |
| 1-25% | 2 5% | 0 0% | 2 9% | 2 10% | 0 0% | 1 3% | 0 0% | 0 0% | 1 3% | 2 12% | 0 0% | 2 13% | 0 0% | 2 7% | 0 0% |
| 26%-50% | 3 8% | 0 0% | 3 14% | 2 10% | 3 14% | 3 9% | 2 12% | 1 5% | 3 10% | 0 0% | 3 20% | 1 7% | 2 10% | 3 11% | 0 0% |
| 51-75% | 2 5% | 0 0% | 2 9% | 2 10% | 1 5% | 2 6% | 0 0% | 1 5% | 1 3% | 1 6% | 1 7% | 1 7% | 0 0% | 1 4% | 1 10% |
| 76-99% | 2 5% | 1 8% | 1 5% | 1 5% | 2 10% | 2 6% | 1 6% | 2 9% | 1 3% | 1 6% | 1 7% | 1 7% | 1 5% | 1 4% | 1 10% |
| 100% | 13 34% | 6 46% | 7 32% | 5 25% | 8 38% | 10 31% | 6 35% | 8 36% | 11 35% | 8 47% | 3 20% | 5 33% | 6 30% | 11 39% | 2 20% |
| I don't know / I prefer not to answer | 5 | 0 | 2 | 3 | 4 | 3 | 1 | 3 | 3 | 1 | 1 | 1 | 4 | 3 | 2 |
| Not applicable | 47 | 19 | 23 | 19 | 23 | 35 | 13 | 8 | 4 | 19 | 19 | 12 | 27 | 30 | 17 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 38 | 13 | 22 | 20 | 21 | 32 | 17 | 22 | 31 | 17 | 15 | 15 | 20 | 28 | 10 |
| mean: | 45.7 | 52.9 | 47.7 | 40.6 | 54.8 | 44.5 | 44.9 | 48.9 | 44.4 | 57.4 | 37.5 | 47.5 | 38.1 | 49.6 | 35.0 |
| standard deviation: | 46.0 | 51.1 | 43.6 | 43.3 | 45.0 | 45.5 | 47.6 | 47.9 | 46.5 | 47.4 | 42.0 | 45.9 | 46.7 | 46.1 | 46.3 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 37.5 | 87.5 | 37.5 | 12.5 | 62.5 | 37.5 | 37.5 | 37.5 | 37.5 | 87.5 | 37.5 | 37.5 | 0.0 | 37.5 | 0.0 |

Are you aware of the SCGC Model Agreement?

| | | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | | |
|-----------|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|---------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|-----|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis- ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere | |
| CONTRACT6 | | | | | | | | | | | | | | | | |
| | n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Yes | | 86 | 30 | 45 | 40 | 47 | 68 | 30 | 33 | 37 | 36 | 34 | 27 | 48 | 58 | 28 |
| | | 96% | 94% | 96% | 95% | 98% | 97% | 97% | 100% | 97% | 97% | 97% | 96% | 94% | 95% | 97% |
| No | | 4 | 2 | 2 | 2 | 1 | 2 | 1 | 0 | 1 | 1 | 1 | 1 | 3 | 3 | 1 |
| | | 4% | 6% | 4% | 5% | 2% | 3% | 3% | 0% | 3% | 3% | 3% | 4% | 6% | 5% | 3% |
| | khi²: | | - | | - | | | | | - | | - | | - | | |

How often do you use the SCGC Model Agreement as the basis for your contracts?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT7 | | | | | | | | | | | | | | | |
| n: | 78 | 28 | 42 | 40 | 45 | 63 | 29 | 31 | 34 | 34 | 31 | 27 | 41 | 51 | 27 |
| Never | 25 32% | 5 18% | 17 40% | 8 20% | 12 27% | 20 32% ⁺ | 3 10% | 7 23% | 5 15% | 13 38% | 8 26% | 8 30% | 15 37% | 16 31% | 9 33% |
| 1-25% of the time | 18 23% | 7 25% | 11 26% | 14 35% | 12 27% | 17 27% | 6 21% | 7 23% | 6 18% | 7 21% | 9 29% | 7 26% | 7 17% | 9 18% | 9 33% |
| 26%-50% of the time | 11 14% | 5 18% | 5 12% | 4 10% | 5 11% | 8 13% | 6 21% | 5 16% | 7 21% | 5 15% | 3 10% | 4 15% | 7 17% | 6 12% | 5 19% |
| 51-75% of the time | 7 9% | 2 7% | 5 12% | 3 8% | 4 9% | 7 11% | 3 10% | 3 10% | 5 15% | 5 15% | 2 6% | 3 11% | 4 10% | 6 12% | 1 4% |
| 76-99% of the time | 10 13% | 5 18% | 2 5% | 6 15% | 8 18% | 8 13% | 7 24% | 5 16% | 7 21% | 2 6% | 6 19% | 3 11% | 4 10% | 8 16% | 2 7% |
| Always | 7 9% | 4 14% | 2 5% | 5 13% | 4 9% | 3 5% | 4 14% | 4 13% | 4 12% | 2 6% | 3 10% | 2 7% | 4 10% | 6 12% | 1 4% |
| I don't know / I prefer not to answer | 3 | 1 | 2 | 0 | 1 | 3 | 0 | 1 | 1 | 1 | 1 | 0 | 3 | 2 | 1 |
| Not applicable | 5 | 1 | 1 | 0 | 1 | 2 | 1 | 1 | 2 | 1 | 2 | 0 | 4 | 5 | 0 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 78 | 28 | 42 | 40 | 45 | 63 | 29 | 31 | 34 | 34 | 31 | 27 | 41 | 51 | 27 |
| mean: | 34.0 | 44.2 | 24.1 | 38.4 | 37.5 | 31.0 | 51.7 | 41.9 | 48.9 | 28.3 | 37.9 | 32.9 | 32.9 | 39.5 | 23.6 |
| standard deviation: | 36.4 | 38.3 | 30.9 | 38.0 | 37.7 | 34.1 | 36.4 | 38.1 | 35.9 | 32.9 | 38.7 | 35.2 | 36.3 | 38.8 | 29.5 |
| Student's t (p): | | * | * | - | - | * | - | - | - | - | - | - | - | * | * |
| Median | 12.5 | 37.5 | 12.5 | 12.5 | 12.5 | 12.5 | 37.5 | 37.5 | 37.5 | 12.5 | 12.5 | 12.5 | 12.5 | 37.5 | 12.5 |

| Are you aware that, under the Federal Status of the Artist Legislation, the SCGC is empowered to collectively bargain on behalf of all film/television/media composers in Canada? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CONTRACT8 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Yes | 72 80% | 20 63% -- | 43 91% ++ | 34 81% | 40 83% | 54 77% | 22 71% | 26 79% | 29 76% | 34 92% ++ | 23 66% -- | 22 79% | 39 76% | 52 85% | 20 69% |
| No | 18 20% | 12 38% ++ | 4 9% -- | 8 19% | 8 17% | 16 23% | 9 29% | 7 21% | 9 24% | 3 8% -- | 12 34% ++ | 6 21% | 12 24% | 9 15% | 9 31% |
| chi²: | | ** | | - | | | | | | ** | | - | | - | |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|---------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL1 The level of demand for your products/services | | | | | | | | | | | | | | | |
| n: | 81 | 29 | 43 | 39 | 43 | 61 | 28 | 27 | 35 | 35 | 31 | 25 | 45 | 55 | 26 |
| Not at all a challenge (0) | 8 10% | 1 3% | 7 16% | 5 13% | 4 9% | 7 11% | 0 0% | 2 7% | 1 3% | 6 17% | 2 6% | 2 8% | 3 7% | 6 11% | 2 8% |
| Small challenge (25) | 8 10% | 6 21% | 2 5% | 4 10% | 5 12% | 5 8% | 5 18% | 3 11% | 6 17% | 6 17% + | 0 0% | 2 8% | 6 13% | 6 11% | 2 8% |
| Moderate challenge (50) | 23 28% | 7 24% | 13 30% | 9 23% | 11 26% | 18 30% | 9 32% | 7 26% | 9 26% | 11 31% | 6 19% | 8 32% | 12 27% | 17 31% | 6 23% |
| Significant challenge (75) | 31 38% | 13 45% | 13 30% | 18 46% | 17 40% | 24 39% | 12 43% | 12 44% | 13 37% | 10 29% | 15 48% | 10 40% | 17 38% | 17 31% | 14 54% |
| Extreme challenge (100) | 11 14% | 2 7% | 8 19% | 3 8% | 6 14% | 7 11% | 2 7% | 3 11% | 6 17% | 2 6% - | 8 26% + | 3 12% | 7 16% | 9 16% | 2 8% |
| I don't know / I prefer not to answer | 6 | 3 | 2 | 3 | 3 | 6 | 3 | 5 | 3 | 1 | 3 | 2 | 4 | 4 | 2 |
| Not applicable | 3 | 0 | 2 | 0 | 2 | 3 | 0 | 1 | 0 | 1 | 1 | 1 | 2 | 2 | 1 |
| khi²: | | (*) | | - | | | | | | (**) | | - | | - | |
| non-missing n: | 81 | 29 | 43 | 39 | 43 | 61 | 28 | 27 | 35 | 35 | 31 | 25 | 45 | 55 | 26 |
| mean: | 59.0 | 57.8 | 57.6 | 56.4 | 59.3 | 57.8 | 59.8 | 60.2 | 62.1 | 47.1 | 71.8 | 60.0 | 60.6 | 57.7 | 61.5 |
| standard deviation: | 28.6 | 25.1 | 32.5 | 29.1 | 28.9 | 28.7 | 21.9 | 27.1 | 26.7 | 29.6 | 25.6 | 27.0 | 27.9 | 30.0 | 25.7 |
| Student's t (p): | | - | - | - | - | - | - | - | - | *** | *** | - | - | - | - |
| Median | 75.0 | 75.0 | 50.0 | 75.0 | 75.0 | 75.0 | 50.0 | 75.0 | 75.0 | 50.0 | 75.0 | 75.0 | 75.0 | 50.0 | 75.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL2 The value given to screen composing by clients | | | | | | | | | | | | | | | |
| n: | 83 | 31 | 42 | 39 | 46 | 63 | 29 | 30 | 37 | 34 | 34 | 26 | 46 | 57 | 26 |
| Not at all a challenge (0) | 4 5% | 0 0% | 4 10% | 2 5% | 1 2% | 3 5% | 0 0% | 1 3% | 1 3% | 3 9% | 0 0% | 1 4% | 2 4% | 4 7% | 0 0% |
| Small challenge (25) | 10 12% | 3 10% | 4 10% | 3 8% | 3 7% | 8 13% | 1 3% | 4 13% | 4 11% | 2 6% | 6 18% | 1 4% | 9 20% | 8 14% | 2 8% |
| Moderate challenge (50) | 23 28% | 10 32% | 11 26% | 11 28% | 15 33% | 14 22% | 8 28% | 7 23% | 7 19% | 10 29% | 9 26% | 8 31% | 12 26% | 17 30% | 6 23% |
| Significant challenge (75) | 28 34% | 11 35% | 14 33% | 11 28% | 16 35% | 22 35% | 12 41% | 12 40% | 14 38% | 13 38% | 9 26% | 10 38% | 12 26% | 17 30% | 11 42% |
| Extreme challenge (100) | 18 22% | 7 23% | 9 21% | 12 31% | 11 24% | 16 25% | 8 28% | 6 20% | 11 30% | 6 18% | 10 29% | 6 23% | 11 24% | 11 19% | 7 27% |
| I don't know / I prefer not to answer | 5 | 1 | 4 | 3 | 1 | 5 | 2 | 3 | 1 | 2 | 1 | 1 | 4 | 3 | 2 |
| Not applicable | 2 | 0 | 1 | 0 | 1 | 2 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 1 |
| khi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 83 | 31 | 42 | 39 | 46 | 63 | 29 | 30 | 37 | 34 | 34 | 26 | 46 | 57 | 26 |
| mean: | 63.9 | 67.7 | 61.9 | 67.9 | 67.9 | 65.9 | 73.3 | 65.0 | 70.3 | 62.5 | 66.9 | 68.3 | 61.4 | 60.1 | 72.1 |
| standard deviation: | 27.7 | 23.4 | 30.4 | 28.6 | 24.5 | 28.5 | 21.1 | 26.7 | 26.9 | 28.4 | 27.3 | 25.1 | 29.7 | 29.1 | 22.7 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | * | * |
| Median | 75.0 | 75.0 | 75.0 | 75.0 | 75.0 | 75.0 | 75.0 | 75.0 | 75.0 | 75.0 | 75.0 | 75.0 | 50.0 | 50.0 | 75.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advert-ising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL4 The available pool of skilled labour like singers, musicians, engineers, copyists | | | | | | | | | | | | | | | |
| n: | 82 | 31 | 41 | 41 | 45 | 63 | 30 | 30 | 37 | 35 | 32 | 27 | 45 | 53 | 29 |
| Not at all a challenge (0) | 54 66% | 20 65% | 29 71% | 26 63% | 29 64% | 46 73% | 18 60% | 19 63% | 23 62% | 26 74% | 21 66% | 21 78% | 26 58% | 36 68% | 18 62% |
| Small challenge (25) | 16 20% | 8 26% | 6 15% | 9 22% | 11 24% | 10 16% | 8 27% | 8 27% | 9 24% | 4 11% | 8 25% | 2 7% | 12 27% | 12 23% | 4 14% |
| Moderate challenge (50) | 9 11% | 2 6% | 4 10% | 4 10% | 4 9% | 7 11% | 3 10% | 2 7% | 4 11% | 4 11% | 3 9% | 3 11% | 5 11% | 2 4% | 7 24% |
| Significant challenge (75) | 3 4% | 1 3% | 2 5% | 2 5% | 1 2% | 0 0% | 1 3% | 1 3% | 1 3% | 1 3% | 0 0% | 1 4% | 2 4% | 3 6% | 0 0% |
| Extreme challenge (100) | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 4 | 0 | 4 | 1 | 2 | 3 | 0 | 2 | 1 | 1 | 1 | 1 | 3 | 4 | 0 |
| Not applicable | 4 | 1 | 2 | 0 | 1 | 4 | 1 | 1 | 0 | 1 | 2 | 0 | 3 | 4 | 0 |
| khi ² : | | - | | - | | | | | | - | | - | | (*) | |
| non-missing n: | 82 | 31 | 41 | 41 | 45 | 63 | 30 | 30 | 37 | 35 | 32 | 27 | 45 | 53 | 29 |
| mean: | 13.1 | 12.1 | 12.2 | 14.0 | 12.2 | 9.5 | 14.2 | 12.5 | 13.5 | 10.7 | 10.9 | 10.2 | 15.6 | 11.8 | 15.5 |
| standard deviation: | 20.9 | 19.2 | 21.7 | 21.7 | 18.9 | 17.1 | 20.4 | 19.4 | 20.1 | 20.4 | 16.7 | 21.1 | 21.5 | 20.6 | 21.6 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL5 The availability of effective training programs | | | | | | | | | | | | | | | |
| n: | 68 | 26 | 35 | 31 | 35 | 51 | 26 | 26 | 30 | 27 | 26 | 20 | 40 | 46 | 22 |
| Not at all a challenge (0) | 44 65% | 14 54% | 29 83% | 22 71% | 22 63% | 37 73% | 13 50% | 18 69% | 21 70% | 23 85% | 15 58% | 13 65% | 25 63% | 33 72% | 11 50% |
| Small challenge (25) | 12 18% | 7 27% | 3 9% | 4 13% | 7 20% | 8 16% | 7 27% | 4 15% | 4 13% | 1 4% | 8 31% | 3 15% | 7 18% | 7 15% | 5 23% |
| Moderate challenge (50) | 6 9% | 4 15% | 1 3% | 3 10% | 3 9% | 2 4% | 3 12% | 2 8% | 2 7% | 1 4% | 1 4% | 1 5% | 5 13% | 5 11% | 1 5% |
| Significant challenge (75) | 5 7% | 1 4% | 2 6% | 2 6% | 2 6% | 4 8% | 2 8% | 2 8% | 3 10% | 2 7% | 2 8% | 3 15% | 2 5% | 1 2% | 4 18% |
| Extreme challenge (100) | 1 1% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 1 4% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 1 5% |
| I don't know / I prefer not to answer | 7 | 1 | 4 | 3 | 3 | 6 | 1 | 4 | 3 | 2 | 3 | 2 | 5 | 6 | 1 |
| Not applicable | 15 | 5 | 8 | 8 | 10 | 13 | 4 | 3 | 5 | 8 | 6 | 6 | 6 | 9 | 6 |
| khi ² : | | (*) | | - | | | | | | (-) | | - | | (*) | |
| non-missing n: | 68 | 26 | 35 | 31 | 35 | 51 | 26 | 26 | 30 | 27 | 26 | 20 | 40 | 46 | 22 |
| mean: | 15.8 | 17.3 | 7.9 | 12.9 | 16.4 | 11.8 | 22.1 | 13.5 | 14.2 | 8.3 | 15.4 | 17.5 | 16.9 | 10.9 | 26.1 |
| standard deviation: | 25.5 | 22.1 | 19.9 | 23.2 | 26.4 | 22.6 | 28.6 | 23.7 | 25.2 | 21.9 | 22.4 | 28.2 | 26.2 | 19.5 | 33.2 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 | 0.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL6 | | | | | | | | | | | | | | | |
| Local competition | | | | | | | | | | | | | | | |
| n: | 83 | 30 | 43 | 38 | 43 | 64 | 29 | 31 | 36 | 34 | 32 | 26 | 47 | 56 | 27 |
| Not at all a challenge (0) | 8 10% | 2 7% | 5 12% | 2 5% | 5 12% | 6 9% | 4 14% | 3 10% | 2 6% | 5 15% | 1 3% | 2 8% | 4 9% | 6 11% | 2 7% |
| Small challenge (25) | 16 19% | 4 13% | 9 21% | 7 18% | 11 26% | 12 19% | 6 21% | 8 26% | 9 25% | 6 18% | 6 19% | 2 8% | 13 28% | 11 20% | 5 19% |
| Moderate challenge (50) | 20 24% | 9 30% | 7 16% | 10 26% | 8 19% | 17 27% | 9 31% | 6 19% | 9 25% | 11 32% | 7 22% | 9 35% | 9 19% | 13 23% | 7 26% |
| Significant challenge (75) | 28 34% | 10 33% | 16 37% | 13 34% | 13 30% | 20 31% | 7 24% | 12 39% | 10 28% | 9 26% | 11 34% | 9 35% | 14 30% | 17 30% | 11 41% |
| Extreme challenge (100) | 11 13% | 5 17% | 6 14% | 6 16% | 6 14% | 9 14% | 3 10% | 2 6% | 6 17% | 3 9% | 7 22% | 4 15% | 7 15% | 9 16% | 2 7% |
| I don't know / I prefer not to answer | 5 | 2 | 3 | 4 | 4 | 4 | 2 | 2 | 2 | 2 | 3 | 1 | 3 | 4 | 1 |
| Not applicable | 2 | 0 | 1 | 0 | 1 | 2 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 1 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 83 | 30 | 43 | 38 | 43 | 64 | 29 | 31 | 36 | 34 | 32 | 26 | 47 | 56 | 27 |
| mean: | 55.4 | 60.0 | 55.2 | 59.2 | 52.3 | 55.5 | 49.1 | 51.6 | 56.3 | 49.3 | 63.3 | 60.6 | 53.7 | 55.4 | 55.6 |
| standard deviation: | 29.7 | 28.3 | 31.6 | 28.1 | 31.7 | 29.7 | 30.2 | 28.8 | 29.5 | 29.8 | 28.4 | 27.5 | 30.8 | 31.2 | 27.2 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 50.0 | 50.0 | 75.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 75.0 | 50.0 | 50.0 | 50.0 | 50.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL7 | | | | | | | | | | | | | | | |
| Regional competition | | | | | | | | | | | | | | | |
| n: | 77 | 29 | 42 | 38 | 40 | 59 | 29 | 29 | 34 | 34 | 27 | 26 | 41 | 51 | 26 |
| Not at all a challenge (0) | 11 14% | 2 7% | 8 19% | 3 8% | 6 15% | 9 15% | 5 17% | 4 14% | 4 12% | 8 24% | 1 4% | 3 12% | 5 12% | 9 18% | 2 8% |
| Small challenge (25) | 16 21% | 5 17% | 10 24% | 9 24% | 9 23% | 14 24% | 7 24% | 8 28% | 9 26% | 7 21% | 4 15% | 3 12% | 12 29% | 9 18% | 7 27% |
| Moderate challenge (50) | 26 34% | 13 45% | 11 26% | 15 39% | 12 30% | 18 31% | 11 38% | 8 28% | 9 26% | 12 35% | 7 26% | 11 42% | 12 29% | 17 33% | 9 35% |
| Significant challenge (75) | 19 25% | 6 21% | 11 26% | 8 21% | 10 25% | 14 24% | 4 14% | 7 24% | 7 21% | 7 21% | 10 37% | 7 27% | 9 22% | 12 24% | 7 27% |
| Extreme challenge (100) | 5 6% | 3 10% | 2 5% | 3 8% | 3 8% | 4 7% | 2 7% | 2 7% | 5 15% | 0 0% | 5 19% | 2 8% | 3 7% | 4 8% | 1 4% |
| I don't know / I prefer not to answer | 9 | 3 | 3 | 4 | 5 | 8 | 2 | 3 | 4 | 2 | 6 | 1 | 7 | 7 | 2 |
| Not applicable | 4 | 0 | 2 | 0 | 3 | 3 | 0 | 1 | 0 | 1 | 2 | 1 | 3 | 3 | 1 |
| chi²: | | - | | - | | | | | | (*) | | - | | - | |
| non-missing n: | 77 | 29 | 42 | 38 | 40 | 59 | 29 | 29 | 34 | 34 | 27 | 26 | 41 | 51 | 26 |
| mean: | 47.1 | 52.6 | 43.5 | 49.3 | 46.9 | 45.8 | 42.2 | 45.7 | 50.0 | 38.2 | 63.0 | 51.9 | 45.7 | 46.6 | 48.1 |
| standard deviation: | 28.4 | 26.2 | 29.8 | 26.3 | 29.5 | 29.0 | 28.4 | 29.2 | 31.4 | 27.0 | 27.2 | 27.3 | 28.5 | 30.0 | 25.4 |
| Student's t (p): | | - | - | - | - | - | - | - | - | *** | *** | - | - | - | - |
| Median | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 75.0 | 50.0 | 50.0 | 50.0 | 50.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL8 | | | | | | | | | | | | | | | |
| International competition | | | | | | | | | | | | | | | |
| n: | 74 | 28 | 40 | 36 | 39 | 57 | 25 | 26 | 33 | 33 | 27 | 25 | 40 | 47 | 27 |
| Not at all a challenge (0) | 17 23% | 6 21% | 9 23% | 5 14% | 8 21% | 13 23% | 5 20% | 4 15% | 7 21% | 10 30% | 3 11% | 5 20% | 9 23% | 12 26% | 5 19% |
| Small challenge (25) | 17 23% | 9 32% | 5 13% | 12 33% | 12 31% | 12 21% | 8 32% | 8 31% | 8 24% | 7 21% | 8 30% | 4 16% | 9 23% | 11 23% | 6 22% |
| Moderate challenge (50) | 17 23% | 5 18% | 12 30% | 7 19% | 8 21% | 14 25% | 7 28% | 8 31% | 9 27% | 5 15% | 7 26% | 4 16% | 12 30% | 11 23% | 6 22% |
| Significant challenge (75) | 15 20% | 5 18% | 9 23% | 8 22% | 7 18% | 13 23% | 3 12% | 4 15% | 7 21% | 8 24% | 5 19% | 6 24% | 8 20% | 8 17% | 7 26% |
| Extreme challenge (100) | 8 11% | 3 11% | 5 13% | 4 11% | 4 10% | 5 9% | 2 8% | 2 8% | 2 6% | 3 9% | 4 15% | 6 24% | 2 5% | 5 11% | 3 11% |
| I don't know / I prefer not to answer | 11 | 3 | 5 | 6 | 7 | 9 | 5 | 6 | 5 | 3 | 5 | 3 | 7 | 9 | 2 |
| Not applicable | 5 | 1 | 2 | 0 | 2 | 4 | 1 | 1 | 0 | 1 | 3 | 0 | 4 | 5 | 0 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 74 | 28 | 40 | 36 | 39 | 57 | 25 | 26 | 33 | 33 | 27 | 25 | 40 | 47 | 27 |
| mean: | 43.2 | 41.1 | 47.5 | 45.8 | 41.7 | 43.4 | 39.0 | 42.3 | 41.7 | 40.2 | 49.1 | 54.0 | 40.6 | 41.0 | 47.2 |
| standard deviation: | 32.9 | 32.8 | 33.4 | 31.3 | 32.1 | 32.2 | 29.8 | 29.0 | 30.4 | 34.8 | 31.4 | 37.3 | 29.8 | 33.1 | 32.8 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 50.0 | 25.0 | 50.0 | 50.0 | 25.0 | 50.0 | 25.0 | 50.0 | 50.0 | 25.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL9 The availability of affordable capital for expansion | | | | | | | | | | | | | | | |
| n: | 75 | 27 | 39 | 34 | 40 | 56 | 25 | 28 | 31 | 30 | 31 | 23 | 43 | 48 | 27 |
| Not at all a challenge (0) | 28 37% | 8 30% | 18 46% | 15 44% | 13 33% | 24 43% | 9 36% | 10 36% | 9 29% | 18 60% ++ | 8 26% -- | 10 43% | 13 30% | 16 33% | 12 44% |
| Small challenge (25) | 16 21% | 7 26% | 8 21% | 8 24% | 9 23% | 13 23% | 2 8% | 7 25% | 7 23% | 6 20% | 9 29% | 9 39% | 5 12% | 11 23% | 5 19% |
| Moderate challenge (50) | 12 16% | 4 15% | 7 18% | 3 9% | 5 13% | 8 14% | 3 12% | 4 14% | 6 19% | 4 13% | 3 10% | 2 9% | 10 23% | 8 17% | 4 15% |
| Significant challenge (75) | 16 21% | 8 30% | 4 10% | 6 18% | 12 30% | 8 14% | 9 36% | 5 18% | 7 23% | 1 3% -- | 9 29% ++ | 1 4% | 14 33% | 12 25% | 4 15% |
| Extreme challenge (100) | 3 4% | 0 0% | 2 5% | 2 6% | 1 3% | 3 5% | 2 8% | 2 7% | 2 6% | 1 3% | 2 6% | 1 4% | 1 2% | 1 2% | 2 7% |
| I don't know / I prefer not to answer | 6 | 2 | 3 | 4 | 4 | 6 | 2 | 3 | 4 | 2 | 2 | 2 | 3 | 6 | 0 |
| Not applicable | 9 | 3 | 5 | 4 | 4 | 8 | 4 | 2 | 3 | 5 | 2 | 3 | 5 | 7 | 2 |
| khi²: | | - | | - | | | | | | (*) | | (*) | | - | |
| non-missing n: | 75 | 27 | 39 | 34 | 40 | 56 | 25 | 28 | 31 | 30 | 31 | 23 | 43 | 48 | 27 |
| mean: | 33.3 | 36.1 | 26.9 | 29.4 | 36.9 | 29.0 | 43.0 | 33.9 | 38.7 | 17.5 | 40.3 | 21.7 | 41.3 | 34.9 | 30.6 |
| standard deviation: | 32.2 | 30.5 | 31.1 | 33.4 | 32.5 | 31.9 | 37.2 | 33.5 | 32.8 | 26.4 | 33.3 | 26.4 | 32.2 | 31.3 | 34.2 |
| Student's t (p): | | - | - | - | - | - | - | - | - | ** | ** | * | * | - | - |
| Median | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 50.0 | 25.0 | 25.0 | 0.0 | 25.0 | 25.0 | 50.0 | 25.0 | 25.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL10 | | | | | | | | | | | | | | | |
| Access to foreign markets | | | | | | | | | | | | | | | |
| n: | 70 | 26 | 38 | 34 | 35 | 52 | 25 | 26 | 29 | 31 | 25 | 23 | 38 | 45 | 25 |
| Not at all a challenge (0) | 18 26% | 7 27% | 9 24% | 7 21% | 9 26% | 11 21% | 5 20% | 9 35% | 10 34% | 10 32% | 6 24% | 3 13% | 12 32% | 13 29% | 5 20% |
| Small challenge (25) | 12 17% | 2 8% | 9 24% | 8 24% | 5 14% | 10 19% | 3 12% | 2 8% | 3 10% | 7 23% | 3 12% | 6 26% | 4 11% | 8 18% | 4 16% |
| Moderate challenge (50) | 14 20% | 4 15% | 9 24% | 3 9% | 7 20% | 10 19% | 3 12% | 3 12% | 3 10% | 7 23% | 3 12% | 7 30% | 6 16% | 7 16% | 7 28% |
| Significant challenge (75) | 21 30% | 13 50% | 7 18% | 13 38% | 11 31% | 17 33% | 12 48% | 10 38% | 11 38% | 5 16% | 11 44% | 6 26% | 13 34% | 15 33% | 6 24% |
| Extreme challenge (100) | 5 7% | 0 0% | 4 11% | 3 9% | 3 9% | 4 8% | 2 8% | 2 8% | 2 7% | 2 6% | 2 8% | 1 4% | 3 8% | 2 4% | 3 12% |
| I don't know / I prefer not to answer | 11 | 3 | 5 | 7 | 8 | 9 | 5 | 5 | 6 | 3 | 6 | 3 | 7 | 9 | 2 |
| Not applicable | 9 | 3 | 4 | 1 | 5 | 9 | 1 | 2 | 3 | 3 | 4 | 2 | 6 | 7 | 2 |
| chi²: | | (*) | | - | | | | | | - | | - | | - | |
| non-missing n: | 70 | 26 | 38 | 34 | 35 | 52 | 25 | 26 | 29 | 31 | 25 | 23 | 38 | 45 | 25 |
| mean: | 43.9 | 47.1 | 42.1 | 47.8 | 45.7 | 46.6 | 53.0 | 44.2 | 43.1 | 35.5 | 50.0 | 45.7 | 44.1 | 41.7 | 48.0 |
| standard deviation: | 33.1 | 32.7 | 32.9 | 33.9 | 34.0 | 32.5 | 33.3 | 37.0 | 36.5 | 32.1 | 34.6 | 27.9 | 35.6 | 33.3 | 33.0 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 75.0 | 50.0 | 50.0 | 25.0 | 75.0 | 50.0 | 50.0 | 50.0 | 50.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|---------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL11 Management & marketing/sales expertise in your business | | | | | | | | | | | | | | | |
| n: | 80 | 30 | 42 | 38 | 41 | 62 | 30 | 31 | 33 | 34 | 30 | 27 | 43 | 53 | 27 |
| Not at all a challenge (0) | 13 16% | 4 13% | 8 19% | 4 11% | 5 12% | 11 18% | 2 7% | 6 19% | 4 12% | 9 26% + | 2 7% - | 3 11% | 7 16% | 9 17% | 4 15% |
| Small challenge (25) | 13 16% | 4 13% | 8 19% | 10 26% | 8 20% | 9 15% | 4 13% | 4 13% | 6 18% | 9 26% | 3 10% | 5 19% | 8 19% | 8 15% | 5 19% |
| Moderate challenge (50) | 28 35% | 10 33% | 16 38% | 14 37% | 14 34% | 20 32% | 9 30% | 9 29% | 10 30% | 11 32% | 11 37% | 12 44% | 13 30% | 17 32% | 11 41% |
| Significant challenge (75) | 18 23% | 10 33% | 6 14% | 6 16% | 11 27% | 16 26% | 11 37% | 8 26% | 8 24% | 3 9% - | 9 30% + | 5 19% | 10 23% | 13 25% | 5 19% |
| Extreme challenge (100) | 8 10% | 2 7% | 4 10% | 4 11% | 3 7% | 6 10% | 4 13% | 4 13% | 5 15% | 2 6% | 5 17% | 2 7% | 5 12% | 6 11% | 2 7% |
| I don't know / I prefer not to answer | 4 | 0 | 4 | 3 | 3 | 3 | 0 | 1 | 2 | 2 | 2 | 1 | 3 | 4 | 0 |
| Not applicable | 6 | 2 | 1 | 1 | 4 | 5 | 1 | 1 | 3 | 1 | 3 | 0 | 5 | 4 | 2 |
| khi ² : | | - | | - | | | | | | (*) | | - | | - | |
| non-missing n: | 80 | 30 | 42 | 38 | 41 | 62 | 30 | 31 | 33 | 34 | 30 | 27 | 43 | 53 | 27 |
| mean: | 48.4 | 51.7 | 44.0 | 47.4 | 49.4 | 48.8 | 59.2 | 50.0 | 53.0 | 35.3 | 60.0 | 48.1 | 48.8 | 49.5 | 46.3 |
| standard deviation: | 30.1 | 28.6 | 30.1 | 28.3 | 28.2 | 30.8 | 27.5 | 32.9 | 31.1 | 28.9 | 27.5 | 26.8 | 31.3 | 31.2 | 28.3 |
| Student's t (p): | | - | - | - | - | - | - | - | - | ** | ** | - | - | - | - |
| Median | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 25.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|---------------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL12 | | | | | | | | | | | | | | | |
| Client demands | | | | | | | | | | | | | | | |
| n: | 80 | 29 | 44 | 39 | 45 | 62 | 28 | 27 | 34 | 35 | 32 | 26 | 44 | 55 | 25 |
| Not at all a challenge (0) | 11 14% | 3 10% | 7 16% | 4 10% | 6 13% | 9 15% | 3 11% | 3 11% | 1 3% | 3 9% | 6 19% | 4 15% | 6 14% | 10 18% | 1 4% |
| Small challenge (25) | 15 19% | 4 14% | 10 23% | 7 18% | 5 11% | 12 19% | 4 14% | 5 19% | 8 24% | 6 17% | 8 25% | 5 19% | 8 18% | 13 24% | 2 8% |
| Moderate challenge (50) | 22 28% | 9 31% | 12 27% | 9 23% | 15 33% | 18 29% | 7 25% | 9 33% | 11 32% | 13 37% + | 5 16% - | 8 31% | 10 23% | 11 20% | 11 44% |
| Significant challenge (75) | 25 31% | 11 38% | 12 27% | 15 38% | 14 31% | 18 29% | 9 32% | 7 26% | 11 32% | 12 34% | 10 31% | 7 27% | 15 34% | 18 33% | 7 28% |
| Extreme challenge (100) | 7 9% | 2 7% | 3 7% | 4 10% | 5 11% | 5 8% | 5 18% | 3 11% | 3 9% | 1 3% | 3 9% | 2 8% | 5 11% | 3 5% | 4 16% |
| I don't know / I prefer not to answer | 8 | 2 | 3 | 3 | 3 | 7 | 3 | 6 | 3 | 2 | 2 | 2 | 5 | 5 | 3 |
| Not applicable | 2 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | 2 | 1 | 1 |
| khi ² : | | - | | - | | | | | | - | | - | | (*) | |
| non-missing n: | 80 | 29 | 44 | 39 | 45 | 62 | 28 | 27 | 34 | 35 | 32 | 26 | 44 | 55 | 25 |
| mean: | 50.6 | 54.3 | 46.6 | 55.1 | 53.9 | 49.2 | 58.0 | 51.9 | 55.1 | 51.4 | 46.9 | 48.1 | 52.8 | 45.9 | 61.0 |
| standard deviation: | 29.8 | 27.6 | 29.8 | 29.3 | 29.7 | 29.7 | 31.2 | 29.4 | 25.2 | 25.0 | 32.8 | 29.9 | 31.1 | 30.7 | 25.1 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | * | * |
| Median | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 | 50.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL13 | | | | | | | | | | | | | | | |
| Industry disruptions (e.g. strikes) | | | | | | | | | | | | | | | |
| n: | 74 | 28 | 39 | 36 | 39 | 56 | 27 | 26 | 31 | 32 | 28 | 22 | 42 | 51 | 23 |
| Not at all a challenge (0) | 64 86% | 26 93% | 32 82% | 31 86% | 35 90% | 49 88% | 23 85% | 22 85% | 28 90% | 28 88% | 24 86% | 19 86% | 35 83% | 45 88% | 19 83% |
| Small challenge (25) | 7 9% | 1 4% | 5 13% | 3 8% | 3 8% | 5 9% | 2 7% | 1 4% | 1 3% | 4 13% | 2 7% | 3 14% | 4 10% | 3 6% | 4 17% |
| Moderate challenge (50) | 3 4% | 1 4% | 2 5% | 2 6% | 1 3% | 2 4% | 2 7% | 3 12% | 2 6% | 0 0% | 2 7% | 0 0% | 3 7% | 3 6% | 0 0% |
| Significant challenge (75) | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Extreme challenge (100) | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I don't know / I prefer not to answer | 7 | 3 | 3 | 4 | 3 | 7 | 3 | 5 | 3 | 2 | 2 | 2 | 4 | 5 | 2 |
| Not applicable | 9 | 1 | 5 | 2 | 6 | 7 | 1 | 2 | 4 | 3 | 5 | 4 | 5 | 5 | 4 |
| chi²: | | - | | - | | | | | | - | | - | | - | |
| non-missing n: | 74 | 28 | 39 | 36 | 39 | 56 | 27 | 26 | 31 | 32 | 28 | 22 | 42 | 51 | 23 |
| mean: | 4.39 | 2.68 | 5.77 | 4.86 | 3.21 | 4.02 | 5.56 | 6.73 | 4.03 | 3.13 | 5.36 | 3.41 | 5.95 | 4.41 | 4.35 |
| standard deviation: | 12.0 | 10.4 | 13.4 | 13.1 | 10.2 | 11.5 | 14.4 | 16.7 | 13.1 | 8.4 | 14.2 | 8.8 | 14.4 | 12.9 | 9.7 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | - | - |
| Median | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 | 0.00 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL14 | | | | | | | | | | | | | | | |
| The strength of the Canadian dollar | | | | | | | | | | | | | | | |
| n: | 74 | 29 | 39 | 35 | 37 | 56 | 27 | 27 | 31 | 32 | 27 | 24 | 40 | 47 | 27 |
| Not at all a challenge (0) | 33 45% | 16 55% | 14 36% | 12 34% | 17 46% | 25 45% | 12 44% | 12 44% | 15 48% | 15 47% | 11 41% | 11 46% | 18 45% | 25 53% | 8 30% |
| Small challenge (25) | 22 30% | 8 28% | 12 31% | 12 34% | 9 24% | 15 27% | 9 33% | 10 37% | 9 29% | 7 22% | 11 41% | 6 25% | 11 28% | 14 30% | 8 30% |
| Moderate challenge (50) | 12 16% | 2 7% | 9 23% | 6 17% | 6 16% | 10 18% | 3 11% | 4 15% | 4 13% | 7 22% | 2 7% | 5 21% | 6 15% | 5 11% | 7 26% |
| Significant challenge (75) | 5 7% | 2 7% | 3 8% | 3 9% | 3 8% | 5 9% | 1 4% | 0 0% | 2 6% | 3 9% | 2 7% | 2 8% | 3 8% | 1 2% | 4 15% |
| Extreme challenge (100) | 2 3% | 1 3% | 1 3% | 2 6% | 2 5% | 1 2% | 2 7% | 1 4% | 1 3% | 0 0% | 1 4% | 0 0% | 2 5% | 2 4% | 0 0% |
| I don't know / I prefer not to answer | 11 | 3 | 6 | 7 | 7 | 10 | 4 | 5 | 6 | 4 | 5 | 3 | 7 | 11 | 0 |
| Not applicable | 5 | 0 | 2 | 0 | 4 | 4 | 0 | 1 | 1 | 1 | 3 | 1 | 4 | 3 | 2 |
| chi²: | | - | | - | | | | | | - | | - | | (*) | |
| non-missing n: | 74 | 29 | 39 | 35 | 37 | 56 | 27 | 27 | 31 | 32 | 27 | 24 | 40 | 47 | 27 |
| mean: | 23.3 | 19.0 | 27.6 | 29.3 | 25.7 | 24.1 | 24.1 | 20.4 | 21.8 | 23.4 | 23.1 | 22.9 | 25.0 | 18.6 | 31.5 |
| standard deviation: | 26.6 | 27.3 | 26.8 | 29.4 | 30.3 | 27.0 | 29.8 | 24.1 | 27.2 | 26.1 | 26.8 | 25.4 | 29.4 | 25.8 | 26.5 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | * | * |
| Median | 25.0 | 0.0 | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 25.0 | 0.0 | 25.0 |

| In 2013, how much of a challenge was each of the following factors in the growth of your screen composing activity? | | | | | | | | | | | | | | | |
|---|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| CHALL15 The distance from major production centres | | | | | | | | | | | | | | | |
| n: | 79 | 30 | 40 | 38 | 42 | 61 | 29 | 29 | 34 | 33 | 30 | 24 | 45 | 53 | 26 |
| Not at all a challenge (0) | 38 48% | 16 53% | 20 50% | 17 45% | 21 50% | 31 51% | 9 31% | 11 38% | 14 41% | 18 55% | 14 47% | 11 46% | 20 44% | 32 60% | 6 23% |
| Small challenge (25) | 12 15% | 3 10% | 8 20% | 8 21% | 7 17% | 12 20% | 6 21% | 4 14% | 7 21% | 4 12% | 7 23% | 4 17% | 7 16% | 7 13% | 5 19% |
| Moderate challenge (50) | 14 18% | 7 23% | 4 10% | 5 13% | 5 12% | 9 15% | 9 31% | 7 24% | 8 24% | 5 15% | 3 10% | 3 13% | 11 24% | 9 17% | 5 19% |
| Significant challenge (75) | 12 15% | 3 10% | 7 18% | 7 18% | 7 17% | 8 13% | 3 10% | 5 17% | 3 9% | 6 18% | 4 13% | 5 21% | 5 11% | 3 6% | 9 35% |
| Extreme challenge (100) | 3 4% | 1 3% | 1 3% | 1 3% | 2 5% | 1 2% | 2 7% | 2 7% | 2 6% | 0 0% | 2 7% | 1 4% | 2 4% | 2 4% | 1 4% |
| I don't know / I prefer not to answer | 5 | 1 | 4 | 4 | 3 | 5 | 1 | 3 | 3 | 2 | 2 | 3 | 2 | 4 | 1 |
| Not applicable | 6 | 1 | 3 | 0 | 3 | 4 | 1 | 1 | 1 | 2 | 3 | 1 | 4 | 4 | 2 |
| khi ² : | | - | | - | | | | | | - | | - | | (**) | |
| non-missing n: | 79 | 30 | 40 | 38 | 42 | 61 | 29 | 29 | 34 | 33 | 30 | 24 | 45 | 53 | 26 |
| mean: | 27.8 | 25.0 | 25.6 | 28.3 | 27.4 | 23.8 | 35.3 | 35.3 | 29.4 | 24.2 | 27.5 | 30.2 | 28.9 | 19.8 | 44.2 |
| standard deviation: | 31.8 | 30.8 | 31.3 | 31.4 | 33.0 | 29.0 | 31.0 | 33.8 | 31.1 | 30.3 | 33.1 | 33.8 | 31.1 | 28.7 | 31.9 |
| Student's t (p): | | - | - | - | - | - | - | - | - | - | - | - | - | ** | ** |
| Median | 25.0 | 0.0 | 0.0 | 25.0 | 0.0 | 0.0 | 25.0 | 25.0 | 25.0 | 0.0 | 25.0 | 25.0 | 25.0 | 0.0 | 50.0 |

| Ten years ago, did you engage in professional activities as a screen composer? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|---------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis- ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES0 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Yes | 62 69% | 12 38% | 46 98% | 32 76% | 30 63% | 55 79% | 13 42% | 17 52% | 19 50% | 33 89% | 22 63% | 24 86% | 28 55% | 41 67% | 21 72% |
| No | 28 31% | 20 63% | 1 2% | 10 24% | 18 38% | 15 21% | 18 58% | 16 48% | 19 50% | 4 11% | 13 37% | 4 14% | 23 45% | 20 33% | 8 28% |
| I prefer not to answer | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| khi ² : | | *** | | *** | | | | | | ** | | ** | | - | |

| Over the past 10 years, for a given project, would you say that your contracted fees for screen composing activities have decreased, stayed the same, or increased in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES1A Theatrical Long Form (75 min or longer) | | | | | | | | | | | | | | | |
| n: | 36 | 8 | 28 | 25 | 23 | 32 | 8 | 11 | 12 | 22 | 12 | 16 | 14 | 22 | 14 |
| Decreased | 75% | 88% | 71% | 72% | 74% | 75% | 75% | 64% | 75% | 82% | 75% | 75% | 64% | 73% | 79% |
| Stayed the same | 14% | 0% | 18% | 16% | 13% | 16% | 0% | 27% | 8% | 18% | 8% | 19% | 14% | 18% | 7% |
| Increased | 11% | 13% | 11% | 12% | 13% | 9% | 25% | 9% | 17% | 0% | 17% | 6% | 21% | 9% | 14% |
| I don't know / I prefer not to answer | 4 | 0 | 4 | 2 | 1 | 4 | 2 | 0 | 1 | 2 | 2 | 0 | 3 | 3 | 1 |
| Not applicable | 22 | 4 | 14 | 5 | 6 | 19 | 3 | 6 | 6 | 9 | 8 | 8 | 11 | 16 | 6 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that your contracted fees for screen composing activities have decreased, stayed the same, or increased in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES1B Theatrical Short Form (less than 75 min) | | | | | | | | | | | | | | | |
| n: | 40 | 7 | 31 | 27 | 28 | 35 | 8 | 14 | 14 | 23 | 14 | 15 | 18 | 24 | 16 |
| Decreased | 65% | 71% | 61% | 59% | 57% | 63% | 25% | 50% | 50% | 65% | 71% | 53% | 72% | 58% | 75% |
| Stayed the same | 20% | 29% | 19% | 22% | 25% | 23% | 50% | 36% | 29% | 26% | 14% | 33% | 11% | 29% | 6% |
| Increased | 15% | 0% | 19% | 19% | 18% | 14% | 25% | 14% | 21% | 9% | 14% | 13% | 17% | 13% | 19% |
| I don't know / I prefer not to answer | 4 | 0 | 4 | 2 | 1 | 4 | 2 | 0 | 2 | 3 | 1 | 1 | 2 | 3 | 1 |
| Not applicable | 18 | 5 | 11 | 3 | 1 | 16 | 3 | 3 | 3 | 7 | 7 | 8 | 8 | 14 | 4 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that your contracted fees for screen composing activities have decreased, stayed the same, or increased in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES1C Television (Short form, Episodic or Longform, MOW) | | | | | | | | | | | | | | | |
| n: | 59 | 11 | 45 | 29 | 28 | 53 | 11 | 15 | 18 | 33 | 20 | 24 | 25 | 40 | 19 |
| Decreased | 69% | 55% | 73% | 79% | 79% | 68% | 64% | 67% | 83% | 76% | 60% | 63% | 72% | 68% | 74% |
| Stayed the same | 17% | 27% | 13% | 14% | 7% | 19% | 18% | 27% | 11% | 15% | 15% | 29% | 8% | 18% | 16% |
| Increased | 14% | 18% | 13% | 7% | 14% | 13% | 18% | 7% | 6% | 9% | 25% | 8% | 20% | 15% | 11% |
| I don't know / I prefer not to answer | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 |
| Not applicable | 2 | 1 | 0 | 2 | 2 | 1 | 1 | 2 | 1 | 0 | 1 | 0 | 2 | 1 | 1 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that your contracted fees for screen composing activities have decreased, stayed the same, or increased in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|------------------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------------|-------------------|------------------|-------------------------------|-----------------------------------|------------------|--------------------------------|------------------|------------------------------------|------------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES1D Gaming | | | | | | | | | | | | | | | |
| n: | 9 | 1 | 8 | 9 | 7 | 9 | 4 | 6 | 5 | 4 | 4 | 1 | 7 | 4 | 5 |
| Decreased | 44% ⁴ | 100% ¹ | 38% ³ | 44% ⁴ | 29% ² | 44% ⁴ | 25% ¹ | 33% ² | 20% ¹ | 50% ² | 50% ² | 100% ¹ | 43% ³ | 25% ¹ | 60% ³ |
| Stayed the same | 44% ⁴ | 0% ⁰ | 50% ⁴ | 44% ⁴ | 57% ⁴ | 44% ⁴ | 50% ² | 67% ⁴ | 60% ³ | 50% ² | 25% ¹ | 0% ⁰ | 43% ³ | 75% ³ | 20% ¹ |
| Increased | 11% ¹ | 0% ⁰ | 13% ¹ | 11% ¹ | 14% ¹ | 11% ¹ | 25% ¹ | 0% ⁰ | 20% ¹ | 0% ⁰ | 25% ¹ | 0% ⁰ | 14% ¹ | 0% ⁰ | 20% ¹ |
| I don't know / I prefer not to answer | 6 | 0 | 6 | 4 | 2 | 5 | 1 | 0 | 2 | 5 | 1 | 1 | 3 | 5 | 1 |
| Not applicable | 47 | 11 | 32 | 19 | 21 | 41 | 8 | 11 | 12 | 24 | 17 | 22 | 18 | 32 | 15 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that your contracted fees for screen composing activities have decreased, stayed the same, or increased in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES1E Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | | | | | | | | | | | | | | | |
| n: | 14 | 5 | 8 | 8 | 7 | 12 | 4 | 7 | 6 | 7 | 7 | 3 | 8 | 9 | 5 |
| Decreased | 7 50% | 3 60% | 4 50% | 4 50% | 3 43% | 5 42% | 0 0% | 2 29% | 2 33% | 4 57% | 3 43% | 1 33% | 4 50% | 3 33% | 4 80% |
| Stayed the same | 3 21% | 0 0% | 2 25% | 2 25% | 2 29% | 3 25% | 2 50% | 3 43% | 2 33% | 1 14% | 2 29% | 1 33% | 2 25% | 2 22% | 1 20% |
| Increased | 4 29% | 2 40% | 2 25% | 2 25% | 2 29% | 4 33% | 2 50% | 2 29% | 2 33% | 2 29% | 2 29% | 1 33% | 2 25% | 4 44% | 0 0% |
| I don't know / I prefer not to answer | 6 | 0 | 6 | 4 | 2 | 5 | 2 | 0 | 2 | 4 | 2 | 1 | 4 | 5 | 1 |
| Not applicable | 42 | 7 | 32 | 20 | 21 | 38 | 7 | 10 | 11 | 22 | 13 | 20 | 16 | 27 | 15 |
| chi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that your contracted fees for screen composing activities have decreased, stayed the same, or increased in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES1F Advertising | | | | | | | | | | | | | | | |
| n: | 28 | 7 | 20 | 15 | 15 | 25 | 7 | 15 | 13 | 12 | 13 | 9 | 16 | 20 | 8 |
| Decreased | 18 64% | 4 57% | 13 65% | 9 60% | 8 53% | 15 60% | 3 43% | 10 67% | 9 69% | 9 75% | 7 54% | 7 78% | 9 56% | 13 65% | 5 63% |
| Stayed the same | 5 18% | 2 29% | 3 15% | 3 20% | 4 27% | 5 20% | 3 43% | 4 27% | 2 15% | 1 8% | 3 23% | 0 0% | 5 31% | 4 20% | 1 13% |
| Increased | 5 18% | 1 14% | 4 20% | 3 20% | 3 20% | 5 20% | 1 14% | 1 7% | 2 15% | 2 17% | 3 23% | 2 22% | 2 13% | 3 15% | 2 25% |
| I don't know / I prefer not to answer | 6 | 0 | 6 | 5 | 2 | 5 | 1 | 0 | 2 | 4 | 2 | 1 | 4 | 4 | 2 |
| Not applicable | 28 | 5 | 20 | 12 | 13 | 25 | 5 | 2 | 4 | 17 | 7 | 14 | 8 | 17 | 11 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that your contracted fees for screen composing activities have decreased, stayed the same, or increased in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------------------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------------|-------------------|------------------|-------------------------------|-----------------------------------|------------------|--------------------------------|------------------|------------------------------------|------------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES1G Library/Production/Stock Music | | | | | | | | | | | | | | | |
| n: | 23 | 4 | 18 | 15 | 11 | 21 | 7 | 11 | 15 | 14 | 8 | 12 | 9 | 16 | 7 |
| Decreased | 35% ⁸ | 50% ² | 33% ⁶ | 40% ⁶ | 27% ³ | 38% ⁸ | 29% ² | 36% ⁴ | 27% ⁴ | 36% ⁵ | 38% ³ | 33% ⁴ | 44% ⁴ | 25% ⁴ | 57% ⁴ |
| Stayed the same | 43% ¹⁰ | 50% ² | 39% ⁷ | 27% ⁴ | 45% ⁵ | 43% ⁹ | 43% ³ | 45% ⁵ | 47% ⁷ | 43% ⁶ | 50% ⁴ | 50% ⁶ | 33% ³ | 56% ⁹ | 14% ¹ |
| Increased | 22% ⁵ | 0% ⁰ | 28% ⁵ | 33% ⁵ | 27% ³ | 19% ⁴ | 29% ² | 18% ² | 27% ⁴ | 21% ³ | 13% ¹ | 17% ² | 22% ² | 19% ³ | 29% ² |
| I don't know / I prefer not to answer | 5 | 0 | 5 | 4 | 2 | 5 | 1 | 0 | 1 | 3 | 2 | 0 | 4 | 3 | 2 |
| Not applicable | 34 | 8 | 23 | 13 | 17 | 29 | 5 | 6 | 3 | 16 | 12 | 12 | 15 | 22 | 12 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that you are being asked to do fewer, the same, or more work in terms of physical hours performing professional screen composing activities in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES2A Theatrical Long Form (75 min or longer) | | | | | | | | | | | | | | | |
| n: | 38 | 8 | 29 | 27 | 25 | 33 | 8 | 13 | 13 | 22 | 13 | 16 | 15 | 23 | 15 |
| Fewer hours | 16% 6 | 0% 0 | 17% 5 | 22% 6 | 20% 5 | 9% 3 | 13% 1 | 31% 4 | 31% 4 | 23% 5 | 0% 0 | 13% 2 | 13% 2 | 17% 4 | 13% 2 |
| Same hours | 39% 15 | 25% 2 | 45% 13 | 37% 10 | 36% 9 | 45% 15 | 50% 4 | 38% 5 | 15% 2 | 41% 9 | 38% 5 | 44% 7 | 40% 6 | 35% 8 | 47% 7 |
| More hours | 45% 17 | 75% 6 | 38% 11 | 41% 11 | 44% 11 | 45% 15 | 38% 3 | 31% 4 | 54% 7 | 36% 8 | 62% 8 | 44% 7 | 47% 7 | 48% 11 | 40% 6 |
| I don't know / I prefer not to answer | 5 | 0 | 5 | 3 | 1 | 5 | 2 | 0 | 1 | 3 | 2 | 0 | 4 | 4 | 1 |
| Not applicable | 19 | 4 | 12 | 2 | 4 | 17 | 3 | 4 | 5 | 8 | 7 | 8 | 9 | 14 | 5 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that you are being asked to do fewer, the same, or more work in terms of physical hours performing professional screen composing activities in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES2B Theatrical Short Form (less than 75 min) | | | | | | | | | | | | | | | |
| n: | 38 | 7 | 30 | 26 | 27 | 34 | 8 | 12 | 15 | 22 | 14 | 15 | 16 | 24 | 14 |
| Fewer hours | 18% | 14% | 20% | 27% | 22% | 15% | 38% | 42% | 40% | 23% | 14% | 13% | 19% | 25% | 7% |
| Same hours | 37% | 29% | 40% | 35% | 37% | 41% | 38% | 33% | 20% | 36% | 36% | 40% | 25% | 33% | 43% |
| More hours | 45% | 57% | 40% | 38% | 41% | 44% | 25% | 25% | 40% | 41% | 50% | 47% | 56% | 42% | 50% |
| I don't know / I prefer not to answer | 4 | 0 | 4 | 2 | 0 | 4 | 2 | 0 | 1 | 3 | 1 | 0 | 3 | 3 | 1 |
| Not applicable | 20 | 5 | 12 | 4 | 3 | 17 | 3 | 5 | 3 | 8 | 7 | 9 | 9 | 14 | 6 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that you are being asked to do fewer, the same, or more work in terms of physical hours performing professional screen composing activities in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----|--------------------------------|-----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES2C Television (Short form, Episodic or Longform, MOW) | | | | | | | | | | | | | | | |
| n: | 58 | 11 | 45 | 29 | 28 | 52 | 11 | 15 | 18 | 33 | 19 | 24 | 24 | 39 | 19 |
| Fewer hours | 12% | 0% | 16% | 21% | 14% | 10% | 18% | 27% | 22% | 15% | 5% | 17% | 8% | 13% | 11% |
| Same hours | 38% | 36% | 40% | 34% | 39% | 38% | 36% | 40% | 28% | 36% | 37% | 38% | 33% | 38% | 37% |
| More hours | 50% | 64% | 44% | 45% | 46% | 52% | 45% | 33% | 50% | 48% | 58% | 46% | 58% | 49% | 53% |
| I don't know / I prefer not to answer | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 |
| Not applicable | 3 | 1 | 0 | 2 | 2 | 2 | 1 | 2 | 1 | 0 | 2 | 0 | 3 | 2 | 1 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that you are being asked to do fewer, the same, or more work in terms of physical hours performing professional screen composing activities in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|------------------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------------|-------------------|------------------|-------------------------------|-----------------------------------|------------------|--------------------------------|------------------|------------------------------------|------------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES2D Gaming | | | | | | | | | | | | | | | |
| n: | 8 | 1 | 7 | 7 | 6 | 8 | 4 | 5 | 5 | 3 | 4 | 2 | 6 | 3 | 5 |
| Fewer hours | 13% ¹ | 0% ⁰ | 14% ¹ | 14% ¹ | 17% ¹ | 13% ¹ | 0% ⁰ | 20% ¹ | 20% ¹ | 33% ¹ | 0% ⁰ | 0% ⁰ | 17% ¹ | 33% ¹ | 0% ⁰ |
| Same hours | 50% ⁴ | 0% ⁰ | 57% ⁴ | 57% ⁴ | 50% ³ | 50% ⁴ | 75% ³ | 60% ³ | 40% ² | 0% ⁰ | 75% ³ | 50% ¹ | 50% ³ | 33% ¹ | 60% ³ |
| More hours | 38% ³ | 100% ¹ | 29% ² | 29% ² | 33% ² | 38% ³ | 25% ¹ | 20% ¹ | 40% ² | 67% ² | 25% ¹ | 50% ¹ | 33% ² | 33% ¹ | 40% ² |
| I don't know / I prefer not to answer | 7 | 0 | 7 | 5 | 2 | 6 | 1 | 0 | 2 | 6 | 1 | 1 | 4 | 6 | 1 |
| Not applicable | 47 | 11 | 32 | 20 | 22 | 41 | 8 | 12 | 12 | 24 | 17 | 21 | 18 | 32 | 15 |
| chi²: | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that you are being asked to do fewer, the same, or more work in terms of physical hours performing professional screen composing activities in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|---------------------|--------------------------------------|---------------------|-------------------------------|-----------------------|---------------------|---------------------|---------------------|-------------------------------|-----------------------------------|---------------------|--------------------------------|---------------------|------------------------------------|---------------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES2E Online EXCLUDING Games (webisodes, audiobooks, other Internet-only delivery) | | | | | | | | | | | | | | | |
| n: | 10 | 3 | 6 | 6 | 6 | 9 | 4 | 7 | 7 | 5 | 5 | 3 | 5 | 7 | 3 |
| Fewer hours | ² 20% | ⁰ 0% | ² 33% | ² 33% | ² 33% | ² 22% | ¹ 25% | ² 29% | ² 29% | ¹ 20% | ¹ 20% | ⁰ 0% | ² 40% | ² 29% | ⁰ 0% |
| Same hours | ⁴ 40% | ² 67% | ² 33% | ² 33% | ² 33% | ³ 33% | ² 50% | ² 29% | ² 29% | ¹ 20% | ³ 60% | ¹ 33% | ² 40% | ³ 43% | ¹ 33% |
| More hours | ⁴ 40% | ¹ 33% | ² 33% | ² 33% | ² 33% | ⁴ 44% | ¹ 25% | ³ 43% | ³ 43% | ³ 60% | ¹ 20% | ² 67% | ¹ 20% | ² 29% | ² 67% |
| I don't know / I prefer not to answer | ⁸ | ⁰ | ⁸ | ⁶ | ² | ⁷ | ² | ⁰ | ² | ⁶ | ² | ¹ | ⁵ | ⁶ | ² |
| Not applicable | ⁴⁴ | ⁹ | ³² | ²⁰ | ²² | ³⁹ | ⁷ | ¹⁰ | ¹⁰ | ²² | ¹⁵ | ²⁰ | ¹⁸ | ²⁸ | ¹⁶ |
| chi ² : | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that you are being asked to do fewer, the same, or more work in terms of physical hours performing professional screen composing activities in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-------------------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------------|-------------------|------------------|-------------------------------|-----------------------------------|------------------|--------------------------------|------------------|------------------------------------|------------------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES2F Advertising | | | | | | | | | | | | | | | |
| n: | 23 | 6 | 16 | 14 | 14 | 21 | 7 | 13 | 11 | 9 | 11 | 9 | 12 | 15 | 8 |
| Fewer hours | 17% ⁴ | 0% ⁰ | 25% ⁴ | 21% ³ | 21% ³ | 19% ⁴ | 29% ² | 31% ⁴ | 27% ³ | 22% ² | 9% ¹ | 22% ² | 17% ² | 27% ⁴ | 0% ⁰ |
| Same hours | 43% ¹⁰ | 50% ³ | 44% ⁷ | 43% ⁶ | 43% ⁶ | 43% ⁹ | 43% ³ | 31% ⁴ | 18% ² | 33% ³ | 45% ⁵ | 33% ³ | 58% ⁷ | 40% ⁶ | 50% ⁴ |
| More hours | 39% ⁹ | 50% ³ | 31% ⁵ | 36% ⁵ | 36% ⁵ | 38% ⁸ | 29% ² | 38% ⁵ | 55% ⁶ | 44% ⁴ | 45% ⁵ | 44% ⁴ | 25% ³ | 33% ⁵ | 50% ⁴ |
| I don't know / I prefer not to answer | 8 | 0 | 8 | 6 | 2 | 7 | 1 | 1 | 3 | 6 | 2 | 1 | 6 | 6 | 2 |
| Not applicable | 31 | 6 | 22 | 12 | 14 | 27 | 5 | 3 | 5 | 18 | 9 | 14 | 10 | 20 | 11 |
| chi²: | | - | | - | | | | | | - | | - | | - | |

| Over the past 10 years, for a given project, would you say that you are being asked to do fewer, the same, or more work in terms of physical hours performing professional screen composing activities in each of the following types of projects? | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----------|--------------------------------|----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| RATES2G | | | | | | | | | | | | | | | |
| Library/Production/Stock Music | | | | | | | | | | | | | | | |
| n: | 20 | 3 | 16 | 13 | 11 | 18 | 6 | 9 | 15 | 11 | 8 | 11 | 7 | 14 | 6 |
| Fewer hours | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Same hours | 8 40% | 1 33% | 7 44% | 4 31% | 5 45% | 7 39% | 4 67% | 4 44% | 6 40% | 3 27% | 4 50% | 3 27% | 4 57% | 5 36% | 3 50% |
| More hours | 12 60% | 2 67% | 9 56% | 9 69% | 6 55% | 11 61% | 2 33% | 5 56% | 9 60% | 8 73% | 4 50% | 8 73% | 3 43% | 9 64% | 3 50% |
| I don't know / I prefer not to answer | 7 | 0 | 7 | 5 | 2 | 7 | 1 | 1 | 2 | 5 | 2 | 0 | 6 | 5 | 2 |
| Not applicable | 35 | 9 | 23 | 14 | 17 | 30 | 6 | 7 | 2 | 17 | 12 | 13 | 15 | 22 | 13 |
| khi ² : | | - | | - | | | | | | - | | - | | - | |

| In what year were you born? (Coded as age) | | | | | | | | | | | | | | | |
|--|-----------|--------------------------------------|-----------------------|-------------------------------|-----------------------|-----------------------|----------------------|--------------|-------------------------------|-----------------------------------|-----------------------|--------------------------------|-------------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis-ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BG1 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Up to 35 | 17 19% | 11 34% +++ | 2 4% --- | 6 14% | 11 23% | 11 16% | 10 32% | 11 33% | 14 37% + | 4 11% | 6 17% | 3 11% | 14 27% | 14 23% | 3 10% |
| 36-45 | 24 27% | 12 38% | 10 21% | 13 31% | 18 38% | 19 27% | 14 45% | 13 39% | 12 32% | 6 - 16% | 13 37% + | 6 21% | 16 31% | 16 26% | 8 28% |
| 46-55 | 21 23% | 5 16% | 15 32% | 10 24% | 10 21% | 18 26% | 6 19% | 5 15% | 5 13% | 7 19% | 11 31% | 8 29% | 9 18% | 15 25% | 6 21% |
| 56 or more | 26 29% | 4 13% - | 18 38% + | 13 31% | 9 19% | 20 29% + | 0 0% -- | 4 12% | 7 18% | 18 49% ++ | 5 14% -- | 11 39% | 11 22% | 15 25% | 11 38% |
| I prefer not to answer | 2 2% | 0 0% | 2 4% | 0 0% | 0 0% | 2 3% | 1 3% | 0 0% | 0 0% | 2 5% | 0 0% | 0 0% | 1 2% | 1 2% | 1 3% |
| chi²: | | (***) | | (-) | | | | | | (*) | | - | | - | |
| non-missing n: | 88 | 32 | 45 | 42 | 48 | 68 | 30 | 33 | 38 | 35 | 35 | 28 | 50 | 60 | 28 |
| mean: | 46.9 | 40.5 | 51.8 | 46.8 | 43.9 | 47.5 | 38.9 | 41.5 | 41.7 | 51.6 | 44.7 | 50.3 | 43.8 | 45.8 | 49.1 |
| standard deviation: | 11.1 | 10.3 | 8.5 | 11.4 | 11.0 | 10.2 | 8.9 | 9.9 | 11.2 | 10.3 | 9.2 | 9.6 | 11.5 | 11.3 | 10.4 |
| Student's t (p): | | *** | *** | - | - | ** | ** | - | - | ** | ** | ** | ** | - | - |
| Median | 48.0 | 38.0 | 52.0 | 46.0 | 42.0 | 48.0 | 38.0 | 38.0 | 38.0 | 56.0 | 43.0 | 51.0 | 43.0 | 44.0 | 48.0 |

| What is your gender? | | | | | | | | | | | | | | | |
|------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|--------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertis-ing | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BG2 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Male | 85 94% | 30 94% | 46 98% | 42 100% | 44 92% | 67 96% | 30 97% | 33 100% | 37 97% | 36 97% | 31 89% | 27 96% | 48 94% | 58 95% | 27 93% |
| Female | 5 6% | 2 6% | 1 2% | 0 0% | 4 8% + | 3 4% | 1 3% | 0 0% | 1 3% | 1 3% | 4 11% | 1 4% | 3 6% | 3 5% | 2 7% |
| I prefer not to answer | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| chi²: | | - | | - | | | | | | - | | - | | - | |

What is your place of residence?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BG3 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| British Columbia | 17 19% | 6 19% | 8 17% | 11 26% | 10 21% | 15 21% | 5 16% | 3 9% | 6 16% | 9 24% | 7 20% | 6 21% | 7 14% | 2 3% | 15 52% |
| Alberta | 2 2% | 0 0% | 2 4% | 2 5% | 2 4% | 2 3% | 1 3% | 2 6% | 2 5% | 1 3% | 0 0% | 0 0% | 1 2% | 1 2% | 1 3% |
| Saskatchewan | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Manitoba | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Ontario | 58 64% | 21 66% | 31 66% | 25 60% | 29 60% | 44 63% | 21 68% | 23 70% | 27 71% | 21 57% | 26 74% | 16 57% | 36 71% | 56 92% | 2 7% |
| Quebec | 7 8% | 4 13% | 3 6% | 2 5% | 2 4% | 6 9% | 3 10% | 2 6% | 2 5% | 4 11% | 0 0% | 4 14% | 3 6% | 1 2% | 6 21% |
| New Brunswick | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Nova Scotia | 3 3% | 0 0% | 1 2% | 2 5% | 3 6% | 1 1% | 1 3% | 2 6% | 0 0% | 0 0% | 1 3% | 1 4% | 2 4% | 0 0% | 3 10% |
| Prince Edward Island | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Newfoundland and Labrador | 1 1% | 1 3% | 0 0% | 0 0% | 1 2% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 1 2% | 0 0% | 1 3% |
| Nunavut | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Northwest Territories | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Yukon | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| United States | 1 1% | 0 0% | 1 2% | 0 0% | 1 2% | 1 1% | 0 0% | 1 3% | 1 3% | 1 3% | 0 0% | 1 4% | 0 0% | 1 2% | 0 0% |
| Another country | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I prefer not to answer | 1 1% | 0 0% | 1 2% | 0 0% | 0 0% | 1 1% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 0 0% | 1 2% | 0 0% | 1 3% |

Réseau Circum inc.

Rigueur – Transparence – Pertinence – Innovation
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 819 770-2423, service@circum.com



Circum Network Inc.

Rigour – Transparency – Relevance – Innovation
 74 Val Perché Street, Gatineau, Québec J8Z 2A6
 819 770-2423, service@circum.com

| What is your place of residence? | | | | | | | | | | | | | | | |
|----------------------------------|-------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|----|--------------------------------|----|------------------------------------|-----------|
| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BG3 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| khi ² : | | - | | - | | | | | | - | | - | | (***) | |

Where is most of your work created?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|---------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BG4 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| British Columbia | 20 22% | 7 22% | 9 19% | 12 29% | 11 23% | 18 26% | 5 16% | 5 15% | 8 21% | 10 27% | 9 26% | 7 25% | 8 16% | 5 8% | 15 52% |
| Alberta | 3 3% | 1 3% | 2 4% | 2 5% | 3 6% | 2 3% | 2 6% | 3 9% | 3 8% | 2 5% | 0 0% | 0 0% | 2 4% | 1 2% | 2 7% |
| Saskatchewan | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Manitoba | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Ontario | 61 68% | 21 66% | 33 70% | 27 64% | 31 65% | 47 67% | 22 71% | 25 76% | 28 74% | 23 62% | 25 71% | 17 61% | 37 73% | 61 100% | 0 0% |
| Quebec | 8 9% | 4 13% | 4 9% | 2 5% | 2 4% | 7 10% | 3 10% | 2 6% | 3 8% | 5 14% + | 0 0% | 4 14% | 4 8% | 2 3% | 6 21% |
| New Brunswick | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Nova Scotia | 4 4% | 0 0% | 1 2% | 3 7% | 4 8% | 1 1% | 2 6% | 2 6% | 1 3% | 0 0% | 1 3% | 1 4% | 3 6% | 1 2% | 3 10% |
| Prince Edward Island | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Newfoundland and Labrador | 1 1% | 1 3% | 0 0% | 0 0% | 1 2% + | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 1 3% | 0 0% | 1 2% | 0 0% | 1 3% |
| Nunavut | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Northwest Territories | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| Yukon | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| United States | 7 8% | 3 9% | 2 4% | 3 7% | 4 8% | 5 7% | 2 6% | 3 9% | 5 13% | 2 5% | 3 9% | 2 7% | 4 8% | 6 10% | 1 3% |
| Another country | 3 3% | 0 0% | 2 4% | 2 5% | 3 6% | 3 4% | 0 0% | 2 6% | 3 8% | 1 3% | 2 6% | 0 0% | 2 4% | 2 3% | 1 3% |
| Not applicable | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |

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Where is most of your work created?

| | | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|------------------------|--------------------|--------------------------------------|--------------------|-------------------------------|-----------------------|-----------------|-------------------|-----------------|-------------------------------|-----------------------------------|---------|--------------------------------|---------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advert-ising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BG4 | | | | | | | | | | | | | | | |
| | n: | 90 | 32 47 | 42 48 | 70 31 | 33 38 | | | | 37 35 | | 28 51 | | 61 29 | |
| I prefer not to answer | | 1 1% | 0 0% 1 2% | 0 0% 0 0% | 1 0% 0 0% | 1 1% 0 0% | 0 0% 0 0% | 0 0% 0 0% | 0 0% | 1 3% 0 0% | 0 0% | 0 0% 1 2% | 0 0% | 0 0% 1 3% | 1 3% |
| | khi ² : | | - | - | | | | | | - | | - | | (***) | |

Where is most of your work presented?

| | Total | Years as a full-time screen composer | | Types of projects involved in | | | | | | Running as an incorporated entity | | Had contract employees in 2013 | | Where is most of the work created? | |
|------------------------|-----------|--------------------------------------|--------------------|-------------------------------|-----------------------|------------|-------------------|-------------|-------------------------------|-----------------------------------|-----------|--------------------------------|-----------|------------------------------------|-----------|
| | | up to 10 years | More than 10 years | Theatrical Long Form | Theatrical Short Form | Television | Gaming and Online | Advertising | Library / Prod. / Stock Music | Yes | No | Yes | No | Ontario | Elsewhere |
| BG5 | | | | | | | | | | | | | | | |
| n: | 90 | 32 | 47 | 42 | 48 | 70 | 31 | 33 | 38 | 37 | 35 | 28 | 51 | 61 | 29 |
| Canada | 83 92% | 30 94% | 45 96% | 40 95% | 45 94% | 66 94% | 29 94% | 29 88% | 34 89% | 35 95% | 32 91% | 26 93% | 46 90% | 58 95% | 25 86% |
| United States | 55 61% | 16 50% | 33 70% | 27 64% | 26 54% | 47 67% | 21 68% | 22 67% | 27 71% | 24 65% | 20 57% | 19 68% | 30 59% | 37 61% | 18 62% |
| Latin America | 12 13% | 3 9% | 9 19% | 8 19% | 8 17% | 11 16% | 5 16% | 4 12% | 6 16% | 6 16% | 4 11% | 3 11% | 7 14% | 6 10% | 6 21% |
| Europe | 42 47% | 15 47% | 26 55% | 21 50% | 25 52% | 36 51% | 15 48% | 13 39% | 19 50% | 19 51% | 17 49% | 13 46% | 23 45% | 28 46% | 14 48% |
| Asia | 13 14% | 5 16% | 8 17% | 9 21% | 8 17% | 11 16% | 7 23% | 4 12% | 6 16% | 7 19% | 5 14% | 4 14% | 7 14% | 6 10% | 7 24% |
| Elsewhere | 14 16% | 2 6% | 11 23% | 10 24% | 11 23% | 13 19% | 4 13% | 5 15% | 7 18% | 6 16% | 6 17% | 3 11% | 8 16% | 7 11% | 7 24% |
| Not applicable | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% | 0 0% |
| I prefer not to answer | 1 1% | 0 0% | 0 0% | 1 2% | 1 2% | 0 0% | 0 0% | 1 3% | 0 0% | 0 0% | 0 0% | 0 0% | 1 2% | 0 0% | 1 3% |
| chi²: | | - | | - | | | | | | - | | - | | - | |