

# India's Screen Entertainment Set to Soar to \$17 Billion by 2029

## **Description**

India's screen entertainment industry will reach USD 17 billion by 2029. This growth will come from digital platforms, TV, and movies.

A report says online video will add USD 8.6 billion by 2029. It will be the biggest part of the industry. Cheap data and many mobile users will help this growth.

Television is slowly declining but will still make USD 6.8 billion. TV is important in many Indian homes.

Movies will earn USD 1.9 billion. They are coming back with new release methods and better multiplexes.

These three areas - online video, TV, and movies - show a shift from traditional to digital entertainment.

By 2029, online video will make half of the total revenue in India's screen economy.

India's content investment is growing. It reached USD 5.8 billion in 2024, nearly double from 2019.

However, piracy is a big problem. In 2024, about 90 million users watched pirated videos. This caused a loss of USD 1.2 billion.

# **Vocabulary List:**

- 1. Entertainment /,entər'teɪnmənt/ (noun): Activities that provide enjoyment and amusement.
- 2. **Revenue** /'rɛvənju/ (noun): The income generated from normal business operations.
- 3. **Declining** /dɪ'klaɪnɪŋ/ (verb): To decrease or reduce in amount or quality.
- 4. **Investment** /ɪnˈvɛstmənt/ (noun): The action or process of allocating resources usually money for profitable returns.
- 5. Piracy /'paɪrəsi/ (noun): The unauthorized use or distribution of copyrighted material.
- 6. Multiplexes /'mʌltɪˌplɛksɪz/ (noun): A building containing multiple movie theaters.

# **Comprehension Questions**

## **Multiple Choice**



1. Which sector will contribute the most to India's screen entertainment industry by 2029?

Option: TV

Option: Digital platforms

Option: Movies

Option: All of the above

2. How much revenue is expected from online video by 2029?

Option: USD 8.6 billion Option: USD 6.8 billion Option: USD 1.9 billion Option: USD 17 billion

3. What is the estimated revenue from movies by 2029?

Option: USD 1.9 billion Option: USD 6.8 billion Option: USD 8.6 billion

4. What caused a loss of USD 1.2 billion in 2024?

Option: Piracy
Option: Low quality card

Option: Lack of internet infrastructure

Option: Competition from international markets

5. What is the expected revenue from television by 2029?

Option: USD 8.6 billion Option: USD 6.8 billion Option: USD 1.9 billion Option: USD 17 billion

6. What percentage of the total revenue will online video contribute by 2029?

Option: 25% Option: 50% Option: 75% **Option: 100%** 

### **True-False**



www.esi-news.co
7. Piracy is a major challenge for India's screen entertainment industry.
8. Television is no longer relevant in Indian homes.
9. The content investment in India decreased from 2019 to 2024.
10. Digital platforms will not have any impact on the growth of the entertainment industry.
11. Online video was the biggest part of the industry in 2024.
12. New release methods and better multiplexes have contributed to the return of movies.
Gap-Fill
13. India's content investment reached USD 5.8 billion in, nearly double from
2019.
2019.  14. By 2029, online video will make of the total revenue in India's screen
economy.
15. Television is slowly declining but will still make USD billion.
16. Movies will earn USD billion.
17. Piracy caused a loss of USD billion in 2024.
18. Digital platforms will be the biggest part of the industry with USD billion by
2029.
Answer
Multiple Choice: 1. Digital platforms 2. USD 8.6 billion 3. USD 1.9 billion 4. Piracy 5. USD 6.8 billion 6. 50% True-False: 7. True 8. False 9. False 10. False 11. False 12. True Gap-Fill: 13. 2024 14. half 15. 6.8 16. 1.9 17. 1.2 18. 8.6



# Vocabulary quizzes

### Multiple Choice (Select the Correct answer for each question.)

1. What industry involves activities that provide amusement or enjoyment for people?

Option: A. Education Option: B. Healthcare Option: C. Entertainment Option: D. Construction

2. What term refers to the income generated from business activities?

Option: A. Profit Option: B. Revenue Option: C. Investment Option: D. Liability

3. What term describes the unauthorized use or reproduction of someone else's work? ESL-NEWS

Option: A. Originality Option: B. Creativity Option: C. Piracy

Option: D. Innovation

4. What process involves the restoration of health or well-being?

Option: A. Destruction Option: B. Healing Option: C. Decaying Option: D. Collapse

5. What term refers to the ease of reaching or using something?

Option: A. Isolation Option: B. Accessibility Option: C. Complexity Option: D. Confusion

6. What term means being limited to only a specific group or individual?

Option: A. Public Option: B. Inclusive Option: C. Exclusive Option: D. Common

7. Which term describes the process of increasing in size or developing?



Option: A. Decline
Option: B. Regression
Option: C. Stagnation
Option: D. Growth
8. What term refers to the power to influence or direct people's behavior or course of events?
Option: A. Freedom
Option: B. Influence
Option: C. Control
Option: D. Chaos
9. What trait describes the ability to recover quickly from difficulties?
Option: A. Fragility
Option: B. Delicacy
Option: C. Resilience
Option: D. Weakness
10. What term refers to something that is created or manufactured?  Option: A. Borrowed Option: B. Produced Option: C. Shared Option: D. Returned
Option: A. Borrowed
Option: B. Produced
Option: C. Shared
Option: D. Returned
Gap-Fill (Fill in the blanks with the correct word from the vocabulary list.)
11. The company is facing challenges due to revenues this quarter.
12. Smart can lead to significant returns in the long term.
13. Regular exercise can help improve physical
14. Educational campaigns aim to raise about important social issues.
15. To stay healthy one must engage in regular physical
16. A minimum of five years of experience is for this position.
17. Please provide your address for shipping purposes.

18. Each product must have a clear \_\_\_\_\_\_ indicating its contents.



19. The meeting time was by the organizer.
20. The new play will premiere at the local next month.
21. Life is a with many ups and downs.
Matching Sentences ( Match each definition to the correct word from the vocabulary list. )
22. Multiplexes are modern cinemas with multiple screens showing different movies simultaneously.
23. Building strong and healthy relationships is important for personal well-being.
24. Physical strength is essential for carrying out daily tasks with ease.
25. The Chronicles of Narnia is a popular fantasy book series written by C.S. Lewis.
26. The movie was directed by a renowned filmmaker who brought the story to life.
27. The travel dates were confirmed by the airline via email.
28. Every good story needs a compelling villain to challenge the hero.
29. The VIP lounge offers exclusive services to privileged members only.
30. The critically acclaimed album was produced by a talented music producer.
31. During times of crisis strong leadership and decisive actions are crucial.

## **Answer**

**Multiple Choice:** 1. C. Entertainment 2. B. Revenue 3. C. Piracy 4. B. Healing 5. B. Accessibility 6. C. Exclusive 7. D. Growth 8. C. Control 9. C. Resilience 10. B. Produced

**Gap-Fill:** 11. declining 12. investments 13. strength 14. awareness 15. exercises 16. required 17. postal 18. label 19. confirmed 20. theater 21. journey

**Matching sentence:** 1. Multiplexes 2. Relationships 3. Strength 4. Chronicles 5. Directed 6. Confirmed 7. Villain 8. Exclusive 9. Produced 10. Crisis

### **CATEGORY**

1. Entertainment - LEVEL1

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