

Inhaltsverzeichnis

Abstract.....	V
1 Introduction	1
2 Six features of information product markets.....	3
2.1 Non-rivalrous use	3
2.2 Copy reproduction	4
2.3 Network effects.....	5
2.4 Only new is new	6
2.5 Nobody knows.....	7
2.6 Community attention	8
3 Recent markets in the culture sector	9
4 The impact on specific types of cultural content markets	15
4.1 The impact of the internet in general	15
4.2 Markets for originals	18
4.3 Markets for print copies	21
4.4 Markets for music copies	23
4.5 Markets for film copies	26
4.6 Markets for game copies	28
4.7 Markets for broadcast channel content	31
5 Conclusions	34
References.....	37
Figures.....	39