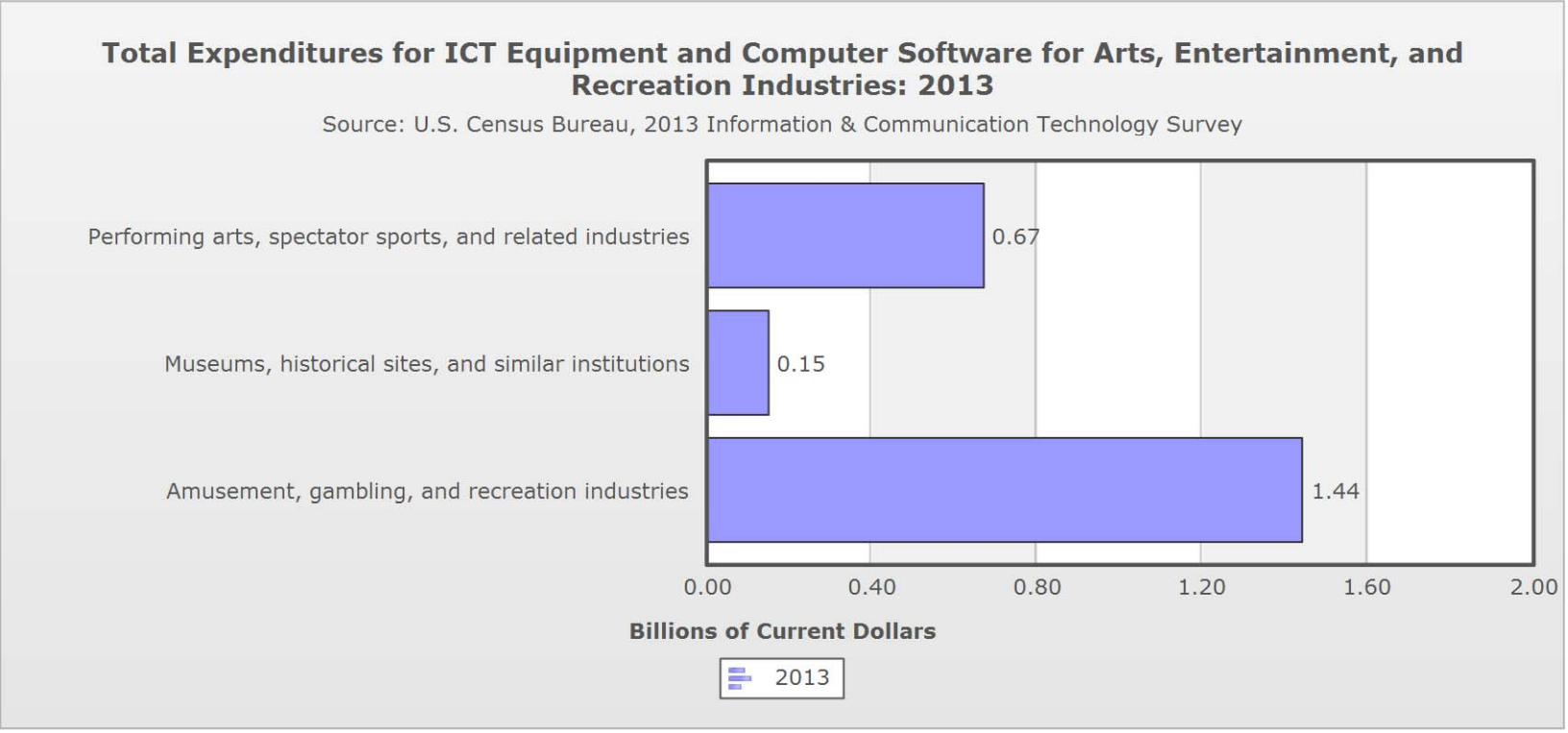
Total Expenditures for ICT Equipment and Computer Software for Arts, Entertainment, and Recreation Industries: 2013
Source: U.S. Census Bureau, 2013 Information & Communication Technology Survey
Performing arts, spectator sports, and related industries
0.67
Museums, historical sites, and similar institutions
0.15
Amusement, gambling, and recreation industries
1.44
0.00
0.40
0.80
1.20
1.60
2.00
Billions of Current Dollars
2013