

Culture statistics - use of ICT for cultural purposes

Statistics Explained

*Data extracted in June 2025.
Planned article update: July 2026.*

Highlights

For EU internet users in 2024, the most popular cultural activity online was watching online video content, surpassing reading news online. In 2024, men were more likely than women to search for cultural content online. In 2024, 16% of EU internet users bought printed books, magazines or newspapers online, while 7% bought e-books or audio books as downloads. This article forms part of an online publication [Culture statistics](#).

Over the years, [information and communication technologies \(ICTs\)](#) have become the most common way of accessing culture for large parts of the society throughout the [European Union \(EU\)](#). Looking at this phenomenon via the annual [survey on ICT usage in households and by individuals](#), Eurostat focused on 2 socio-economical aspects:

- **use of the internet for selected cultural activities:**
 - watching streamed TV or videos
 - reading online news sites, newspapers or news magazines
 - listening to music (web radio, music streaming), downloading music
 - playing or downloading games
- **use of the internet for purchasing selected cultural goods and services:**
 - various types of paid subscriptions (for films, series, music, news sites, online newspapers or magazines, games or sports streaming services)
 - tickets to events
 - physical cultural goods (e.g. printed books, newspapers or magazines, music on CDs or vinyl, films or series on DVD, Blu-ray, etc.)
 - cultural content in digital format (e.g. software, games, e-books or audiobooks as downloads).

In the context of this article, the term ' **internet users**' refers to all individuals in the EU aged between 16 and 74 who actively used the internet in the 3 months prior to the collection of ICT-use survey data.

Internet use for cultural purposes

Main patterns, by cultural activity

Using the internet for cultural purposes first to watch and read, then to listen and play games

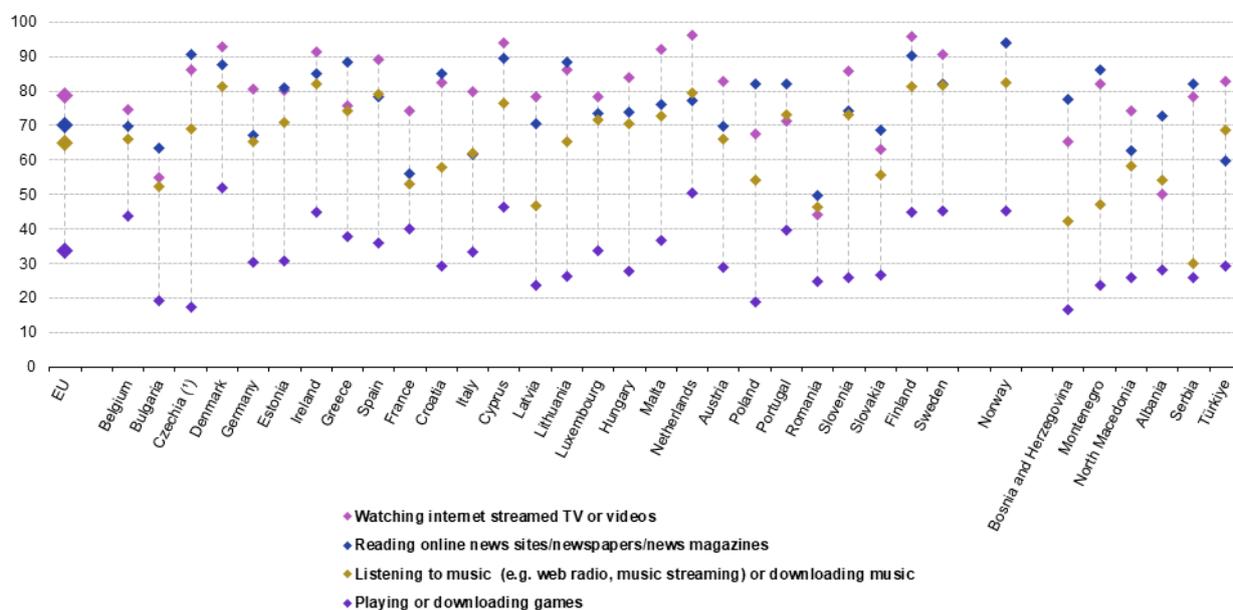
In 2024, more than 9 out of 10 (93%) people in the EU aged between 16 and 74 years used the internet at least once in the 3 months prior to the survey date. The highest shares of users were recorded in Denmark and the Netherlands where over 99% of individuals reported recent internet use. By contrast, in 8 other EU countries, fewer than 90% of individuals used the internet, with the lowest shares observed in Croatia (84%) and Bulgaria (82%)¹.

In the EU, the most frequently reported form of online cultural participation was watching internet-streamed TV or videos, cited by 79% of internet users. This was followed by reading online news sites, newspapers or news magazines (70%), listening to or downloading music (65%), and playing or downloading games (34%).

As shown in Figure 1, at the national level, the 2 most common forms of online cultural activities were usually watching internet-streamed TV or videos and reading online news sites, newspapers or news magazines. Watching streamed video content ranked first in 17 EU countries, while reading online news was the most common cultural activity in 10 countries.

Furthermore, watching video content online was reported by at least three-quarters of internet users in 21 EU countries, with the highest share observed in the Netherlands (96%). Reading online news sites, newspapers or news magazines reached at least 75% of users in 15 countries, peaking in Czechia (91%). Listening to or downloading music was reported by at least three-quarters of internet users in 7 countries, with the highest share in Ireland (82%). Playing or downloading games was the least favoured use in all EU countries. The highest shares of internet users who played or downloaded games were recorded in Denmark (52%) and the Netherlands (50%).

Use of the internet for selected cultural purposes, 2024
(% of individuals who used internet in the last 3 months)



(*) Playing or downloading games: break in time series.

Source: Eurostat (online data code: isoc_ci_ac_i)



Figure 1: Use of the internet for selected cultural purposes, 2024 Source: Eurostat (isoc_ci_ac_i)

Analysis by socio-economic characteristics

¹See [Digital economy and society statistics - households and individuals](#)

In this section we present 2024 data on the use of the internet for selected cultural purposes by main socio-economic characteristics. These include age, sex, level of education, household income, degree of urbanisation and employment status (see Table 1).

The data show that people under the age of 45 were more likely to use the internet for cultural purposes. However, among young individuals aged 16-24, the share reporting reading online news sites, newspapers or news magazines was 6 **percentage points (pp)** lower than the total population. Conversely, the rates for those aged 25-34 and 35-44 were the highest among all age groups, with 75% reporting this activity. Individuals in the 16-24 age group listened to music online more frequently (87%) than the other groups.

When broken down by sex, men consistently reported higher online cultural consumption than women, with gaps ranging from 3 pp for watching internet-streamed TV or videos (80% compared with 77%) to 7 pp for playing or downloading games (37% compared with 30%).

People with higher levels of educational attainment were more likely to use the internet for cultural purposes. This pattern was confirmed for 3 of the 4 selected cultural activities. The largest difference was observed in reading online news sites, newspapers or magazines: 83% of internet users with a high level of formal education reported this activity, compared with 53% of those with no or a lower level of formal education. A similar, though less pronounced, trend was visible for listening to music (74% compared with 59%) and watching videos (86% compared with 73%). Playing or downloading games, however, followed a different pattern: the highest participation was recorded among internet users with lower levels of formal education (38%), compared with 32% among users with higher levels of formal education.

On urbanisation, internet users living in cities were more inclined to use the internet for cultural purposes than those living in towns and suburbs or rural areas.

Regarding the economic status (i.e. employed, unemployed, students and economically inactive people other than students), students used the internet for cultural purposes more than people with other economic statuses.

Almost all students (who were internet users) watched online TV or videos (93%) or listened to or downloaded music (89%). In addition, more than half of the students played or downloaded games (64%). Of all internet users with different economic statuses, employed people were most likely to read online news sites, newspapers or news magazines (74%).

Use of the internet for selected cultural purposes, by socio-economic characteristic, EU, 2024
(% of individuals who used internet in the last 3 months)

		Watching internet streamed TV or videos	Reading online news sites/ newspapers/ news magazines	Listening to music (e.g. web radio, music streaming) or downloading music	Playing or downloading games
All individuals		79	70	65	34
Age	16 - 24 years	91	64	87	63
	25 - 34 years	90	75	83	45
	35 - 44 years	84	75	73	34
	45 - 54 years	78	72	63	27
	55 - 64 years	69	68	48	20
	65 - 74 years	58	64	34	18
Sex	Men	80	72	67	37
	Women	77	68	63	30
Level of educational attainment	Individuals with no or low formal education	73	53	59	38
	Individuals with medium formal education	76	69	61	33
	Individuals with high formal education	86	83	74	32
Degree of urbanisation	Rural areas	73	66	58	30
	Towns and suburbs	78	68	64	34
	Cities	82	74	70	36
Employment status (self-defined)	Employed (employees, self-employed persons and family workers)	82	74	70	33
	Unemployed	81	65	68	39
	Students	93	67	89	64
	Economically inactive people other than students	63	62	42	23

Source: Eurostat (online data code: isoc_ci_ac_i)

eurostat 

Table 1: Use of the internet for selected cultural purposes, by socio-economic characteristic, EU, 2024
Source: Eurostat (isoc_ci_ac_i)

Focus on the 2 most popular online cultural activities

Internet users' preferences shift towards watching video content

As shown in the dynamic chart above, the cultural preferences of internet users in the EU shifted notably towards audiovisual content between 2020 and 2024. Watching internet-streamed TV or videos increased by 5 pp, accounting for a total of 79% of internet users in 2024. Similarly, listening to music online (via streaming or downloads) grew by 4 pp. By contrast, the share of internet users reading online news sites, newspapers or magazines declined by 5 pp, while playing or downloading games remained stable.

While the dynamic chart provides an overview of overall trends, Figure 2 focuses on the 2 most common forms of online cultural participation – watching video content and reading online news sites, newspapers or news magazines. It shows how preferences regarding the mode of cultural content consumption evolved between 2020 and 2024 among internet users, broken down by age, sex, educational attainment level, degree of urbanisation and employment status.

In 2024, the share of internet users reading online news declined to 70%, showing a downward shift from 2020 observed across all socio-economic categories. Between 2020 and 2024, significant decreases were observed

- among users aged 16-24 (-7 pp), while the smallest decrease of 2 pp occurred among users aged 45-54
 - among women (-5 pp)
 - among users with no or a low level of formal education (-7 pp)
 - for people living in towns and suburbs (-6 pp)
 - among students (-7 pp).

By contrast, consumption of video content available online increased across all socio-economic categories, strengthening its position as the most common form of online cultural participation by the end of the period. The highest participation rates were recorded among students (93%) and users aged 16-24 (91%), 2 socio-economic groups that largely overlap and represent similar profiles of internet users. The most significant increases (+5 percentage points or more) between 2020 and 2024 occurred among older age groups (35+), peaking at +7 pp among users aged 55-64. Notable growth was also observed among women, rural residents, and across all employment-status groups except students. By contrast, only marginal increases (≤ 1 pp) were recorded for groups

that already showed very high participation in 2020, such as students and users aged 16-24.

Between 2020 and 2024, a clear and widening gap emerged in the preferences of internet users, with a growing shift towards watching internet-streamed TV or videos, rather than reading online news sites, newspapers or news magazines. This trend was observed across all socio-economic breakdowns without exception, reaching a difference of 28 pp among users aged 16-24, the widest gap recorded in 2024. Notably, this age group had already shown the largest disparity in 2020 with a gap of 20 pp.

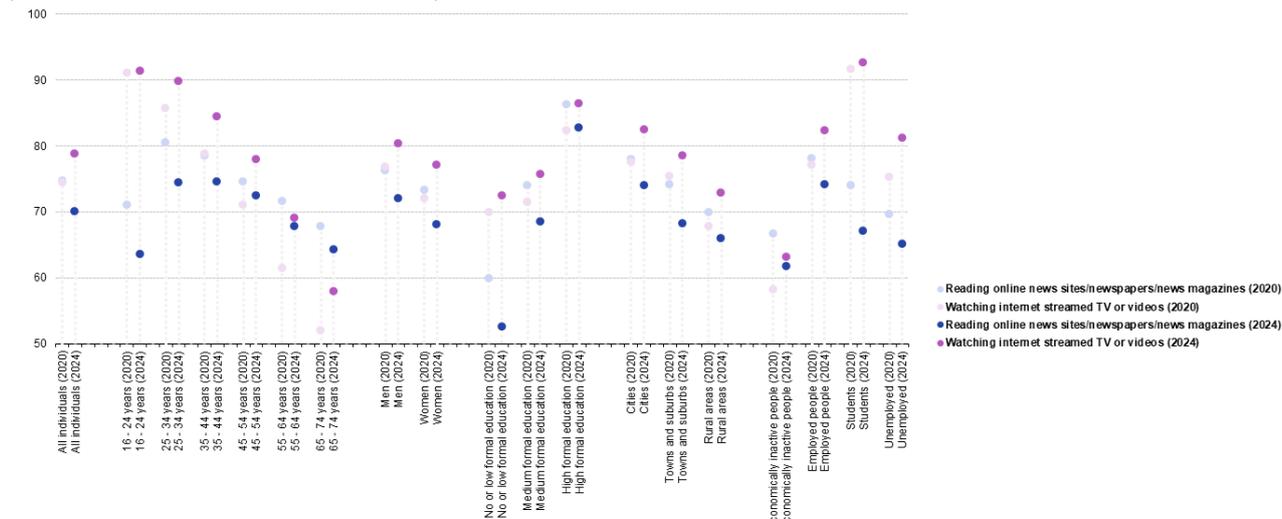
In 2024, video consumption was the most common form of online cultural participation, even among socio-economic groups that, 4 years earlier, had favoured reading-based activities. These included

- women
 - people with medium or higher levels of formal education
 - residents of both cities and rural areas
 - both employed and economically inactive persons

In 2024, the only group for whom reading news remained more common than watching videos was internet users aged 65-74 years.

Use of the internet for watching internet streamed TV or videos and reading online news sites/newspapers/news magazines, by socio-economic characteristic, EU, 2020 and 2024

(% of individuals who used internet in the last 3 months)



Note: The vertical axis value does not start with 0; 2020 data estimated.
Source: Eurostat (online data code: isoc_ci_ac_i)



Figure 2: Use of the internet for watching internet-streamed TV or videos and reading online news sites/newspapers/news magazines, by socio-economic characteristic, EU, 2020 and 2024 Source: Eurostat (isoc_ci_ac_i)

Online video consumption by source: sharing platforms, commercial services and streamed TV

In 2024, internet users in the EU watched video content from a range of sources. The data distinguish between 3 main types

- videos from sharing services
 - video on demand from commercial services
 - internet-streamed TV (live or catch-up) from TV broadcasters

The largest share of users (66%) reported watching videos from sharing services, ahead of those who watched video on demand from commercial services (53%) or internet-streamed TV content from broadcasters (52%). Each

type showed a distinct usage pattern across socio-economic groups, with sharing services consistently the most frequently reported.

When broken down by age, all 3 types of online video content became progressively less common in older groups. The biggest difference was observed for watching video on demand from commercial services: 73% of users aged 16-24 reported this activity, compared with just 25% among the oldest group, aged 65-74. Watching internet-streamed TV showed the least variation by age, with the highest share (62%) recorded among users aged 25-34 and the lowest share (38%) among the oldest group. Among users aged under 45, commercial streaming services were more popular than streamed TV. Among those aged 55 and over, the pattern was reversed: internet-streamed TV became the more common source. Watching videos from sharing services was the most popular form of video consumption across all age groups, yet it also declined with age – from 85% among the youngest users to 39% among those aged 65-74.

Differences in video watching patterns by sex were small but consistent. Across all 3 types of online video, men were around 3 pp more likely than women to report watching each type of content. In both groups, video content from sharing services was the most frequently reported. The difference between watching video on demand from commercial services and internet-streamed TV was minimal – just 1 pp for both men and women.

Internet users with higher levels of formal education were more likely to report watching video content across all 3 types. Viewing rates increased with education level in each category, and the steepest rise was observed for video on demand from commercial services.

Video consumption also varied with the degree of urbanisation, becoming more widespread in urban areas (82%), compared with 73% in rural areas. Regardless of internet users location, watching video content from sharing services was consistently more common than watching video on demand from commercial services or internet-streamed TV.

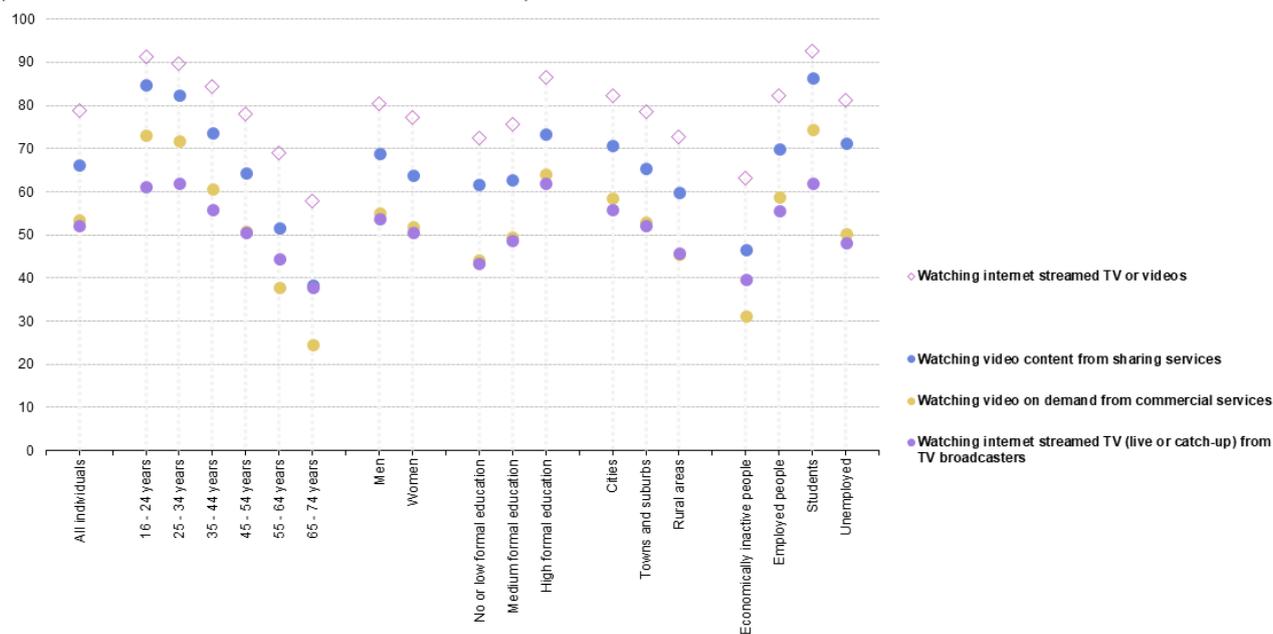
Patterns of video content watching broken down by employment status were broadly similar between employed and unemployed users

Unemployed users were slightly more likely than employed users to report watching video content from sharing services (71% compared with 70%). However, they were less likely to watch video on demand from commercial services (50% compared with 59%) or internet-streamed TV (48% compared with 56%).

Among students, the highest viewing rates were observed across all 3 types: 86% watched videos from sharing services, 74% used video on demand from commercial services, and 62% watched internet-streamed TV.

The lowest viewing rates were recorded among economically inactive users: 47% reported watching content from sharing services, 40% watched internet-streamed TV, and only 31% reported using video on demand from commercial services (see Figure 3).

Use of the different types of services for watching internet-streamed TV or video, by socio-economic characteristic, EU, 2024
 (% of individuals who used internet in the last 3 months)



Source: Eurostat (online data code: isoc_ci_ac_i)



Figure 3: Use of the different types of services for watching internet-streamed TV or video, by socio-economic characteristic, EU, 2024 Source: Eurostat (isoc_ci_ac_i)

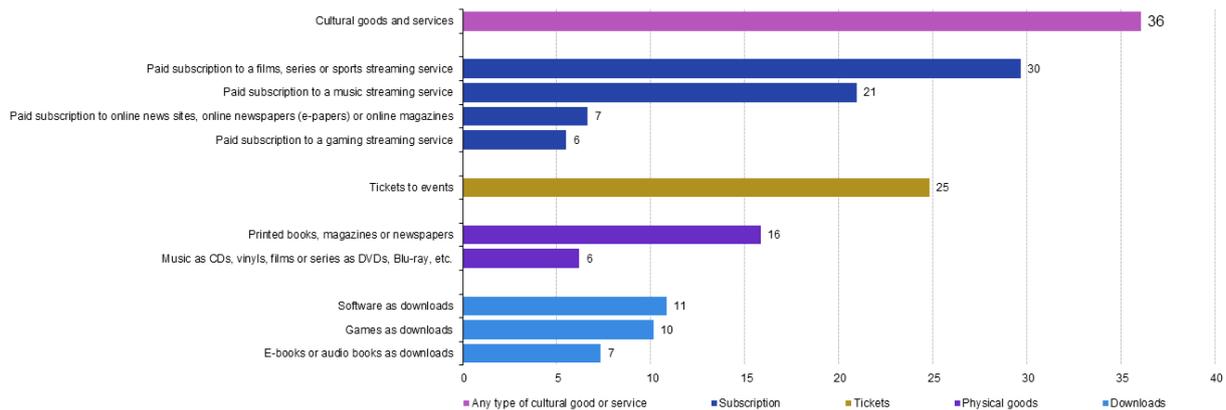
Internet use for buying cultural goods and services

Online purchases of digital cultural goods were dominant in the audiovisual sector, while printed books were preferred over digital publications

In 2024, 36% of internet users in the EU purchased some kind of cultural goods and services online, corresponding to 33% of the whole EU population. As shown in Figure 4, 30% of EU citizens who accessed the internet during the 3 months prior to the interview paid a subscription to a film, series or sports streaming service. This was the most purchased cultural service in 2024, followed by tickets to events (25%) and subscriptions to music streaming services (21%).

The figures show important market shares in the audiovisual sector as far as digital products are concerned. In fact, only 6% of the people interviewed said they had used the internet to buy physical cultural products, such as music on CD and vinyl, and films or series as DVDs or Blu-ray. The opposite effect was observed in the publishing industry. 16% of EU internet users bought online printed books, magazines or newspapers, while both e-books and audio books as downloads and subscriptions to online news sites, newspapers and magazines were chosen by 7% of users.

Use of the internet for buying cultural goods and services in the last three months, EU, 2024
 (% of individuals who used internet in the last 3 months)



Source: Eurostat (online data code: isoc_ec_ibgs)



Figure 4: Use of the internet for buying cultural goods and services in the last three months, EU, 2024
 Source: Eurostat (isoc_ec_ibgs)

Analysis by socio-economic characteristics

Online purchase of cultural content was more popular among young people, people with higher levels of education and those living in cities

Table 2 shows data on the use of information and communication technologies for purchasing cultural goods and services by socio-economic characteristics. Concerning age, in 2024, EU internet users in the 25-34 age bracket were more likely than people in other age groups to make online purchases of cultural goods and services. This picture slightly varied according to the type of product considered. The domain of gaming, both as downloads and as subscriptions to gaming streaming services, was generally preferred by younger users (16-24). Regarding subscriptions to online news services, printed and digital books and music or films on physical media, differences between the different age groups were more moderate. Generally speaking, the elderly were less keen to purchase cultural goods online.

Differences between men and women were not very pronounced in the total cultural online purchases, with a difference of 4 pp in favour of men (38% compared with 34%). A preference for printed books, magazines and newspapers was observed for women (18% compared with 14%), as well as for e-books, online magazines or online newspapers (8% compared with 6%), and tickets for events (25% compared with 24%). On the other hand, men bought online more films, TV series, music (both on physical media and through digital access) and games than women. The largest difference between men and women was in the purchase of games online or as downloads, with an 8 pp difference between men and women (14% compared with 6%).

Clear differences in online purchases for cultural content were seen between people with different levels of educational attainment. In 2024, EU internet users with tertiary education were more than twice as likely to make online purchases of most of the selected cultural goods and services. This gap was particularly high in the case of subscriptions to films, series or sports streaming services (41% compared with 16%) and of tickets to events (39% compared with 12%). Only the online subscription to gaming streaming services showed a moderate difference between the highest and the lowest educational groups, though was overall generally low (6% and 5%, respectively).

In 2024, EU internet users living in cities were more likely than those living in towns and suburbs and rural areas to make online purchases for almost all cultural goods and services surveyed. The largest difference was recorded for tickets to events and for streamed or downloaded music. The different behaviours on online cultural consumption among users living in urban or rural context can be explained by several factors, such as the presence of a livelier offer of cultural activities in cities, but also the diffusion of internet services closer to the urban areas. Nevertheless, this digital divide is only partially responsible for the more limited access to online cultural goods and services of people living in rural areas, considering that the data presented here, represent only the answers of users who have access to ICT services and have used the internet during the last 3 months prior to the interview.

When breaking down users by employment status, students and employed people recorded the highest percentages of online cultural purchases in 2024. Students most often bought digital access to music (29%), tickets to events (31%) and downloaded games (19%), while employed people generally bought more often subscriptions for video streaming services, online news services and e-books or audio books as downloads. Economically inactive people other than students were the least keen to use information and communication technologies to buy cultural goods and services online (19%).

Use of the internet for buying cultural goods and services, by socio-economic characteristic, EU, 2024
(% of individuals who used internet in the last 3 months)

		Subscription					Tickets to events	Physical goods		Downloads		
		Cultural goods and services	Paid subscription to a films, series or sports streaming service	Paid subscription to a music streaming service	Paid subscription to online news sites, online newspapers (e-papers) or online magazines	Paid subscription to a gaming streaming service		Printed books, magazines or newspapers	Music as CDs, vinyls, films or series as DVDs, Blu-ray, etc.	Software as downloads	Games as downloads	E-books or audio books as downloads
All individuals		36	30	21	7	6	25	16	6	11	10	7
Age	16 - 24 years	43	34	30	4	11	30	15	8	13	19	6
	25 - 34 years	52	45	34	7	10	33	19	8	16	18	9
	35 - 44 years	44	38	25	8	7	30	20	7	14	13	9
	45 - 54 years	34	29	18	7	4	25	16	7	10	7	8
	55 - 64 years	24	19	11	7	1	18	13	4	7	3	6
	65 - 74 years	20	15	9	7	1	15	12	4	6	2	6
Sex	Men	38	31	23	7	8	24	14	7	14	14	6
	Women	34	28	19	6	3	25	18	5	8	6	8
Level of educational attainment	Individuals with no or low formal education	21	16	12	3	5	12	7	4	6	8	3
	Individuals with medium formal education	33	27	18	5	5	20	12	6	8	9	6
	Individuals with high formal education	49	41	30	12	6	39	26	8	17	12	12
Degree of urbanisation	Rural areas	32	27	17	5	4	20	14	5	9	9	6
	Towns and suburbs	35	28	20	6	5	22	15	6	10	9	7
	Cities	40	32	24	8	7	30	18	7	13	12	9
Employment status (self-defined)	Employed (employees, self-employed persons and family workers)	42	36	25	8	6	29	18	7	13	11	9
	Unemployed	27	21	14	3	6	15	11	5	8	10	5
	Students	42	32	29	4	9	31	17	7	13	19	7
	Economically inactive people other than students	19	14	8	5	2	12	11	4	6	4	5

Source: Eurostat (online data code: isoc_ec_ibgs)



Table 2: Use of the internet for buying cultural goods and services, by socio-economic characteristic, EU, 2024 Source: Eurostat (isoc_ec_ibgs)

Purchasing digital cultural content online was most popular in Ireland, the Netherlands and Denmark

According to the data, the most bought online cultural products in most EU countries continued to be films or series accessible via streaming or downloads, followed by tickets to events. The products bought the least often were gaming streaming services (excluding games as downloads). In 2024, Ireland, the Netherlands and Denmark were the 3 EU countries with the highest percentages of internet users who bought cultural content online in most of the categories analysed. Conversely, low percentages of individuals who bought online cultural goods or services were seen in Romania and Bulgaria.

More than half of the internet users in Ireland (61%), Denmark (59%) and the Netherlands (56%) made online purchases of video streaming services or downloads in 2024, and in another 15 EU countries over 20% of users did this type of online purchase.

At the EU level, the second most purchased cultural products online were tickets to events (25% of EU internet users). Besides the 3 most active countries in buying cultural contents online already mentioned, Finland, Czechia, Luxembourg and Estonia also reported significant figures for online purchases of tickets to events, corresponding to over one-third of the internet users in each country.

A subscription to a music streaming service was the third most frequently cultural product bought online, chosen by at least a quarter of the internet users in 9 EU countries.

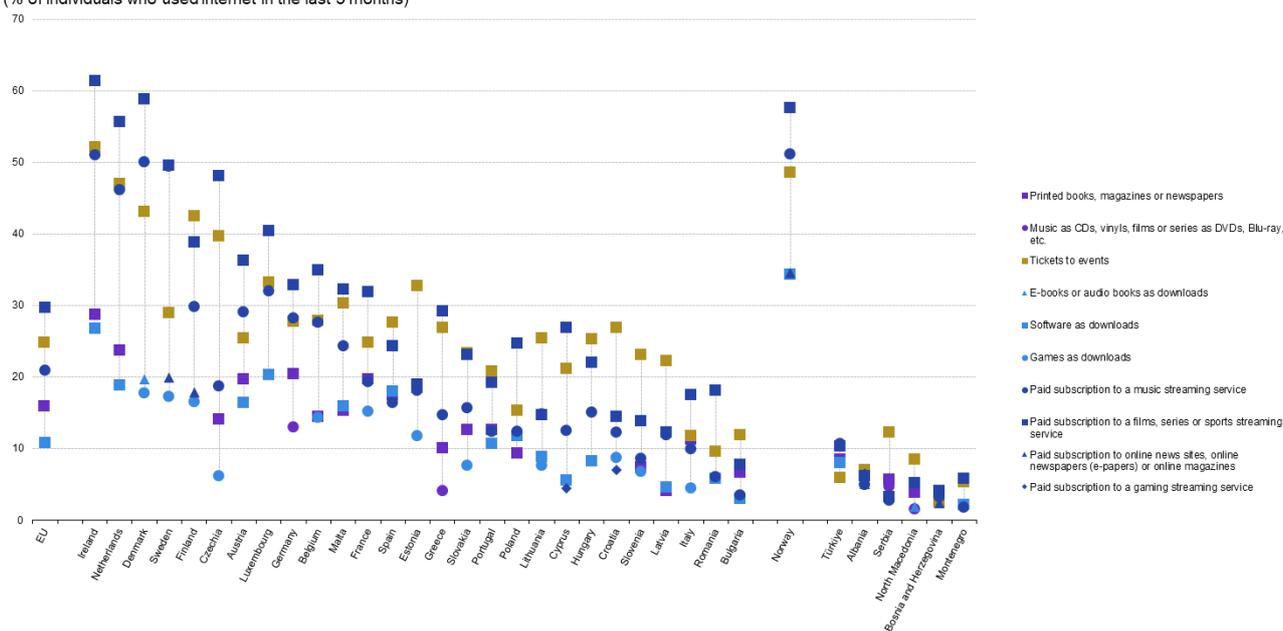
By contrast, physical media with music and video content were generally less popular in the EU countries. Nevertheless, in Germany and Greece, they were still in the top 5 cultural products purchased online, among the 10 selected (13% and 4% of internet users, respectively).

Sweden and Finland were the only EU countries where subscription to online news sites, newspapers or

magazines were among the top 5 cultural goods purchased online; and in Denmark only, this was the case for e-books or audio books as downloads (20%).

At the EU level, the gap in the online purchase of digital versus physical cultural goods is particularly clear for audiovisual products. The use of the internet for cultural purchases is predominantly related to digital products in the cases of films, series and music. In the case of books, even though purchases are increasingly made online, the printed version is still preferred. In 2024, in Ireland, the Netherlands, Luxembourg, Austria, Germany and France printed books or magazines were in the top 5 cultural products purchased online among the 10 analysed, which were bought by at least 20% of internet users in each country.

Five from those selected types of cultural goods and services bought most frequent by internet in the last three months, 2024 (% of individuals who used internet in the last 3 months)



Source: Eurostat (online data code: isoc_ec_ibgs)



Figure 5: Five from those selected types of cultural goods and services bought most frequent by internet in the last 3 months, 2024 Source: Eurostat (isoc_ec_ibgs)

Source data for tables and graphs

- [Use of ICT in cultural participation: tables and figures](#)

Data sources

All the data in this article are derived from the EU [survey on ICT usage in households and by individuals](#) . The survey has been conducted every year since 2002. Its aim is to provide relevant statistics on areas such as access to and use of information and communication technologies, use of the internet, use of e-commerce and ICT skills. The data can be broken down according to many variables, such as age, sex and level of educational attainment. The target population is people aged 16 to 74 years living in private households. See [digital economy and society legislation](#) .

For the analysis of internet use for cultural purposes, two groups of indicators were used:

Use of the internet for selected cultural activities:

- Indicators are sourced from Eurostat table isoc_ci_ac_i and include the following activities:
 - reading online news sites, newspapers or news magazines (I_IUNW1)
 - watching internet-streamed TV or videos (I_IUSTVV)
 - listening to music (e.g. web radio or music streaming) or downloading music (I_IUMUSS1)
 - playing or downloading games (I_IUPDG)

Use of the internet for purchasing selected cultural goods and services:

- Indicators are sourced from Eurostat table isoc_ec_ibgs, and include:
 - an aggregated indicator covering online purchases of cultural services (I_BCS2)
 - individuals having a paid subscription to a films, series or sports streaming service (I_BFLMS2)
 - individuals having a paid subscription to a music streaming service (I_BMUSS2)
 - individuals having a paid subscription to online news sites, online newspapers (e-papers) or online magazines (I_BBOOKNLS2)
 - individuals having a paid subscription to a gaming streaming service (I_BGAMSS)
 - online purchasing of tickets to events (I_BTICK2)
 - online purchasing of printed books, magazines or newspapers (I_BBOOKNLG)
 - online purchasing of music as CDs, vinyls, films or series as DVDs, Blu-ray, etc. (I_BMUFL)
 - software as downloads (I_BSOFT2)
 - games as downloads (I_BGAMES2)
 - e-books or audio books as downloads (I_BBOOK2)

Most of the newer indicators related to subscriptions and disaggregated purchases were introduced in 2024. Comparisons over time are therefore limited to indicators that were available in previous survey waves.

Context

Culture is one of Europe's greatest assets: it is a source of values and identity and provides a sense of belonging. It also contributes to well-being, social cohesion and inclusion. The cultural and creative sectors provide a stimulus for economic growth, job creation and international trade.

Under Article 167 of the Treaty on the Functioning of the European Union, the EU contributes to the flowering of the cultures of the EU countries, while respecting their national and regional diversity and at the same time bringing the common heritage to the fore.

The EU supports these objectives through the [Creative Europe programme](#) and a number of activities included in the [EU work plan for culture \(2023-2026\)](#). The work plan, adopted by EU culture ministers in December 2022, sets out four main priorities for European cooperation in cultural policymaking:

- Artists and cultural professionals: empowering the cultural and creative sectors
 - Culture for the people: enhancing cultural participation and the role of culture in society
 - Culture for the planet: unleashing the power of culture
 - Culture for co-creative partnerships: strengthening the cultural dimension of EU external relations.

The production of reliable, comparable and up-to-date cultural statistics, which provide a basis for sound cultural policymaking, is a cross-sectoral priority for the European Commission. Eurostat compiles culture statistics from several different data collections to provide policymakers and other users of statistics with information on the main developments in the field of culture, covering issues such as education, employment, business, international trade, participation patterns and consumption patterns.

Footnotes

Explore further

Other articles

- [Culture \(all Statistics Explained articles on culture\)](#)
- [Digital economy and society \(all Statistics Explained articles on the digital economy and society\)](#)
- [Digital economy and society statistics - households and individuals](#)
- [E-commerce statistics for individuals](#)

Database

- [Culture \(cult\)](#) , see:
 - [Use of ICT for cultural purposes \(cult_pcs_ict\)](#)
 - [Individuals - internet activities \(isoc_ci_ac_i\)](#)
 - [Internet purchases - goods or services \(2020 onwards\) \(isoc_ec_ibgs\)](#)
 - [Internet purchases by individuals \(until 2019\) \(isoc_ec_ibuy\)](#)
- [Digital economy and society \(isoc\)](#) , see:
 - [Individuals - internet use \(isoc_ci_ifp_iu\)](#)

Thematic section

- [Culture](#)
- [Digital economy and society](#)

Publications

- [Culture statistics - online publication](#)
- [Guide to Eurostat culture statistics — 2018 edition](#)

Methodology

- [European statistical system network on culture \(ESSnet-Culture final report \(2012\)\)](#)
- [Cultural participation and expenditure \(ESMS metadata file\)](#)
- [ICT usage in households and by individuals \(ESMS metadata file\)](#)

External links

- [European Commission — Culture and Creativity](#)
- [EU work plan for culture \(2023-2026\)](#)
- [European Commission — Europe's Digital Decade: digital targets for 2030](#)

Legislation

- Digital economy and society
- Regulation (EC) No 2019/1700 establishing a common framework for European statistics relating to persons and households, based on data at individual level collected from samples
- Regulation (EU) 2021/818 of the European Parliament and of the Council of 20 May 2021 establishing the Creative Europe Programme (2021 to 2027) and repealing Regulation (EU) No 1295/2013
- Communication from the Commission to the European Parliament, the Council, the European Economic and Social Committee and the Committee of the Regions on a European agenda for culture in a globalising world (COM(2007) 242)