

Figure 52
People according to the habit of watching TV or listening to the radio
(As a percentage)

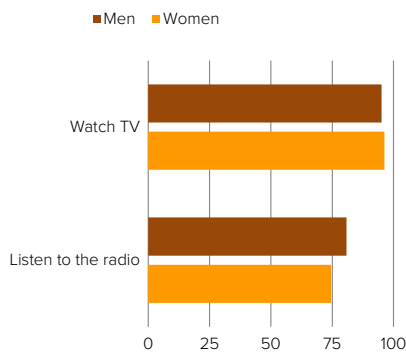


Figure 53
People who usually watch TV by programs
(As a percentage)

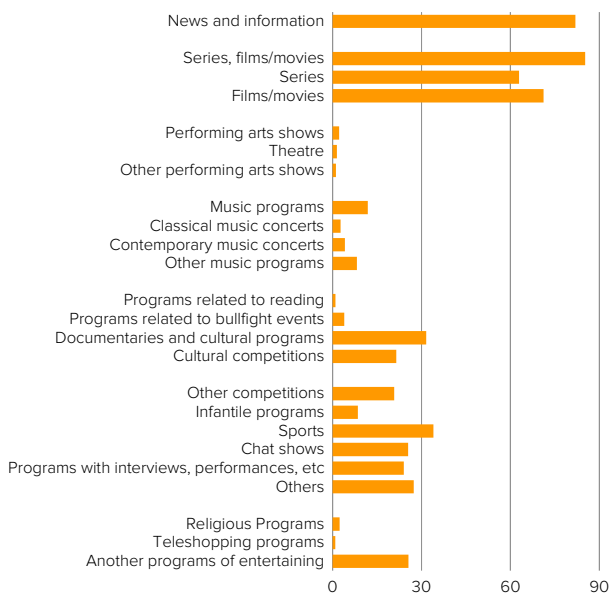
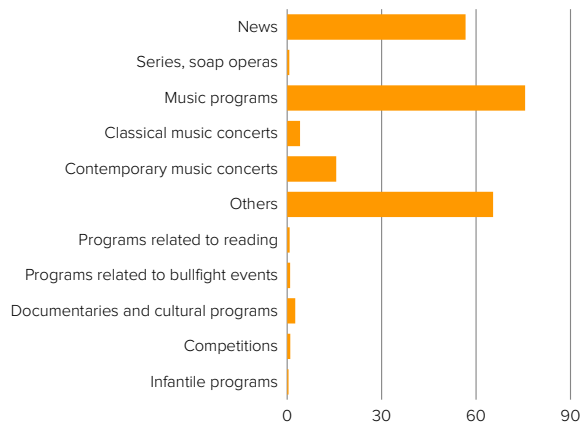


Figure 54
People who usually listen radio by programs
(As a percentage of those usually listen to the radio)



Audiovisual and new technologies

Virtually the entire population, 95,7%, watches TV.

This habit is seen in all groups, regardless of their personal characteristics or those of their place of residence, which show very similar figures.

By type of program, 81,9% of the population usually watches the news, and 71,2% watch feature films. In third place are series with 62,9%, and sports with 34%. 31,6% watch documentaries and cultural programs, and 21,5% watch cultural-type game shows.

7,4% of those who usually watch television state that they normally use the computer for this, 1,9% their mobile phone and other equipment, and 8,9% of the population has watched TV online in the last month, 3 percentage points more than in the last edition of the survey.

77,6% of those surveyed usually listen to the radio.

With regard to the type of programs, there is a clear preference for music programs at 75,6%, and the news, at 56,7%, with chat shows well below, with 18,9%, sports programs with 18,8%, and very low figures for documentaries and cultural programs, with 2,6%. 9,2% of those who usually listens to the radio declared they usually use the computer and 10,4% of the population declared having listened the radio directly on the Internet last month, 2 percentage points higher than the last edition of the survey,

Figure 55
People who have watch TV or have listened to the radio directly on the Internet in the last month
(As a percentage)

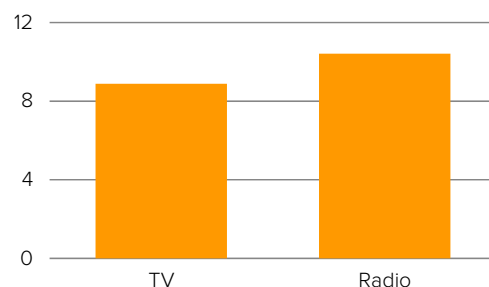


Figure 56
People who usually use computer according to reasons by gender
(As a percentage)

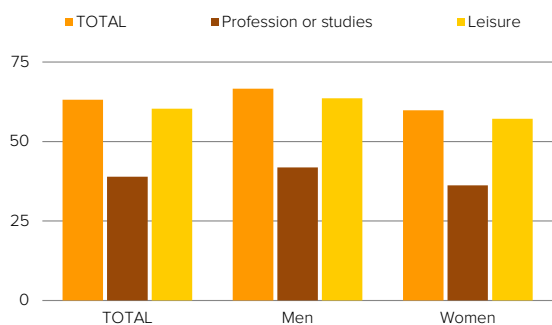


Figure 57
People who usually use the Internet for entertainment or leisure at least once a month
(As a percentage)

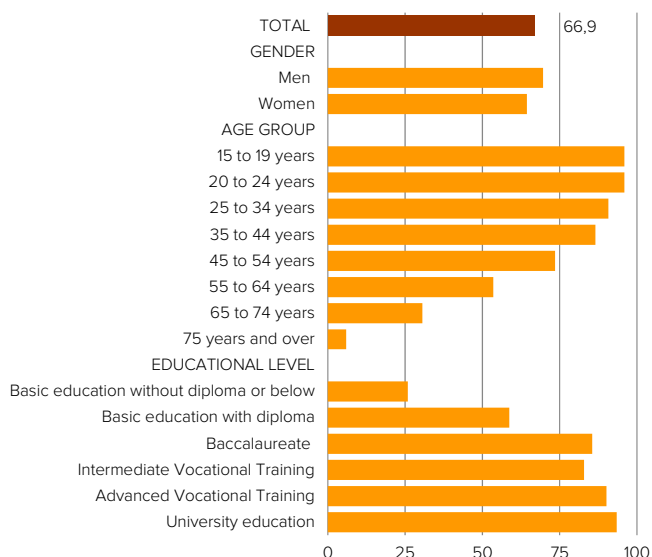
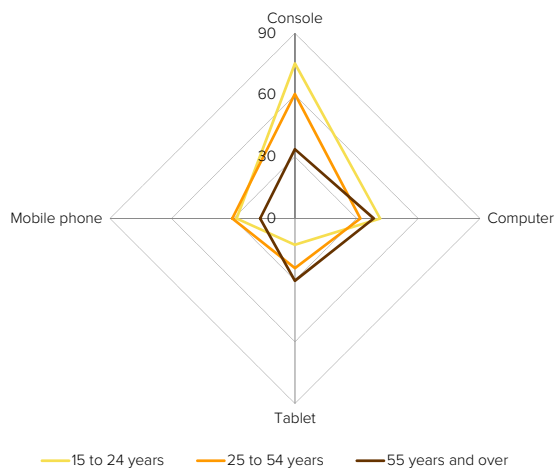


Figure 58
People who have played videogames last quarter by media
(As a percentage)



66,9% of the population uses the Internet for leisure at least once a month. The intensity of this habit is greater in men and in young people.

This indicator shows the importance of leisure or free time as drivers of the use of new technologies

Video games

13,8% of the population uses video games at least once a month, a figure which is much higher among men, with 20,2%, than among women, with 7,8%.

By age the highest figures are found among the youngest, with 43,5%, decreasing for higher ages, standing at 2,3% among the older population. Single people at home with their parents, with 36,1%, also stand out in this activity as well as students, with 45,6%.

Among those who played videogames in the last quarter, half of them, at 49,6%, prefer action or adventure video games, 47,4% usually played strategy games and 33,3% played sports games.

The most widely used medium is still the console, with 64,2%, followed by the computer, with 35,5%, mobile phone with 29%, or the tablet with 20,6%.

Figure 59
People who usually play with video games at least once a month
(As a percentage)

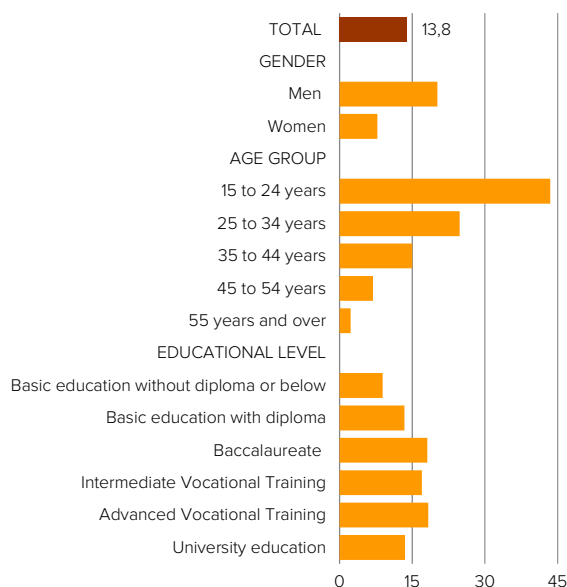


Figure 60
People who have practiced artistic activities in the last year
(As a percentage)

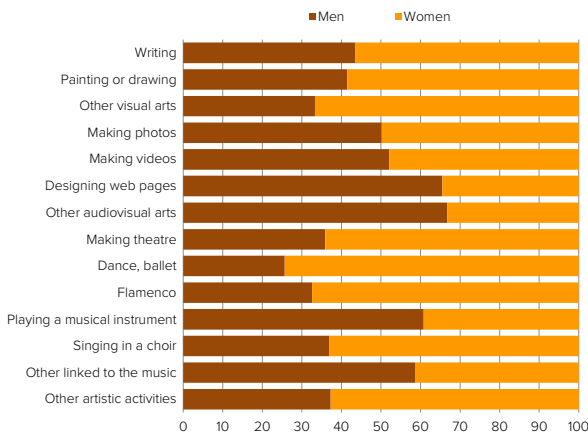


Figure 61
People who have practiced artistic activities in the last year by age group
(As a percentage)

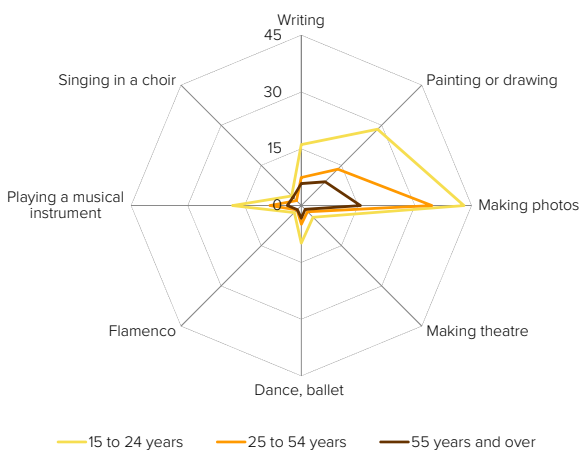
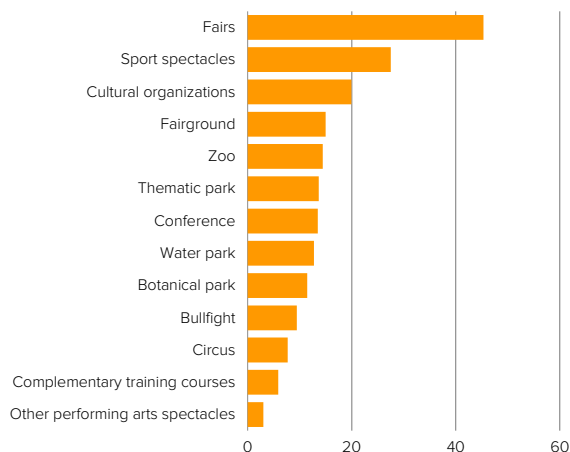


Figure 62
People who have attended other activities related to culture and leisure in the last year
(As a percentage)



Active Cultural Practices and other practices related to leisure and culture

The survey also investigates what kind of artistic activities are done by the people in the survey every year, or what might be called active cultural practices.

Those that stand out are those related to the visual arts such as photography with 28,9%, or video with 15%, and painting or drawing, with 13,7%. Writing, with 7,8%, is more common among women and in the younger groups.

With regard to musical and performing arts, 7,8% play an instrument and 2,4% sing in a choir. 2,2% of the surveyed population makes theatre, and 4,9% do ballet or dance, with 1,7% specifically doing flamenco and Spanish dance.

On average 13,5% of those surveyed attended conferences and round tables in a year. Each year 19,9% of the people surveyed go to cultural centers.

Over one year 14,5% of the surveyed visited a zoo or Animal Park, 11,5% a botanical garden and 13,7% theme parks.

In the last year 5,9% of the population did a training course related to culture, with the subject of dance at 20,5%, drawing at 14,3% or playing a musical instrument at 13,1 %.

Bullfights

The annual rate of attendance at bullfighting events stood at 9,5% of the population, and 6,9% went to a bullfight

Figure 63
People who have attended bullfighting events in the last year
(As a percentage)

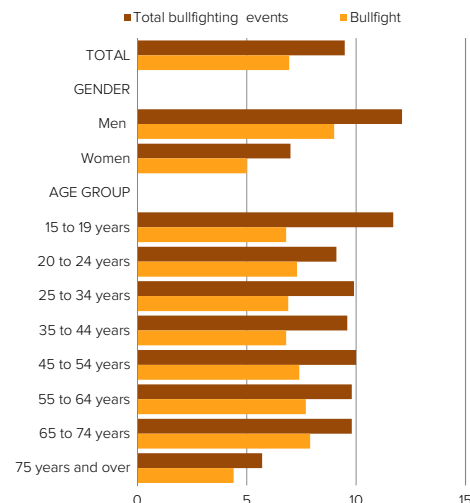


Figure 64
People who have bought books in the last quarter by modes of acquisition
(As a percentage)

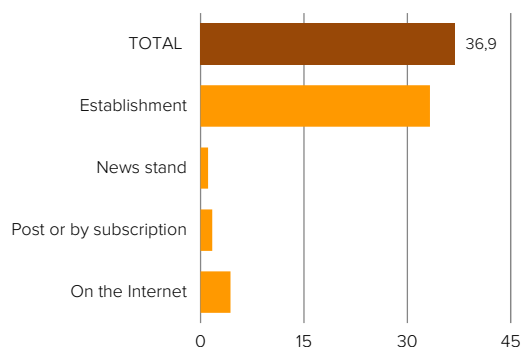


Figure 65
People who have bought recorded music in the last quarter by modes of acquisition
(As a percentage)

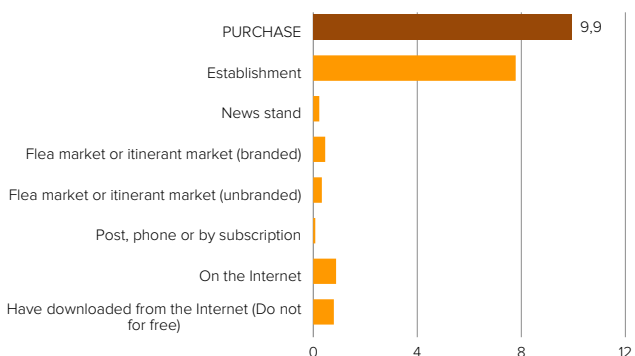
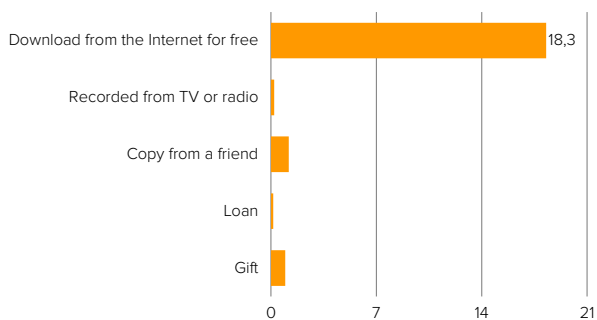


Figure 66
People who have got recorded music in the quarter by modes of acquisition different from purchase
(As a percentage)



Ways of obtaining products subject to intellectual property rights

With regard to the book sector, the percentage of people who buy books each quarter stood at 36,9% of population surveyed, and they are mostly bought in shops, with much lower percentages of purchases at news kiosks, by mail or subscription and by the Internet. The figures for other ways of obtaining books, such as free online download or photocopies are estimated at 2,5% and 0,3%, respectively, of the surveyed population.

With regard to recorded music, 9,9% of those surveyed have made purchases in the last quarter, most of them in a shop. The estimates obtained indicate that the purchase of unbranded music from street markets or street vendors stood at 0,3% of the surveyed population. The figures for free online music downloads, carried out by 18,3% of the population each quarter is slightly higher than in the previously investigated period.

Those who purchase unbranded music from street markets or street vendors state the main reason as being the cost savings, 91,6%, far ahead of others such as comfort, at 31,2%, and speed and immediacy, at 18,9%. Among those who do free downloads, the main reason is the cost savings, at 77,5%, which is a similar figure to other reasons such as convenience, at 75,1%, and speed and immediacy, at 59,8%.

Figure 67
People who have bought unbranded music or have got recorded music by free downloading on the Internet in a quarter according to the reasons
(As a percentage)

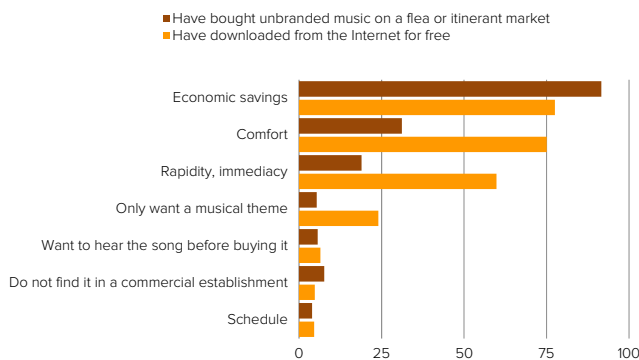


Figure 68
People who have bought videos in the last quarter by modes of acquisition
(As a percentage)

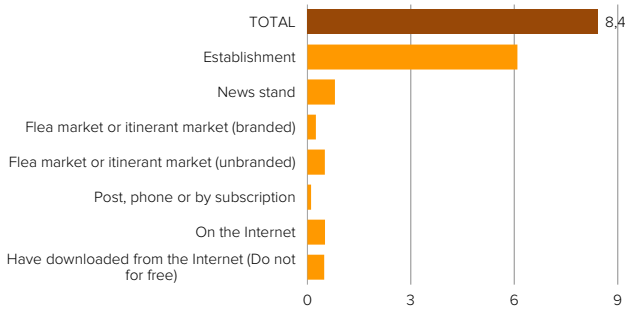


Figure 69
People who have got videos in the last quarter by modes of acquisition different from purchase
(As a percentage)

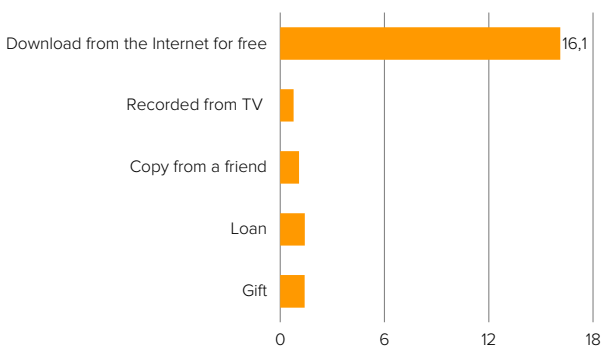
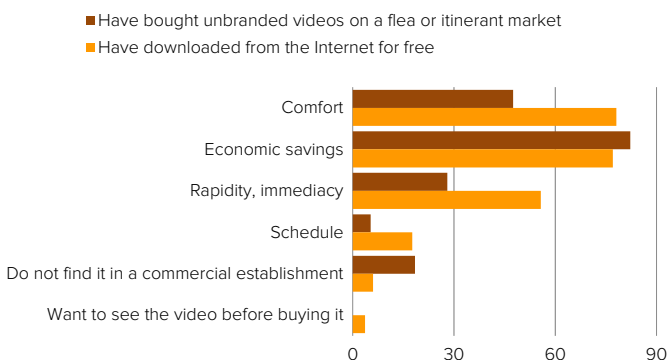


Figure 70
People who have bought unbranded videos or have downloaded for free on the Internet in the last quarter according to the reasons
(As a percentage)



On average each quarter 8,4% of respondents purchases videos. The results for this area indicate a slight drop in the levels of using means that may violate intellectual property rights in relation to 2011. The 0,5% of the population buys unbranded videos from street markets or street vendors, and the percentage of people who made free online video downloads every quarter is 16,1% of the population.

As regards the reasons stated by those who purchase unbranded videos from street markets or street vendors, as happened with music, the main ones are the economic savings at 82,2%, and comfort 47,5%, far ahead of those such as speed and immediacy at 28%, and the other reasons have little significance. Among those making free video downloads comfort becomes the main reason, at 78%, followed closely by cost savings at 77%, or speed and immediacy, at 55,7%. 17,6% said opening times and 6% said difficulties in finding a shop.

As regards the methods used by those who obtained software, including video game software, if we take into account those who do not keep the original copies of programs, along with those who claim to have got them by copying them from a friend and those that download programs that are not freely accessible (free or trial software, etc.) for free online, overall 11,9% of the population obtained software in the last year by one of the aforementioned irregular means.

Figure 71
People who have rented, have bought or have recorded videos in the last year
(As a percentage)

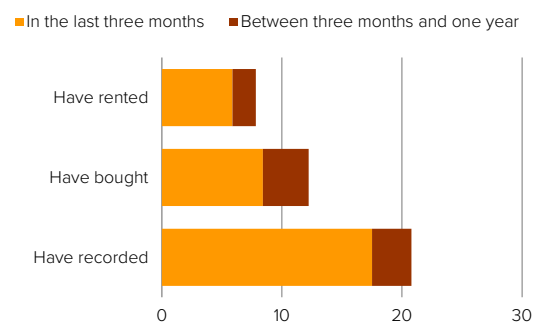
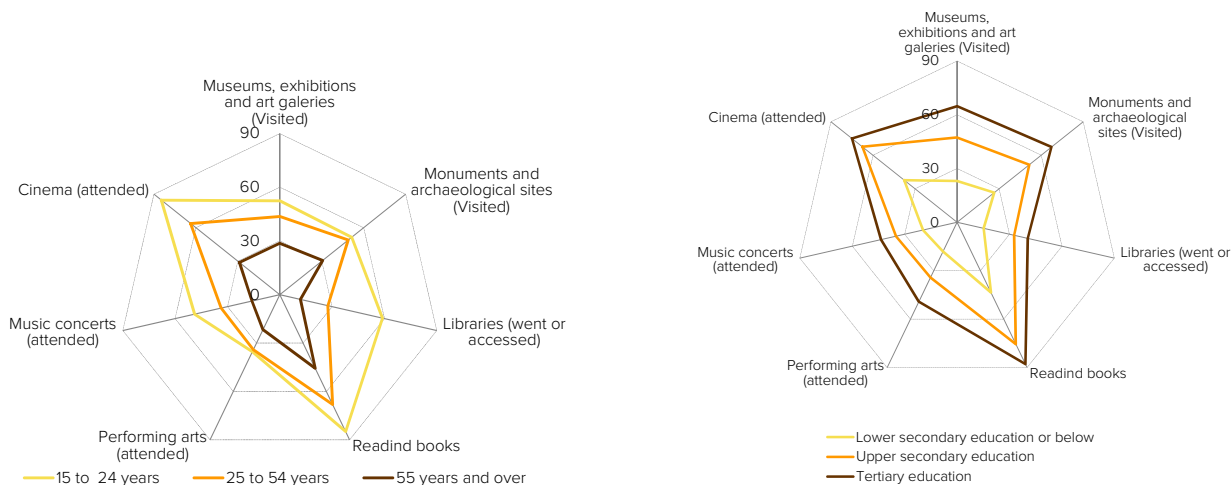


Table 1
People who have practiced some culture activities according to gender
(As a percentage)

	Total	Men	Women
Have visited museums in the last year	33,2	32,3	34,2
Have visited exhibitions in the last year	23,8	23,5	24,1
Have visited art galleries in the last year	12,7	12,0	13,4
Have painted or drawn in the last year	13,7	11,6	15,6
Have visited monuments in the last year	41,4	41,9	41,0
Have visited archaeological sites in the last year	16,6	16,9	16,3
Have gone to an archive in the last year	5,6	6,3	4,9
Have gone to a library in the last year	22,7	20,2	25,2
Have accessed libraries via the Internet in the last year	7,9	7,5	8,3
Have read books in the last year	62,2	57,6	66,5
- Have read books for profession or studies	29,0	30,9	27,3
- Have read books for other reasons	56,0	49,4	62,3
Have read books in digital format in the last year	17,7	17,2	18,2
Have written in the last year	7,8	7,0	8,6
Have attended the theatre in the last year	23,2	20,6	25,7
Have made theatre in the last year	2,2	1,6	2,8
Have attended the opera in the last year	2,6	2,2	3,1
Have attended the operetta in the last year	1,8	1,3	2,2
Have attended a dance or ballet performance in the last year	7,0	5,3	8,6
Have danced in the last year	4,9	2,6	7,1
Have listened to music in the last month	85,5	87,4	83,8
Have attended classical music concerts in the last year	8,6	7,9	9,2
Have attended contemporary music concerts in the last year	24,5	25,9	23,2
Have played a musical instrument in the last year	7,8	9,7	6,0
Have sung in a choir in the last year	2,4	1,8	3,0
Have gone to the cinema in the last year	54,0	54,4	53,6
Have watched videos in the last month	42,1	46,6	37,8
Have made photos in the last year	28,9	29,7	28,1
Have made videos in the last year	15,0	16,0	14,0
Have downloaded music in the last quarter (free)	18,3	20,4	16,2
Have downloaded videos in the last quarter (free)	16,1	18,8	13,6
Have played videogames in the last month	13,8	20,2	7,8
Have used the computer for entertainment in the last month	62,5	65,7	59,5
Have used Internet for entertainment in the last month	66,9	69,6	64,4

Figure 72
People who have practiced some culture activities according to age and level of education
(As a percentage)



Results by gender, age and education

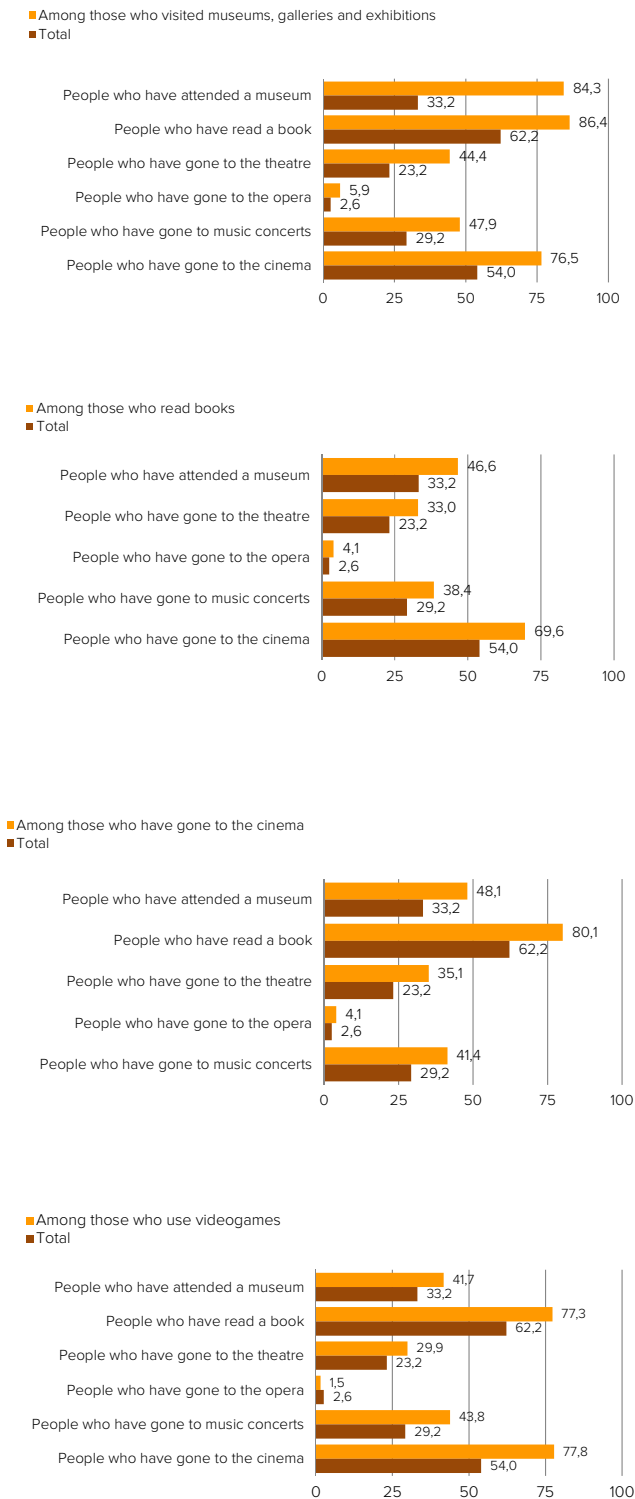
The indicators show significant gender differences. Among women writing is more popular, at 8,6%, compared to 7% observed in men, and for reading, 66,5% compared to 57,6%, with the exception of work-related and press reading, activities which men do more frequently.

Women go to libraries more often, both in person, at 25,2% compared to 20,2% for men, as well as online, at 8,3% and 7,5% respectively. They also engage more often in artistic activities like painting or drawing and have higher than average rate of visits to museums, exhibitions and art galleries, whereas men more often visit monuments and archaeological sites.

Playing a musical instrument, and doing photography or video are the most common artistic hobbies among men, who also have higher rates of annual attendance at contemporary music concerts and the cinema. If we focus on the group of those who do theatre or dance, the rates observed are higher among women, and they also attend this type of shows more frequently.

Young people have higher rates of cultural participation in virtually all cultural fields: they visit more museums and monuments, they attend more stage or musical shows, they read more, they go to libraries more, and they engage in more active cultural practices. This very high participation decreases systematically, with varying intensity, with increasing age. Without any doubt the level of education is the most crucial variable for cultural participation, which rises systematically along with it.

Figure 73
Interrelated indicators of cultural participation
(As a percentage)



Interrelated indicators of cultural participation

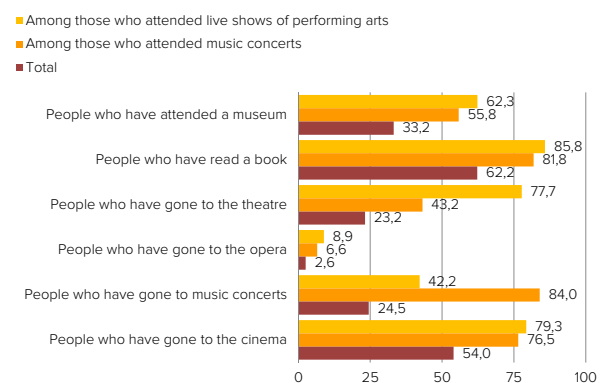
The survey also provides indicators of the cultural participation evaluated in groups of people where particular cultural behavior is observed. These indicators show the strong interrelationships between them.

If we focus on the group which attends museums, galleries and exhibitions in the last year a sharp increase is seen in their rates of reading, 86,4%, compared to 62,2% of the whole surveyed population. Their annual theatre attendance rate is doubled, 44,4%, and the attendance rate at the cinema reaches 76,5%. Among those who read a book in the last year the museum attendance rate reached 46,6%, 33% go to the theatre every year and 32,2% to contemporary music concerts.

For those who attended a performing arts show their rate of museum attendance doubled, at 62,3%, and annual reading and cinema attendance reach the highest value, with percentages of 85,8% and 79,3%, respectively. If the analysis is focused on those who attended some kind of concert in the last year it can be observed a high rate of readers, 81,8% in annual terms, and cinema attendance, 76,5%. Virtually all of them usually listen to music at least once a month, 95,7%.

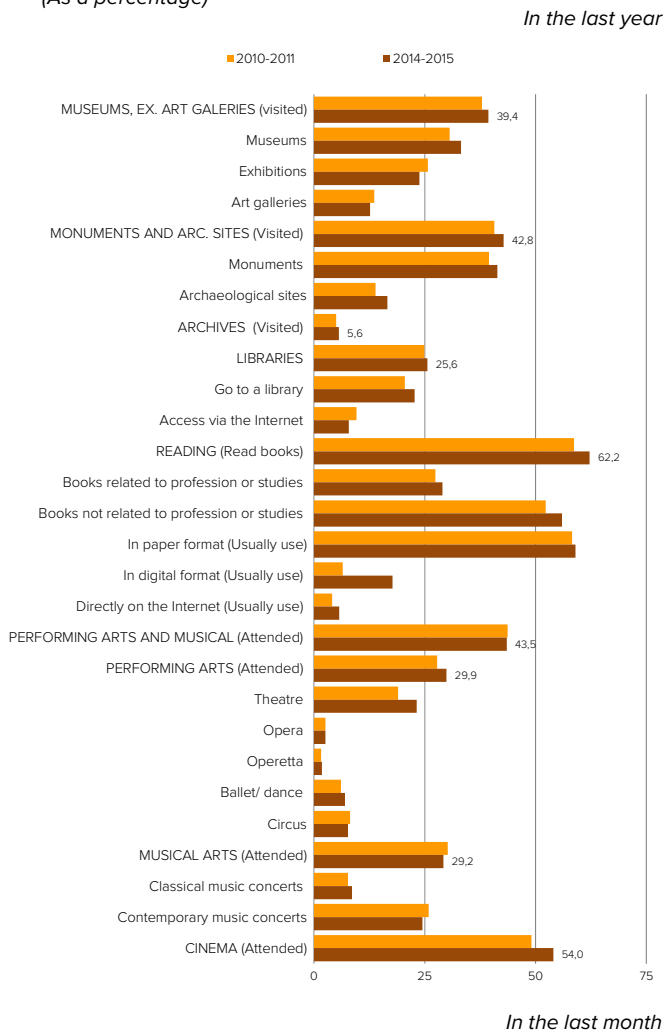
Those who go to the cinema each year exceed the average rate of attendance at museums by 15 percentage points, nearly 20 points in the annual readers, and they reach an annual rate of 35,1% in theatre attendance.

Among those who normally use video games, cinema attendance and an interest in music or reading is much more common, with annual rates of 77,8%, 97,4% and 77,3%, respectively.



SYNTHESIS OF RESULTS

Figure 74
Main indicators of cultural participation development
(As a percentage)

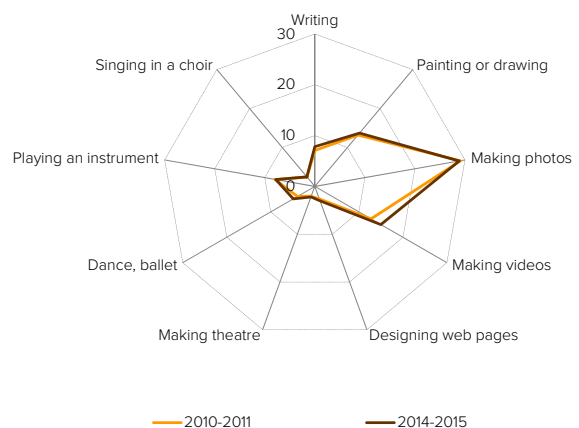


Main indicators of cultural participation development

It is important to point out that since the last survey, with reference to 2010-2011, there has been an increase in the rates of annual attendance at museums, monuments, archeological sites and archives. Similarly increases were recorded in library attendance and reading annual rates, especially in reading in a digital format. With regard to attendance to live shows, which remains stable on the whole, we can highlight the positive development of attendance at the theatre, operetta, ballet, dance or classical music concerts. Against this slight declines were observed in the annual rates of attendance at contemporary music concerts. The cinema undoubtedly continues to be the most popular type of cultural spectacle and in this period it shows a positive trend.

If the results of the survey are compared to those available for the 2006-2007 period, there has been an increase in the rates of annual attendance at museums, monuments, archeological sites and archives. Similarly there has been an increase in attendance or access to libraries, and an increase in the annual rates of reading. As regards the performing arts and music, even with the positive development in attendance at the theatre, ballet or dance, the annual rates of attendance at live shows decrease as a whole.

Figure 75
People who have practiced artistic activities
(As a percentage)



R.1. People who did or usually do certain cultural activities

(As a percentage of the population of each group)

IN THE LAST YEAR	TOTAL			Men			Women		
	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015
	MUSEUMS, EXHIBITIONS AND ART GALLERIES (Visited)								
Museums	31,2	30,6	33,2	31,0	30,7	32,3	31,3	30,5	34,2
Exhibitions	24,7	25,7	23,8	24,2	25,2	23,5	25,2	26,2	24,1
Art galleries	13,7	13,6	12,7	13,5	13,5	12,0	13,9	13,7	13,4
MONUMENTS AND ARCHAEOLOGICAL SITES (Visited)									
Monuments	34,1	39,5	41,4	35,1	41,2	41,9	33,2	37,8	41,0
Archaeological sites	13,0	13,9	16,6	14,2	15,6	16,9	11,9	12,3	16,3
ARCHIVES									
	3,9	5,0	5,6	4,3	5,3	6,3	3,5	4,6	4,9
LIBRARIES									
Go to a library	17,6	20,5	22,7	15,6	18,6	20,2	19,5	22,3	25,2
Access via the Internet	4,6	9,6	7,9	5,0	10,2	7,5	4,2	9,1	8,3
READING (Read books)									
Books related to profession or studies	25,1	27,4	29,0	27,9	30,3	30,9	22,5	24,5	27,3
Books not related to profession or studies	52,5	52,3	56,0	48,1	47,2	49,4	56,7	57,2	62,3
In paper format (Usually use)	-	58,3	59,0	-	55,5	54,4	-	60,9	63,3
In digital format (Usually use)	-	6,5	17,7	-	8,2	17,2	-	4,8	18,2
Directly on the Internet (Usually use)	-	4,1	5,7	-	5,0	6,6	-	3,2	4,9
PERFORMING ARTS AND MUSICAL ARTS (Attended)									
	45,5	43,7	43,5	46,3	44,4	42,5	44,8	43,0	44,4
PERFORMING ARTS (Attended)									
Theatre	19,1	19,0	23,2	17,0	17,0	20,6	21,0	21,0	25,7
Opera	2,7	2,6	2,6	2,6	2,7	2,2	2,8	2,5	3,1
Operetta	1,9	1,6	1,8	1,7	1,5	1,3	2,1	1,6	2,2
Ballet/ dance	5,1	6,1	7,0	4,0	4,8	5,3	6,2	7,4	8,6
Circus	10,6	8,2	7,7	10,6	7,7	7,6	10,6	8,6	7,8
MUSICAL ARTS (Attended)									
Classical music concerts	8,4	7,7	8,6	8,7	7,6	7,9	8,0	7,8	9,2
Contemporary music concerts	26,4	25,9	24,5	28,9	29,0	25,9	24,0	22,9	23,2
CINEMA (Attended)									
	52,1	49,1	54,0	54,3	50,5	54,4	50,1	47,7	53,6
AT LEAST ONCE A MONTH									
LISTEN TO MUSIC (Usually listen)									
In a computer or directly on the Internet	-	17,3	26,2	-	19,6	29,1	-	15,0	23,5
PERIODIC PUBLICATIONS (Usually read)									
Directly on the Internet	14,1	14,4	26,8	18,7	19,0	33,2	9,7	10,0	20,7
For free	41,5	37,5	51,8	42,8	41,6	58,9	40,2	33,6	45,0
Daily press of general information	73,8	71,5	70,4	79,8	78,3	77,8	68,1	64,9	63,4
Sports press	25,1	32,8	34,5	43,9	57,0	60,1	7,1	9,6	10,1
Cultural magazines	15,2	17,7	20,6	14,9	19,1	21,2	15,5	16,3	19,9
AUDIOVISUAL (Usually watch or listen)									
Radio	81,6	77,1	76,8	84,3	79,6	80,1	78,9	74,7	73,6
Directly on the Internet	-	8,4	10,4	-	10,2	12,2	-	6,7	8,8
Video	51,9	49,6	42,1	56,5	53,5	46,6	47,5	46,0	37,8
Directly on the Internet	-	6,8	12,3	-	8,1	14,9	-	5,6	9,9
Television	98,2	96,7	95,5	98,1	96,8	94,9	98,3	96,7	96,1
Directly on the Internet	-	5,9	8,9	-	7,1	10,1	-	4,7	7,7
VIDEO GAMES (Usually play)									
	-	13,7	13,8	-	20,6	20,2	-	7,1	7,8
NEW TECHNOLOGIES (Usually use)									
Computer for entertainment or leisure	37,7	53,6	62,5	43,1	58,5	65,7	32,4	49,0	59,5
Internet for entertainment or leisure	33,1	52,5	66,9	37,8	56,9	69,6	28,6	48,3	64,4

SYNTHESIS OF RESULTS

R.2. People who have done certain active cultural practices in the last year

(As a percentage of the population of each group)

	TOTAL			Men			Women		
	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015
Writing	7,5	7,1	7,8	6,8	6,1	7,0	8,1	8,1	8,6
Painting or drawing	9,2	13,2	13,7	7,5	11,2	11,6	10,8	15,1	15,6
Other visual arts	4,5	7,7	8,3	3,0	5,4	5,7	6,0	9,9	10,8
Making photos	16,6	29,1	28,9	18,0	30,9	29,7	15,3	27,3	28,1
Making videos	5,7	12,8	15,0	6,6	14,5	16,0	4,9	11,1	14,0
Designing web pages	2,2	2,6	3,0	2,8	3,9	4,1	1,7	1,4	2,0
Making theatre	2,1	2,1	2,2	1,7	1,7	1,6	2,4	2,4	2,8
Dance, ballet	3,8	3,9	4,9	2,0	2,1	2,6	5,4	5,7	7,1
Flamenco	-	-	1,7	-	-	1,1	-	-	2,2
Playing an instrument	5,9	8,0	7,8	7,5	10,2	9,7	4,4	5,9	6,0
Singing in a choir	2,8	2,4	2,4	2,3	1,8	1,8	3,2	2,9	3,0

R.3. People who have done certain active cultural practices in the last year

(As a percentage of the population of each group)

	Total			Men			Women		
	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015
Cultural organizations	22,9	19,2	19,9	23,1	19,2	18,8	22,7	19,2	21,0
Conference	13,8	13,1	13,5	13,9	13,9	14,1	13,8	12,3	12,9
Circus	10,6	8,2	7,7	10,6	7,7	7,6	10,6	8,6	7,8
Other performing arts spectacles	-	3,4	3,0	-	3,5	3,0	-	3,2	3,0
Zoo	20,2	16,5	14,5	20,2	16,4	14,0	20,2	16,6	14,9
Botanical park	13,8	12,1	11,5	14,5	12,8	10,9	13,2	11,5	12,0
Thematic park	17,7	15,1	13,7	18,9	15,9	14,0	16,5	14,3	13,4
Water park	16,6	14,8	12,8	17,5	15,5	12,3	15,8	14,1	13,2
Fairground	19,4	17,5	15,0	21,1	18,2	15,2	17,7	16,9	14,8
Fairs	47,8	51,0	45,4	49,6	53,4	46,7	46,0	48,7	44,1
Sports spectacles	28,0	28,0	27,5	39,2	39,5	37,0	17,1	16,9	18,5
Bullfight	9,8	8,5	9,5	11,5	10,6	12,1	8,2	6,4	7,0

R.4. People who have attended to complementary training courses related to culture by type

(As a percentage of the population of each group)

	Total		Men		Women	
	2010-2011	2014-2015	2010-2011	2014-2015	2010-2011	2014-2015
Writing workshop	4,5	4,0	4,0	2,5	4,8	4,7
Painting or drawing	11,4	14,3	9,8	12,5	12,4	15,2
Other visual arts	7,7	10,5	3,3	3,2	10,4	14,3
Not professional photography	7,8	9,4	12,6	12,1	5,0	8,0
Other audio-visual	4,0	4,9	6,0	6,6	2,8	4,0
Design	4,5	4,0	5,6	7,2	3,8	2,3
Theatre	4,0	6,7	3,0	8,3	4,5	5,9
Dance	16,4	20,5	8,6	8,3	21,0	26,8
Other performing arts	0,4	1,2	0,6	1,1	0,3	1,2
Playing an instrument	10,8	13,1	15,2	21,8	8,2	8,6
Another musical training	4,3	3,8	5,5	5,2	3,6	3,0
Other matter linked to the culture	33,6	28,3	36,2	29,3	32,1	27,7

R.5 People who have bought certain cultural equipment in the last quarter*(As a percentage of the population of each group)*

	Total			Men			Women		
	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015
Books	34,5	34,9	36,9	31,6	32,3	34,3	33,7	37,4	39,4
Related to profession or studies	11,8	11,1	12,3	12,0	11,5	12,1	11,5	10,7	12,4
Not related with profession or studies	29,2	29,1	31,5	25,8	25,8	28,8	32,4	32,2	34,1
Recorded music	22,5	11,7	9,9	24,8	13,2	11,0	20,2	10,3	8,9
Videos	14,1	10,7	8,4	16,3	12,3	9,3	12,1	9,1	7,5

R.6. People who have obtained books, music or videos by modes of acquisition*(As a percentage of population of each group)*

	Books			Music			Video		
	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015
PURCHASE									
Establishment	30,4	32,1	33,3	19,7	10,0	7,8	11,3	7,7	6,1
News stand	2,2	1,5	1,1	0,6	0,3	0,2	1,9	2,2	0,8
Post, phone or by subscription	4,1	1,9	1,7	0,4	0,1	0,1	0,3	0,1	0,1
Flea market or itinerant market (branded)	-	-	-	0,5	0,3	0,5	0,4	0,3	0,3
Flea market or itinerant market (unbranded)	-	-	-	1,5	0,4	0,3	1,0	0,6	0,5
On the Internet	0,6	1,0	2,0	0,8	0,8	0,9	0,1	0,2	0,5
On the Internet paying	0,0	0,1	2,5	0,5	0,5	0,8	0,1	0,2	0,5
MODES OF ACQUISITION DIFERENT FROM PURCHASE									
Download from the Internet for free	0,3	0,6	2,5	13,1	17,7	18,3	10,3	17,4	16,1
Photocopy	0,2	0,6	0,3	-	-	-	-	-	-
Photocopy of a complete book	0,1	0,3	0,2	-	-	-	-	-	-
Photocopy of part of a book	0,1	0,3	0,2	-	-	-	-	-	-
Recorded from TV or radio	-	-	-	0,4	0,2	0,2	2,7	0,9	0,8
Copy from a friend	-	-	0,3	5,1	1,7	1,2	2,0	1,3	1,1
Borrowed from a library or friend	1,4	4,5	4,5	-	-	0,1	-	-	1,4
Gift	1,7	5,9	2,6	0,6	0,2	1,0	0,3	0,5	1,4

SYNTHESIS OF RESULTS

R.7. People according to the availability of cultural equipment in their households

(As a percentage of each group)

	TOTAL			Men			Women		
	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015	2006-2007	2010-2011	2014-2015
READING									
Digital book equipment	-	0,8	40,4	-	0,9	40,8	-	0,7	39,9
Digital book readers	-	0,8	28,3	-	0,9	28,3	-	0,7	28,2
Others	-	-	27,3	-	-	28,6	-	-	26,1
Books	94,9	93,7	93,2	95,2	93,9	92,7	94,6	93,5	93,6
Paper format	94,9	93,7	93,0	95,2	93,9	92,6	94,6	93,5	93,4
Digital format	-	4,6	23,8	-	5,3	23,9	-	3,9	23,6
More than 25 books	71,5	68,4	69,3	71,6	66,8	67,4	71,6	70,0	71,2
MUSIC									
Equipment in which to listen music	98,3	97,1	97,0	98,8	97,5	97,7	97,8	96,8	96,3
Radio	97,3	91,3	88,9	97,7	92,1	89,9	97,0	90,6	87,9
CD, Blu-Ray	81,6	83,8	77,9	83,8	85,6	80,0	79,5	82,2	75,9
Vinyl Records	30,7	26,4	23,4	31,3	26,4	23,7	30,2	26,3	23,0
Digital sound player media (MP3, iPad y otros)	38,3	52,2	49,7	41,1	54,3	51,3	35,6	50,2	48,1
Mobile phone with music player	28,9	55,2	72,2	31,1	56,8	74,1	26,7	53,8	70,3
Sound record media	84,9	87,2	81,8	86,9	88,5	83,5	82,8	85,9	80,1
Musical instruments	33,6	39,7	37,1	34,0	39,6	37,3	33,3	39,7	36,9
AUDIOVISUALES									
Equipment in which to see TV	99,7	99,7	99,3	99,7	99,8	99,2	99,6	99,7	99,3
TV	99,7	99,7	99,0	99,7	99,7	99,0	99,6	99,7	99,1
Others	-	20,4	17,2	-	20,3	18,1	-	20,5	16,3
Equipment in which to see video	85,4	87,3	78,0	87,8	88,7	79,6	83,2	85,8	76,4
Video DVD, Blu Ray	85,4	81,4	73,5	87,8	83,5	74,6	83,2	79,4	72,4
Digital video player media	-	13,3	23,3	-	14,3	25,3	-	12,3	21,3
Others	-	10,6	11,2	-	11,1	12,7	-	10,2	9,7
Equipment in which to make photo or video	-	83,8	87,6	-	84,8	88,7	-	82,9	86,5
Photo camera	73,2	68,4	62,2	75,0	68,5	62,2	71,6	68,2	62,1
Video camera	30,6	30,4	25,5	32,5	31,7	25,4	28,8	29,2	25,5
Photo or video camera	-	36,1	41,3	-	37,3	41,8	-	35,1	40,8
Mobile phone with video player	-	38,8	69,0	-	40,7	71,0	-	36,9	67,2
Video record media	83,1	84,1	73,1	85,8	85,4	75,0	80,5	82,8	71,2
Video record media (VHS, DVD, Blu-Ray)	83,1	83,8	71,3	85,8	85,0	72,9	80,5	82,6	69,6
Other video record media	-	15,6	21,7	-	17,4	23,9	-	13,9	19,5
GAME CONSOLE, COMPUTER AND INTERNET									
Game software (*)	30,0	37,5	30,9	32,5	39,9	34,2	27,6	35,1	27,8
Educational software	-	29,7	20,0	-	30,7	20,8	-	28,7	19,2
Sound and video reproduction programmes	35,4	43,7	38,7	39,0	46,2	41,3	31,8	41,2	36,2
Game consoles	22,6	39,7	38,1	25,9	42,6	41,5	19,4	37,0	35,0
Computer or tablet	60,6	72,2	78,3	63,2	74,1	79,7	58,2	70,4	76,9
Internet access	43,3	64,0	77,7	46,2	65,6	79,7	40,5	62,5	75,8
Mobile with Internet access	-	36,4	72,7	-	38,6	74,6	-	34,3	70,8

(*) In 2007 it includes educational software

