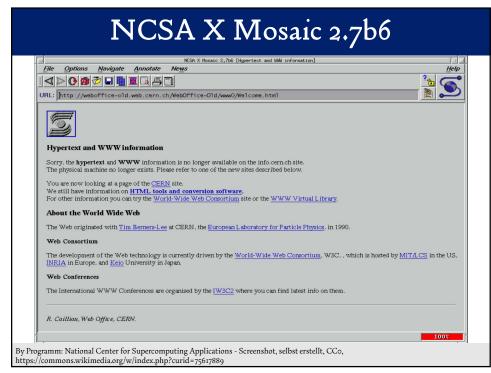
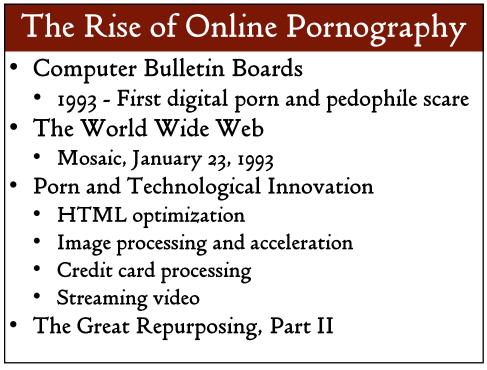


Pre-Computer, Pre-Internet

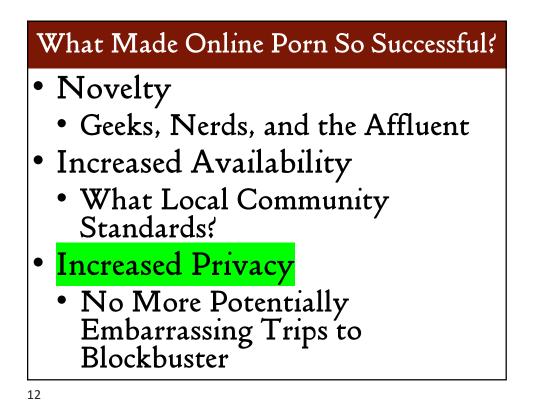
- Brick-and-Morter Adult Businesses
- Magazines: The Big Three and Gonzo / Niche
- The Great Repurposing, Part I
 - VHS v. Betamax The Adult Industry Picks a Winner



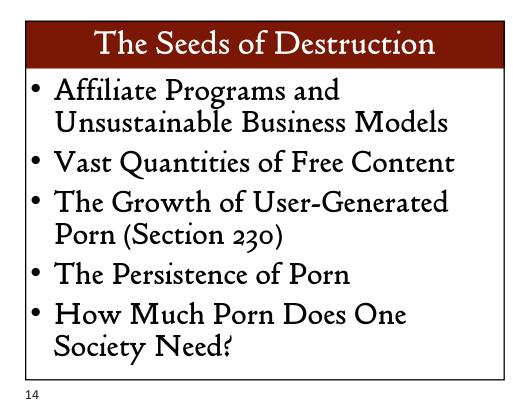


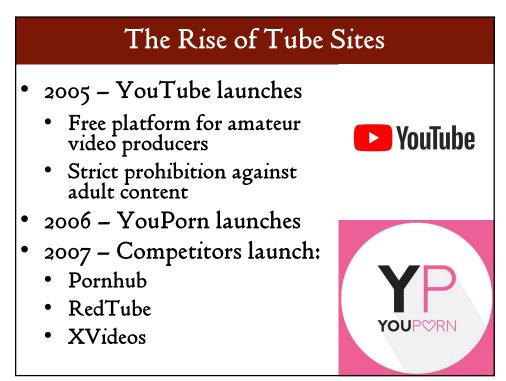
The Golden Age of Online Porn

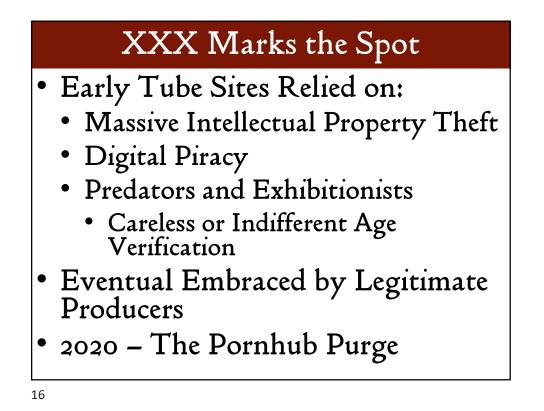
- ~1997 through 2002
- Enormous (But Disputed) Revenues
- Conferences and Conventions
- Ridiculously Ostentatious Spending

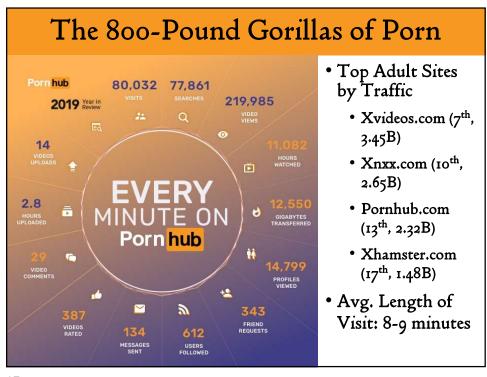


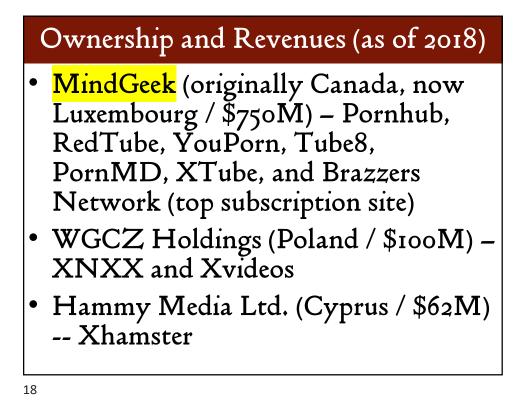






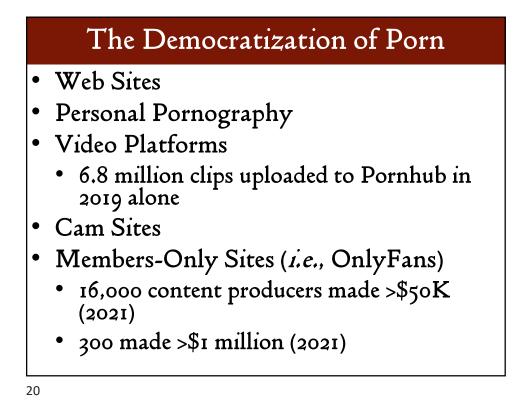






Revenue Sources for Tube Sites

- Advertising
- Partnerships with Other Adult Sites (*i.e.*, Channels)
- Data Collection and Re-Sale (75-80% of access is mobile)
- Premium Subscriptions
- Merchandise



The Future of "Online" Pornography

- Technology
 - Niche / Fetish Content
 - Gaming
 - Augmented and Virtual Reality (METAPorn?)
 - Haptics / Biofeedback
 - Dolls / Robots
 - Algorithms / Artificial Intelligence
- Social
 - Demographic and Attitudinal Changes!
 - Ongoing Challenges from Legislatures, Financial Institutions and Religious Activists
 - Global Competition (Hungary, Czechoslovakia, Romania, Russia)
 - Social Influence

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