EMPLOYMENT AND UNEMPLOYMENT IN THE ARTS, ENTERTAINMENT AND MEDIA INDUSTRIES

DPE Research Update
August 2021
Many arts and entertainment organizations never completely shut down. Though productions were paused for over a year in many circumstances, many administrative, operations and management employees worked throughout the pandemic, affecting sectoral employment.

Because the challenge of defining who is unemployed during the COVID-19 pandemic, compounded with the volatility of monthly BLS data, we encourage affiliates to look at the numbers for sectoral employment rather than unemployment percentages, which are no longer included in this data summary.

In addition, we encourage everyone to see this data as a set of indicators about creative sector recovery, not a complete picture of the employment situation of your members.
Unemployment in Creative Industries

- In general, economic data is more reliable when looking at larger groupings of industries and is more volatile for specific subsets such as smaller industries.

- Some data sets allow us to analyze the data based on more specific industries while others only provide data based on larger industry groups. You will notice that motion picture and sound recording and performing arts and spectator sports are often grouped together.

- Data for a given month is often revised a month or two after its initial provisional release.
Net decline in Arts, Entertainment, and Recreation employment, March 2020 – June 2021: -344,000

Net change in employment in the Arts, Entertainment, and Recreation Industry, February 2020 - June 2021 (Thousands, seasonally adjusted)

Performing Arts and Spectator Sports Industry (including independent artists)

- In 2019, total employment in this industry was 519,000
- Performers, directors, choreographers, stagehands, and other professionals represented by AEMI unions account for about 25% of industry employment
- Other major occupations in this industry include:
  - office and administrative support (10.3% of total employment),
  - business and financial operations (8.7%),
  - food preparation and serving (6.2%),
  - transportation (6.1%),
  - sales (5.9%), and
  - management (5.7%)
Motion Picture and Sound Recording Industry

- In 2019, employment in these industries totaled 443,000.
- About 39% of industry employment is in occupations traditionally represented by AEMI unions, including actors, singers, musicians, directors, technicians, designers, and others.
- Other major occupations in this industry include:
  - food preparation and serving (13.4%),
  - ushers, lobby attendants and ticket takers (12.5%),
  - office and administrative support (6.3%),
  - sales (4.4%),
  - transportation (4.2%),
  - management (4.1%), and
  - business and financial operations (3.4%)
Creative Industry Employment in New York (Thousands), February 2020 - July 2021

https://fred.stlouisfed.org/series/SMU36000005051200001SA and https://fred.stlouisfed.org/series/SMU36000007071100001SA.
Broadcasting

- The broadcasting (except internet) industry is a very wide classification that includes companies that provide cable and subscription programming, as well as traditional television and radio broadcasters.

- About 50% of people working in broadcasting fall into the broad category of arts, design, entertainment and media occupations, which includes news analysts, journalists, and reporters, writers, camera operators, sound engineering technicians, film and video editors, and other creative professionals.

- Other common occupations within the industry include sales (12.5%), office and administrative support (12%), management (7.5%), business and financial operations (5.6%) and computer and math occupations (4.5%).
Value Added By Industry

- According to the Bureau of Economic Analysis, the value added of an industry, also referred to as gross domestic product (GDP)-by-industry, is the contribution of a private industry or government sector to overall GDP. The components of value added consist of compensation of employees, taxes on production and imports less subsidies, and gross operating surplus. Value added equals the difference between an industry’s gross output and the cost of its intermediate inputs.

- For our purposes, this is an important datapoint because it tracks overall economic activity of specific industries and one of the major components is the compensation of employees within the industry.

- This data is released on a quarterly basis by the U.S. Bureau of Economic Analysis approximately three months after the end of the quarter.
## Value Added by Industry (billions of dollars)

<table>
<thead>
<tr>
<th>Industry</th>
<th>2019 Q1</th>
<th>2019 Q2</th>
<th>2019 Q3</th>
<th>2019 Q4</th>
<th>2020 Q1</th>
<th>2020 Q2</th>
<th>2020 Q3</th>
<th>2020 Q4</th>
<th>2021 Q1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Motion picture and sound recording industries</td>
<td>84.2</td>
<td>88.3</td>
<td>88.9</td>
<td>90</td>
<td>85</td>
<td>56.4</td>
<td>65.6</td>
<td>71.7</td>
<td>73.5</td>
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<tr>
<td>Broadcasting and telecommunications</td>
<td>461.1</td>
<td>463.8</td>
<td>469.7</td>
<td>471.9</td>
<td>468.7</td>
<td>458.2</td>
<td>468.2</td>
<td>467.9</td>
<td>472</td>
</tr>
<tr>
<td>Performing arts, spectator sports, museums, and related activities</td>
<td>140.9</td>
<td>141.8</td>
<td>145.1</td>
<td>146.4</td>
<td>135.5</td>
<td>54.5</td>
<td>64.3</td>
<td>76</td>
<td>79.1</td>
</tr>
</tbody>
</table>

Questions & Follow-up

- If you have any questions about the data in this presentation or would like more information, please contact DPE Research and Outreach Manager Ethan Miller at emiller@dpeaflcio.org.

- DPE will update this presentation with new employment and unemployment data every month.