

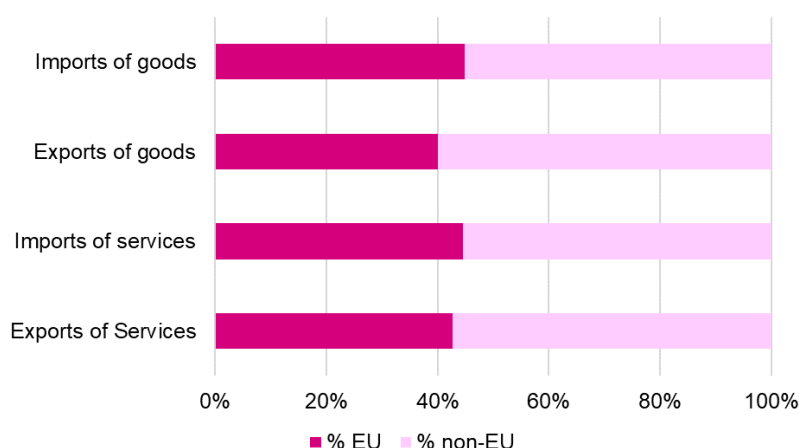


DCMS Sectors Economic Estimates 2017: Trade



*Excluding Tourism and Civil Society

Percentage of total DCMS Sector (exc Tourism and Civil Society) trade going to the European Union, by trade measure: 2017



This release provides estimates of exports and imports of services and exports and imports of goods by DCMS Sectors (excluding Civil Society). The DCMS sectors covered in this report are:

- Creative Industries
- Cultural Sector
- Digital Sector
- Gambling
- Sport
- Telecoms
- Tourism

Estimates of exports and imports for the Tourism sector are produced on a different basis to the other sectors and are therefore included in a separate chapter. Estimates are not available for Civil Society due to there being no formally recognised imports or exports from the data sources available.

Other economic measures, such as GVA, employment, and business demographics are available in separate publications. These series of releases enable stakeholders to evaluate the economic contribution of DCMS sectors, and to understand how current and future policy interventions can be most effective.

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Chapter 1: Introduction

Code of Practice for Statistics

DCMS Sector Economic Estimates 2017: Trade is an Official Statistic and has been produced to the standards set out in the Code of Practice for Statistics.

In June 2019, the DCMS Sector Economic Estimates were badged as National Statistics. This affirms that the statistics have met the requirements of the Code of Practice for Statistics. The DCMS Sector Economic Estimates for Trade presented in this report remain Official Statistics as the underlying statistics, produced by the ONS, are not designated as National Statistics.

Background

Released: 15 August 2019

Geographic Coverage: United Kingdom

This release provides estimates of **exports and imports of services** and **exports and imports of goods** by DCMS Sectors¹ (excluding Civil Society²) in current prices (i.e. not adjusted for inflation). Statistics for Tourism³ are presented separately from the other sectors as they are produced and calculated on different bases. Therefore, the main chapters of the report exclude both Tourism and Civil Society, with the former sector featuring in a separate chapter. These statistics are further broken down by selected countries, regions and all continents (except Antarctica).

The latest year for which these estimates are available is 2017. Estimates of trade in services⁴ have been constructed from ONS Official Statistics using international classifications (Standard Industrial Classification (SIC) codes). Estimates of trade in goods have been constructed from HMRC National Statistics which also use international classification codes (Commodity (or CN) codes)⁵. As estimates of trade in services and trade in goods are based on different data sources, they are presented as two separate statistics and cannot be added together. For further information see Annex A and the Quality and Methodology Information (QMI) document accompanying this report.

¹ A definition for each sector is available in the associated [methodology note](#), along with details of methods and data limitations.

² Civil Society is excluded from the main estimates (and from this release as a whole) due to there being no formally recognised imports or exports from the data sources available.

³ Tourism is excluded from the main estimates because it is based on a different methodology, and different data source, to other DCMS Sectors (see further information in Annex A). However, the Trade in Tourism estimates are also presented in this report, separate from the main estimates, for the first time (it had previously been presented separately).

⁴ The Trade in Services data are based on the International Trade in Services (ITIS) dataset. This does not provide full coverage of the economy and excluded sectors include: travel and transport; banking and other financial institutions; higher education; and most activities in the legal professions.

⁵ A by-product of this is that the Services estimates focus on industry (i.e. whether a surveyed business is classified in a DCMS sector industry). As the classification of businesses is based on their primary or main output only, the Services estimates for DCMS Sectors include trade of non-DCMS sector services by DCMS sector businesses, and exclude trade in DCMS Sector services by non-DCMS Sector businesses.

The Goods estimates focus on product (i.e. whether a recorded good is a "DCMS Sector" good or not). Like Services, Goods estimates for DCMS Sectors may not be solely confined to DCMS Sector goods businesses (a non-DCMS Sector business may have exported or imported a DCMS Sector product) and vice versa.

Data are available for each DCMS Sector (excluding Civil Society) and sub-sectors within the Creative Industries, Digital Sector, and Cultural Sector. There is significant overlap between DCMS Sectors so users should be aware that **the estimate for “DCMS Sectors Total” is lower than the sum of the individual sectors.**

In summary, the data presented in this report on trade:

- Are based on official statistics data sources
- Are based on internationally-harmonised codes, meaning the estimates are:
 - Comparable at both a national and international level.
 - Comparable over time, allowing trends to be measured and monitored.
 - Subject to limitations of the underlying classifications and the extent to which they reflect the current balance and make-up of the UK economy. For example, the SIC codes were developed in 2007 and have not been revised since. Emerging sectors, such as digital trades, are therefore hard-to-capture and may be excluded.
- Represent best estimates of trade by DCMS Sectors. This means:
 - Other estimates of trade by DCMS Sectors do exist, but the statistics in this report are best estimates based on the principles of international and year-on-year comparability as described above.
 - The statistics in this report are based on survey data and, as with all data from surveys, there will be an associated margin of error⁶.
 - This means we cannot say an estimate of, for example, 20% is totally accurate. Our best estimates suggest that the figure is 20%, but due to the degree of error the true figure could perhaps be 18% or 23%.
 - This is not an issue with the quality of the data or analysis, rather it is an inherent principle when using survey data to inform estimates.

Tourism

For this year, we have been able to include the Trade estimates for the Tourism sector, based on the latest (in this case 2018) International Passenger Survey (IPS) data. The data looks at spend by overseas visitors to the UK (classed as exports), and also spend by UK visitors overseas (classed as imports). As spend is not disaggregated by spend on goods and services, for the Tourism sector only figures are reported as goods and services combined.

As with the goods and services estimates for the other sectors, these statistics are broken down by selected individual countries, regions and continents.

Focus on both exports and imports

Although the focus of much trade policy tends to be on exports, both exports and imports are considered here. The reasoning behind including imports is because:

- Supply chains increasingly operate across borders (over 70% of global trade is now in intermediate products or capital goods⁷) so in some cases we may import products, add value and then export finished or unfinished products
- There is a connection between imports and well-being (imports affect the variety and prices of products available to consumers and thereby their living standards).

⁶ Sampling error is the error caused by observing a sample (as in a survey) instead of the whole population (as in a census). While each sample is designed to produce the “best” estimate of the true population value, a number of equal-sized samples covering the population would generally produce varying population estimates.

⁷ Global Value Chains: Challenges, Opportunities, and Implications for Policy; OECD, WTO and World Bank Group

Feedback

DCMS aims to continuously improve the quality of estimates and better meet user needs. Feedback on this report should be sent to DCMS via email at evidence@culture.gov.uk.

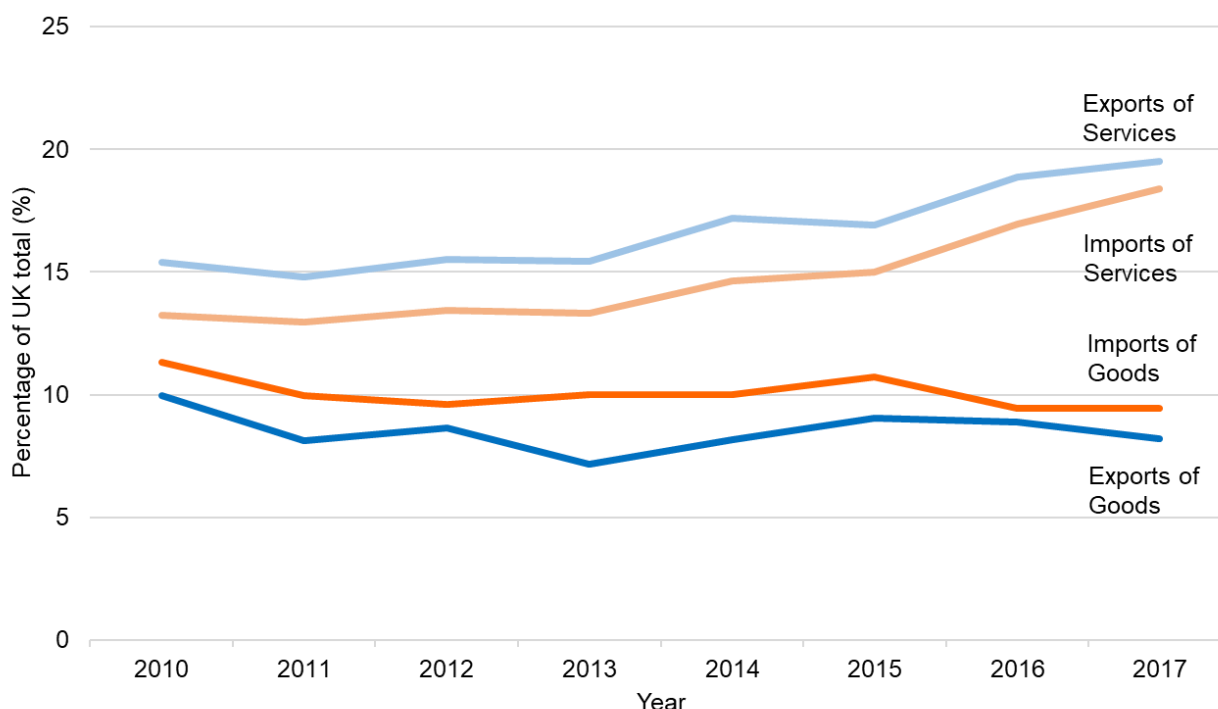
Chapter 2: Highlights and Overview

This chapter summarises the key facts and trends in this release.

Headlines for the 2017 Trade statistics:

- Trade in **DCMS Sector (exc Tourism and Civil Society) services** hit new levels in 2017, when measured in current prices:
 - £54.0 billion (bn) of **services** were **exported**, accounting for 19.5% of all UK services exports
 - £30.4 billion (bn) of **services** were **imported**, accounting for 18.4% of all UK services imports
 - These figures were the highest recorded in the series (2010 to 2017), both in terms of value exported and in terms of the proportion of the UK totals (see Figure 2.1 for the latter).
- Trade in **DCMS Sector (exc Tourism and Civil Society) goods** also hit new levels, when measured at current prices. However, the changes were more modest than for services:
 - £28.1bn of **goods** were **exported**, 8.2% of all UK goods exports
 - £46.9bn of **goods** were **imported**, 9.4% of all UK goods imports
 - These figures were the highest recorded in the series in terms of absolute value.
 - However, they were not the highest as a proportion of UK totals. As can be seen in Figure 2.1:
 - the **exports of goods** are a smaller proportion of total UK goods exports when compared to both 2016 and 2010
 - the **imports of goods** proportion of the UK total is broadly unchanged from 2016 but remains lower than its 2010 total
- **Trade in Tourism**, which combines spending on goods and services, showed the following results for 2018:
 - Overseas visitors to the UK (**exports of Tourism**) spent £22.9bn (in current prices). This is 35.5% higher than in 2010 (current prices), but also the first fall in the series, down 6.6% from £24.5bn in 2017.
 - UK visitors overseas (**imports of Tourism**) spent £45.4bn in 2018. This was a 1.3% increase compared to 2017 and a record high in this series (in current prices). It is 42.8% higher than the spending in 2010 (again, in current prices).

Figure 2.1: Contribution of DCMS Sectors (excluding Tourism and Civil Society) to UK total trade estimates (%): 2010 to 2017 (Table numbers 01, 04, 25, 29)

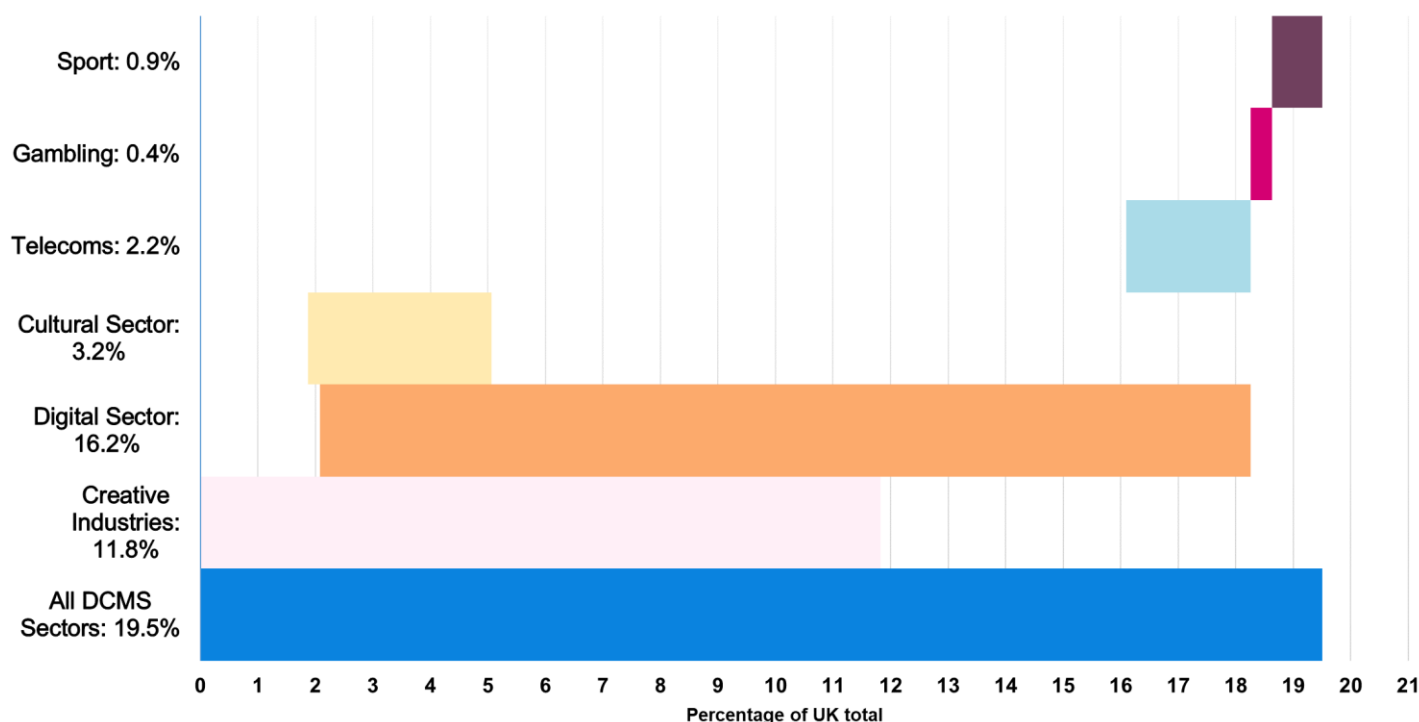


Trade in Services:

Exports of services by DCMS Sectors

- The £54.0 billion of services exported by the DCMS Sectors in 2017 represented a 16.6% growth on 2016 and is over double the 2010 amount, when measured in current prices.
- Consistent with previous years, the Digital Sector (£44.8bn) and the Creative Industries (£32.8bn) exported the most services in 2017. The main exporting sub-sectors in these two sectors contain many of the same SIC codes, and hence there is quite a strong overlap. This is illustrated in Figure 2.2 below, which shows that 9.7% of UK total exports comes from industries which are classified in both the Creative Industries and the Digital Sector.
- In particular, for the exports of services, the Digital sub-sector “Computer programming, consultancy and related services” is the strongest, and a consistently growing, exporter of services (£20.8bn) in the Digital Sector. Half of the SIC codes within this sub-sector are also within the strongest Creative Industries sub-sector – “IT, software and computer services” - which exports £16.9bn of services. This suggests that the computer programming and computer consultancy industries, common to both sub-sectors, are in part driving the growth in services exports observed for both sectors.
- The UK’s DCMS Sectors exported £23.1 billion of services to European Union (EU) member states in 2017, 42.8% of the total services exported by the DCMS Sectors.
- In terms of individual partner countries, the UK’s DCMS Sectors exported £12.6bn of services to the USA (23.3% of total services exported by the DCMS Sectors. This is followed by Germany (£4.2bn, 7.8%) and by the Republic of Ireland (£4.0bn, 7.5%).

Figure 2.2: Exports of services by DCMS Sectors (excluding Tourism and Civil Society) as a percentage of total UK services exports (%): 2017



Note: DCMS Sectors in the chart above excludes Tourism and Civil Society

Imports of services by DCMS Sectors

- The £30.4 billion of services imported by DCMS Sectors in 2017 represented a 17.1% growth on 2016 and is almost double (92.5% growth) the 2010 amount, when measured at current prices.
- Consistent with previous years, the Digital Sector (£27.0bn) and the Creative Industries (CI) (£17.8bn) imported the most services in 2017. The main importing sub-sectors in these two sectors contain many of the same SIC codes, and hence there is quite a strong overlap. These findings echo the exports of services, although the extent of the overlap and the relative strengths of the sectors is likely to be different.
- In particular, however, as with the exports of services, the “Computer programming, consultancy and related services” Digital sub-sector (imported £12.4bn of services); and the “IT, software and computer services” Creative Industries sub-sector (imported £10.7bn of services), are the strongest.
- The UK’s DCMS Sectors imported £13.5 billion of services from the other EU member states in 2017, 44.5% of the total services imported by the DCMS Sectors.
- In terms of individual partner countries, the UK’s DCMS Sectors imported £7.2bn of services from the USA (23.6% of total services imported by the DCMS Sectors). This is followed by Ireland (£2.8bn, 9.3%) and by France (£2.1bn, 6.8%).

Trade in Goods⁸:

These statistics are based on 8-digit Commodity Code (CN8) classifications. However, the Gambling and Telecoms sectors, plus some sub-sectors, do not have any goods or products associated with them. For a complete list see the published tables for Trade in Goods, which accompany this report.

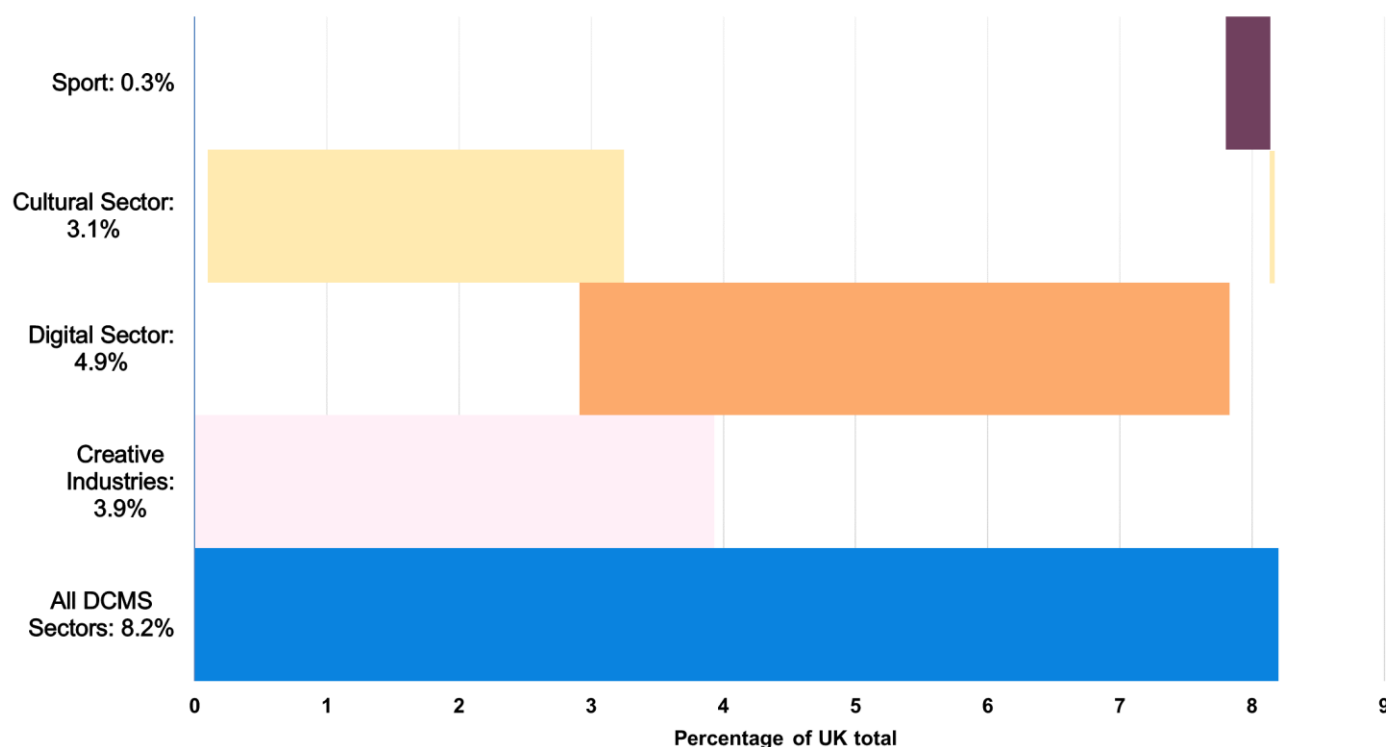
Exports of DCMS Sector goods

- The £28.1 billion (bn) of DCMS Sector goods exported in 2017 represented a growth rate of 3.6% on 2016, slower than the growth of all UK goods exports over this period (12.5%). Compared to 2010, the 2017 figure is 3.7% higher, but has fluctuated year-on-year, and again remains lower than the growth in total UK goods exports since 2010 (26.0%).
- £16.8bn of Digital Sector goods were exported in 2017. This is followed by Creative Industries goods and goods in the Culture Sector, which generated £13.5bn and £10.8bn of export value respectively.
- Unlike for (exports and imports of) services, the drivers of the Digital Sector results are likely to be independent of the Creative Industries. This is because, for the Digital Sector, the main sub-sector is “Manufacturing of electronics and computers”. This does not overlap with other sectors. For the Creative Industries and Culture Sectors, however, the main sub-sectors are Arts (“Music, Performing and Visual Arts” for the Creative Industries) and Crafts sub-sectors, where there is overlap. This is partly represented in the chart below (Figure 2.3), which shows that the overlap between the Digital Sector and the Creative Industries (goods associated with industries classified in both the Digital Sector and the Creative Industries comprised just 1.0% of all UK goods exports) is smaller than the overlap between Culture Sector and Creative Industries (goods associated with industries classified in both the Culture Sector and Creative Industries comprised 3.1% of all UK goods exports)
- The UK exported £11.3 billion of DCMS Sector goods to the other European Union (EU) member states in 2017, 40.1% of total DCMS Sector goods exported by the UK.
- In terms of individual partner countries, the UK exported £5.2bn of DCMS Sector goods to the USA (18.4% of total DCMS Sector goods exported by the UK). This is followed by the Gulf region states and by Switzerland (both £2.3bn and 8.0% of the total).

⁸ The data upon which the estimates for trade in goods are based use CN8 codes. These codes are revised annually. Whilst every effort is made to ensure that the sector and sub-sector definitions used in this report are consistent between years, caution is advised when making year on year comparisons as some of the variation may be due to changes in classification. For the 2017 data, the following changes are most notable:

- **Creative Industries:** Some goods have been reclassified from the “IT, software and computer services” sub-sector to the “Film, TV, video, radio and photography” sub-sector.
- **Digital Sector:** There have been some reclassifications in the “Manufacturing of electronics and computers” sub-sector. Some goods have also been reclassified from “Software publishing” to “Film, TV, video, radio and music”.
- **Culture Sector:** Some goods have been newly reclassified to the “Film, TV and Music” sub-sector.

Figure 2.3: Exports of DCMS Sector goods (excluding Tourism and Civil Society) as a percentage of total UK goods exports (%): 2017



Note: DCMS Sectors in the chart above excludes Tourism and Civil Society

Imports of DCMS Sector goods

- Imports of DCMS Sector goods in 2017 grew 5.5% from 2016 to £46.9bn, in line with the growth rate of total UK goods imports (5.6%). Since 2010, the figure has grown by 8.2%. This lags behind the UK-wide growth rate of 29.8%.
- The Digital Sector remains the largest sector (£37.9bn) for the imports of goods, much larger than the Creative Industries (£9.6bn).
- The “Manufacturing of electronics and computers” Digital sub-sector is the primary source of DCMS Sector goods imports; £35.4bn of goods were imported in 2017. This represented an 8.1% increase since 2016, to a new record high (measured in current prices). It is also an 8.7% increase on the 2010 figure, which reflects that the figures fluctuated between 2010 and 2016.
- The UK imported £21.1bn of DCMS Sector goods from other European Union member states in 2017, 44.9% of DCMS sector UK goods imports.
- China supplied 21.7% (£10.2bn) of all the DCMS Sector goods imported by the UK in 2017, making it the largest single country supplier of DCMS Sector goods in 2017. This is almost entirely due to imports in the “Manufacturing of electronics and computers” Digital sub-sector, which accounted for 98% of digital sector goods imports and 91% of all DCMS sector goods imports from China.

Tourism:

Trade in Tourism figures estimate **the spending (on goods and services combined) by overseas visitors when they are in the UK (exports)**, and **by UK visitors when overseas (imports)**. The most recent data available in this series is for 2018, rather than 2017 as for the

Goods and Services data calculated elsewhere. The series goes back to 2010, and trends in recent years (for both exports and imports of Tourism) can be seen in Figure 2.4. These data are taken from the International Passenger Survey (IPS) and are not directly comparable to the other statistics presented in this series.

Tourism exports

In 2018, overseas visitors to the UK spent £22.9bn (in current prices). This is the first fall in the series, down 6.6% from £24.5bn in 2017. However, this amount remains the second highest figure in the series and is 35.5% higher than in 2010 (not adjusted for inflation).

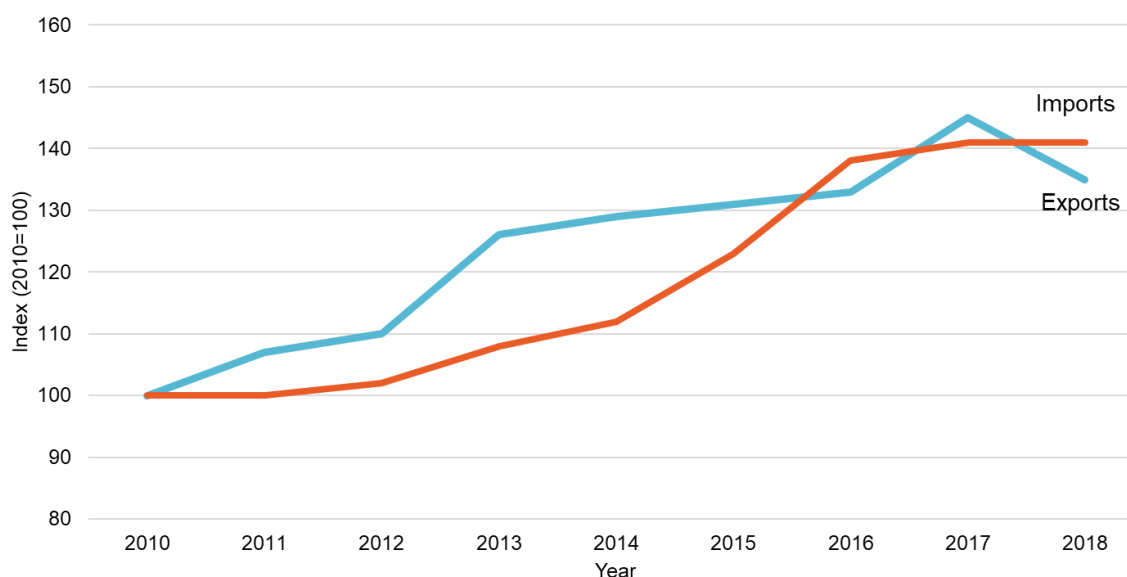
- Visitors to the UK from the other European Union member states spent £9.9bn in 2018. This comprised 43.3% of the total spend by visitors to the UK in 2018.
- By individual country, visitors from the USA spent the most (£3.4bn, 14.8%), followed by those from the Gulf region states (£1.7bn, 7.4%) and Germany (£1.5bn, 6.6%).

Tourism imports

UK visitors overseas spent £45.4bn in 2018. This was a 1.3% increase compared to 2017 and a record high in this series (in current prices). It is 42.8% higher than the spend in 2010 (again, in current prices).

- Visitors from the UK to other EU member states spent £27.5bn in 2018. This comprised 60.5% of total spending by UK visitors on overseas travels.
- Breaking down by individual countries, UK visitors spent the most money in Spain – an estimated £8.9bn (19.6%). This was followed by the USA (£4.3bn, 9.5%), France (also £4.3bn, 9.4%), Italy (£2.6bn, 5.7%) and Greece (£1.8bn, 3.9%).

Figure 2.4: Growth (index: 2010=100) in exports and imports of Tourism: 2010 to 2018
(Tables 63 & 65)



Chapter 3: Trends in DCMS Sectors

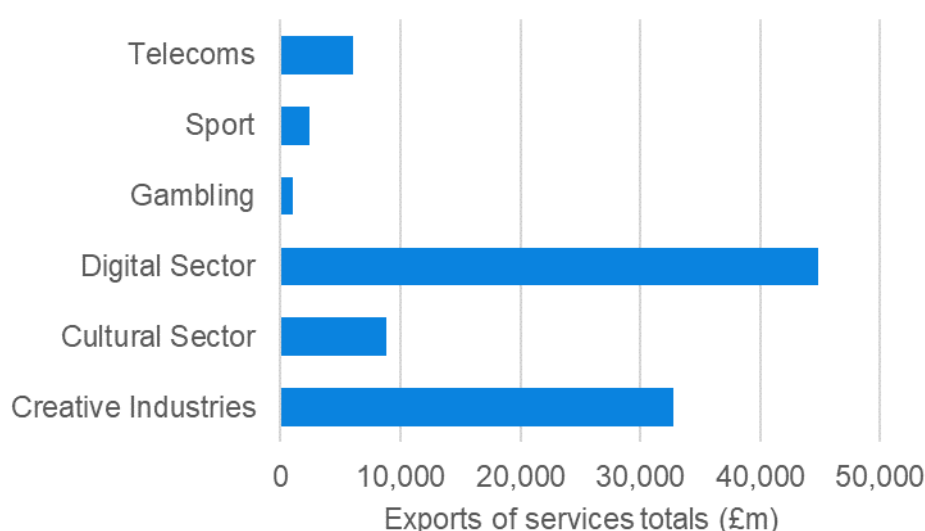
This chapter builds on the analysis in chapter 2, providing more context and looking at the estimates for each individual sector. There is significant overlap between DCMS sectors so users should be aware that the estimate for “DCMS Sectors Total” is lower than the sum of the individual sectors. It is also worth noting that larger SIC codes within multiple sectors, for example in Creative Industries and Cultural Sector, are likely to drive the trends in the same way for both sectors.

Please note that, for further details about all the sub-sectors, tables detailing trends in the value of trade for individual sub-sectors (within the Creative Industries; Digital Sector; and Cultural Sector) have been made available online alongside this report.

SERVICES

Exports of services by the DCMS sectors

Figure 3.1: Exports of services (£m) by DCMS sector: 2017 (Table 01)



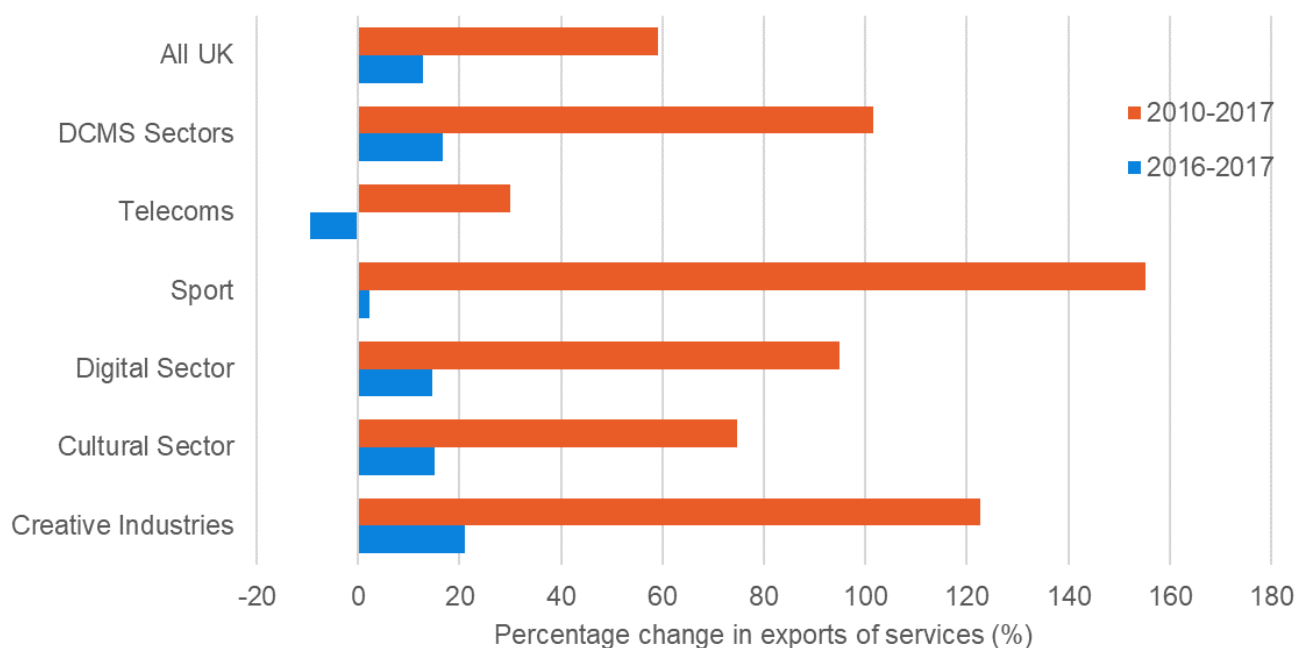
Digital is the largest DCMS sector, with £44.8 billion of services exported in 2018 (see Figure 3.1). This is followed by the Creative Industries sector, which exported £32.8bn. By contrast, the Gambling sector generated the smallest exports, at £1.1 billion.

Figure 3.2 below shows the percentage change in the export of services figures, broken down by sector, between 2017 and 2016, and between 2017 and 2010 (the start of the series). It shows that exports of services in all DCMS sectors, except for Telecoms, grew faster than the total UK service exports over this period (2010 to 2017). The Gambling sector, which generates the lowest value exports in services, has also – partly because of its size and hence volatility – grown the most. However, this is unlikely to represent real sector growth⁹.

⁹ The Gambling sector is a small sector but one that comprises a higher proportion of very high-revenue (£250,000 per annum or more) businesses than other DCMS Sectors. Due to the small number sampled, the inclusion or exclusion of such high revenue businesses in the survey sample can have a large effect on the estimates of the gambling sector. This is likely to play a role in the year-to-year variation in Gambling figures. For more information on sampling, please see page 3 of the report.

Consequently, Gambling is omitted from Figure 3.2 to help with the presentation of the results across DCMS sectors. However, as it has passed the disclosure control checks, the data for the sector remains available in Table 01.

Figure 3.2: Percentage change (%) in export of services (£m) for DCMS sectors and the UK total: from 2010 to 2017 and from 2016 to 2017 (Table 01)



Note: Gambling sector not included in the chart above. It grew 440.6% between 2010 and 2017, and 2,057.2% from 2016 to 2017.

The growth in DCMS Sector total service exports is primarily driven by the Digital Sector and the Creative Industries in all measures. In particular, the Digital sub-sector “Computer programming, consultancy and related services” is the strongest, and a consistently growing, exporter of services (£20.8bn) in the Digital Sector. The computer programming and computer consultancy industries within this sector also feature within the strongest Creative Industries sub-sector – “IT, software and computer services” (£16.9bn of exports). This suggests that these industries may be an important source of services exports for the DCMS Sectors, by driving the trend for both the Digital Sector and the Creative Industries.

Imports of services by the DCMS sectors

Figure 3.3: Imports of services (£m) by DCMS sector: 2017 (Table 04)

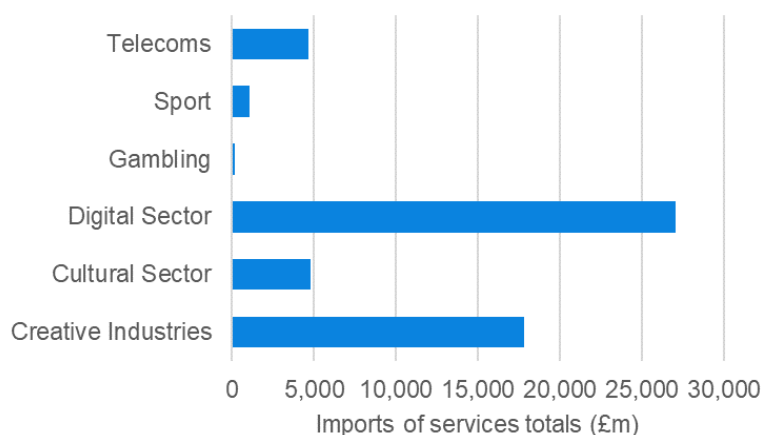
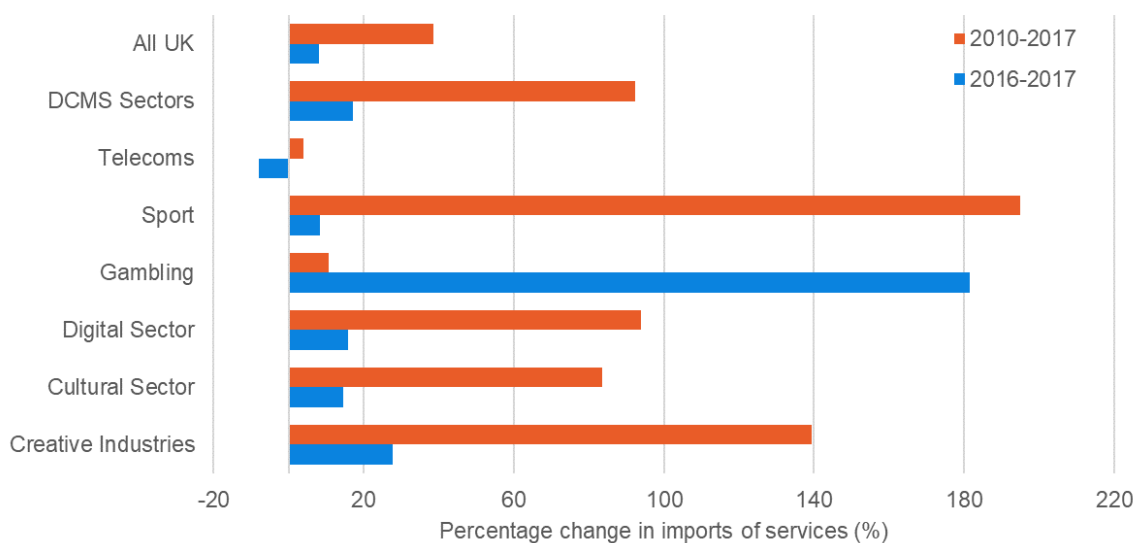


Figure 3.3 shows that imports of services in DCMS sectors have a similar sectoral distribution to that seen in exports of services in Figure 3.1. The Digital Sector (£27.0 billion) and the Creative Industries (£17.8bn) imported the most services, whilst Gambling imported the least (£170m).

Figure 3.4 below shows the change in the imports of services figures for each sector over time. Imports of services for all sectors, except Gambling and Telecoms, grew at a faster rate than the UK as a whole (38.7%) since 2010, with the fastest rate of growth coming from the Sport sector (195.1%) in current prices. The largest rise in imports of services between 2016 and 2017 is in the Gambling sector; however, it is less pronounced than for exports of services, and the growth since 2010 remains modest¹⁰.

Figure 3.4: Percentage change (%) in imports of services (£m) for DCMS sectors and the UK: from 2010 to 2017 and from 2016 to 2017 (Table 04)



¹⁰ Again, this is likely to relate to the nature and the small size of the Gambling sector, where year-on-year differences in the (small) sample can lead to more volatile fluctuations in the results. For example, the Gambling sector estimates show a strong fall (from £199m to £59m) from 2015 to 2016, in addition to the rise from £60m to £170m from 2016 to 2017.

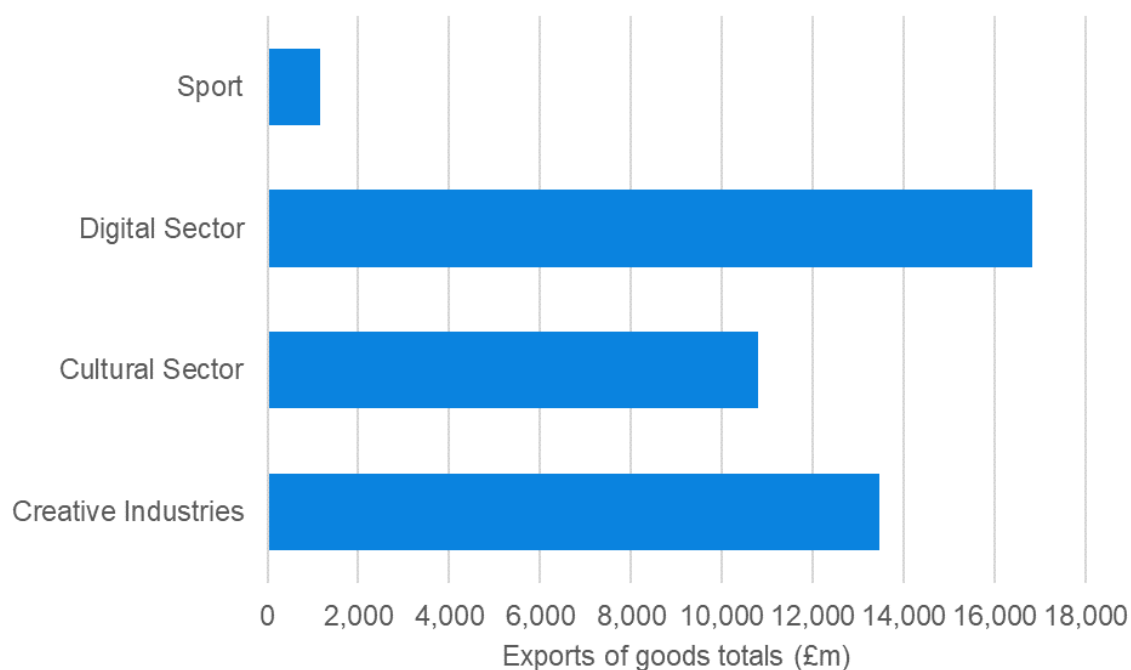
The Telecoms sector, meanwhile, was also the only sector where both the volume of imports and exports of services fell between 2016 and 2017. Although the value of the Telecoms sector's exports rose by around 30% since 2010, the value of services imported by the sector in 2017 was similar to 2010 levels (at current prices).

The volume and the increase in the DCMS Sector service imports is driven mostly by the Digital Sector and the Creative Industries. As with the exports of services the largest sub-sectors are the "Computer programming, consultancy and related services" Digital sub-sector (imported £12.4bn of services); and the "IT, software and computer services" Creative Industries sub-sector (imported £10.7bn of services). Computer programming and computer consultancy industries feature in both these (overlapping) sub-sectors, and are therefore likely to be an important source of service imports.

GOODS

Exports of DCMS Sector goods

Figure 3.5: Exports of DCMS sector goods (£m): 2017 (Table 25)

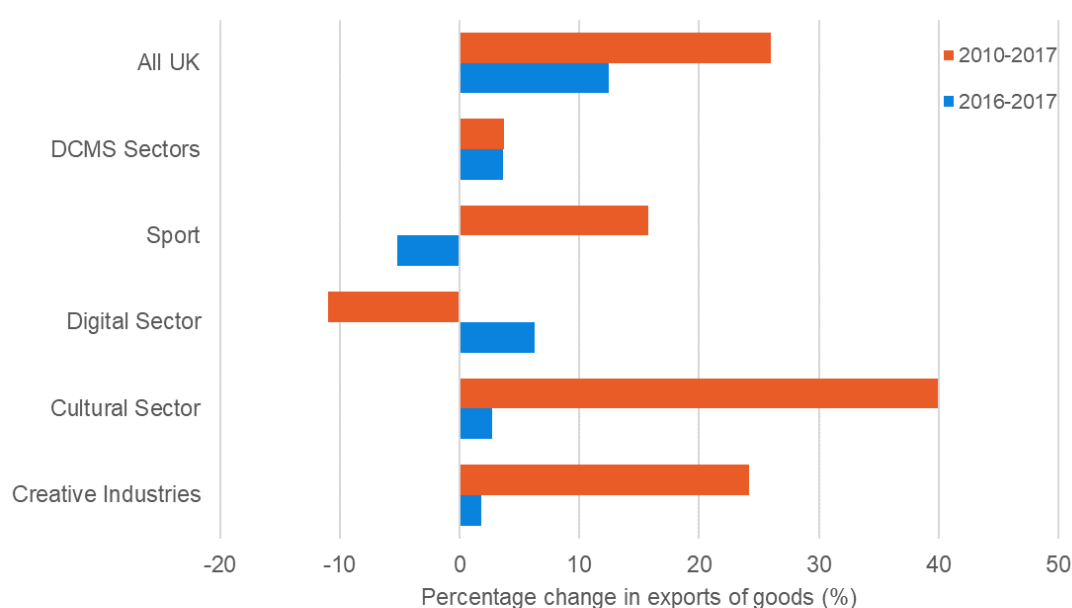


£16.8bn of Digital Sector goods were exported in 2017 (Figure 3.5), followed by £13.5bn of Creative Industries goods and £10.8bn of Culture Sector goods. £1.2bn of Sport sector goods were exported, whilst the Gambling and Telecoms sectors do not have any goods associated with them under the existing classification.

For the Digital Sector, the main sub-sector is “Manufacturing of electronics and computers”. This does not overlap with other sectors. For the Creative Industries and Culture Sectors, however, the main sub-sectors are arts and the crafts sub-sectors, where there is overlap¹¹.

The Culture Sector was the only DCMS sector where exports of goods grew faster than the UK as a whole (40.0% vs 26.0%, measured in current prices, see Figure 3.6) between 2010 and 2017. This has been driven in particular by Culture’s Arts and Crafts sub-sectors; they are the two largest sub-sectors for exports of goods and grew 46.8% and 31.0% respectively over the period (measured in current prices), most of it from 2010 to 2015. By contrast, although it remains the largest sector, exports of Digital Sector goods decreased by 10.9% since 2010.

Figure 3.6: Percentage change (%) in DCMS Sector goods exports and all UK goods exports: from 2010 to 2017 and from 2016 to 2017 (Table 25)



Imports of goods

Of all DCMS sectors, the Digital Sector imported the most goods (£37.9bn) in 2017, substantially more than the amount imported in the second largest sector, Creative Industries (£9.6bn). This is shown above in Figure 3.7.

Imports of Sport sector goods grew by 60.0% between 2010 and 2017, and 21.8% between 2016 and 2017. It is the only DCMS sector where goods imports grew faster than for UK as a whole (29.8%) between 2010 and 2017, though total goods imports for this sector remain quite small compared to other DCMS sectors (Figure 3.7).

¹¹ Specifically, the sub-sectors which overlap are:

- “Music, performing and visual arts” (Creative Industries sub-sector) and “Arts” (Culture sub-sector) – partial overlap.
- “Crafts” (Creative Industries sub-sector and Culture sub-sector) – full overlap

Figure 3.7: Imports of DCMS sector goods (£m): 2017 (Table 29)

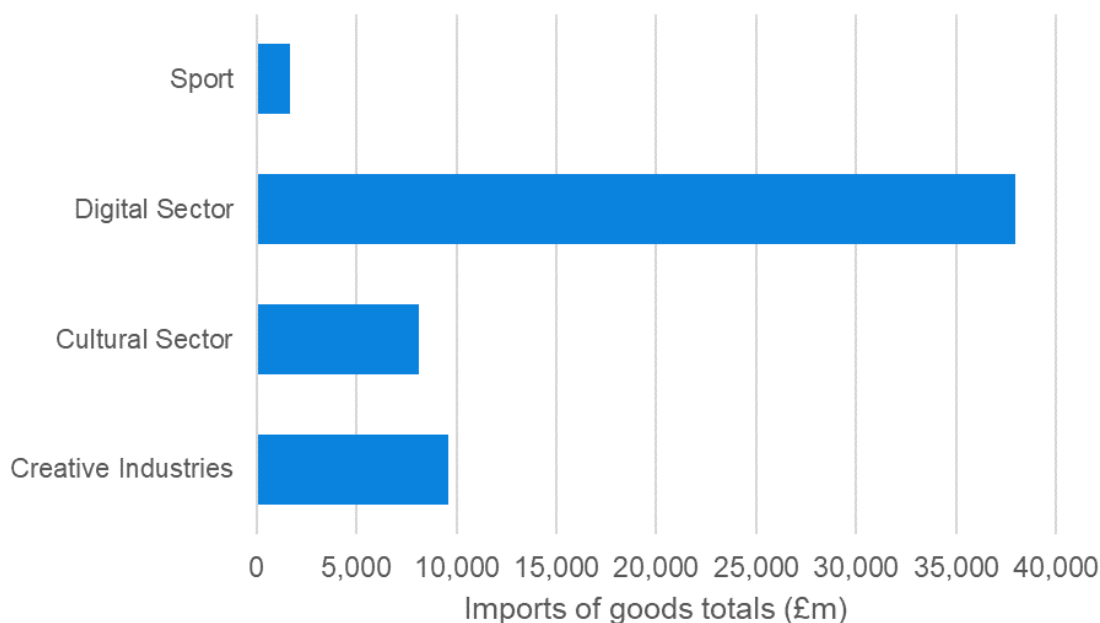
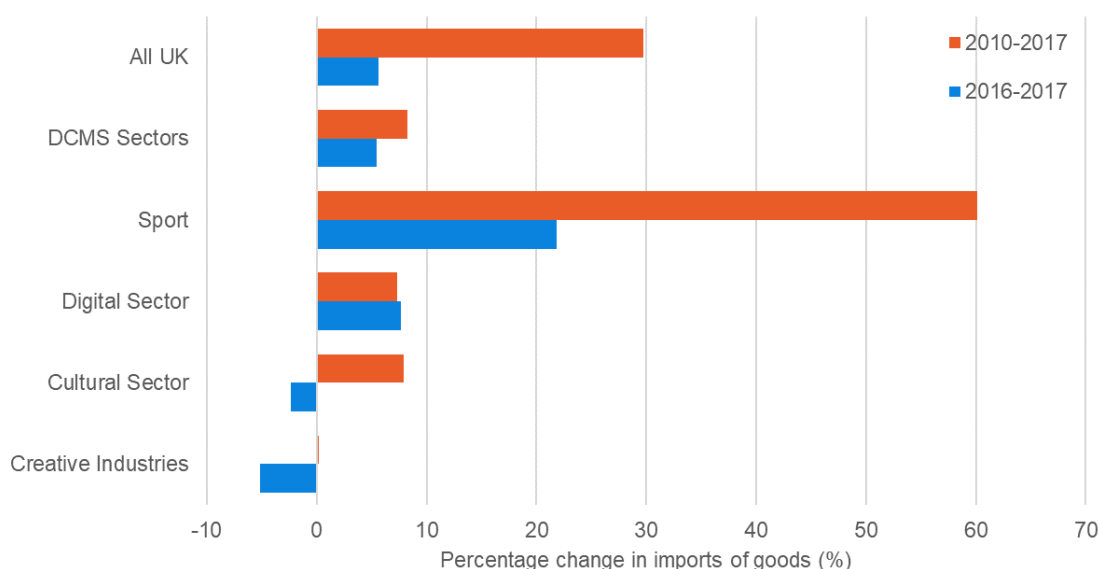


Figure 3.8: Percentage change (%) in imports of DCMS Sector goods and all UK goods imports from 2010 to 2017 and from 2016 to 2017 (Table 29)



Imports of Digital Sector goods have only grown by 7.3% since 2010. However, the 2017 figure is a record high (measured in current prices) and total goods imports in this sector remain much larger than for all other DCMS sectors. This is due to imports of “Manufacturing of electronics and computers” sub-sector goods, which totalled £35.4bn in 2017; 93.4% of the Digital Sector total of £37.9bn. This sub-sector does not overlap with other DCMS sectors and grew 8.7% from 2010 to 2017, also to a record high (measured in current prices), with much of the growth between 2016 and 2017 (8.1% growth).

Chapter 4: Contribution by country

This chapter looks at the main destinations and origins of DCMS Sector exports and imports. Readers should bear in mind that we have not produced statistics for all countries so rankings are based on the countries analysed only, which cover: all EU member states¹², EFTA countries¹³, NAFTA countries¹⁴, other CPTPP countries¹⁵, China, India and the Gulf region states¹⁶.

The information is presented in two different ways, for each of main measures presented in this report (exports of services, imports of services, exports of goods, and imports of goods).

1. The largest sector traded for each of the top five partner countries for each measure (e.g. imports of services), and a comparison to the UK total
2. The two largest partner countries for trade in each DCMS sector.

This release also includes information on trade with the other European Union member states.

Summary

The key partner countries for DCMS Sectors, of the countries analysed, were (in alphabetical order): France, Germany, Ireland, the Netherlands, Switzerland, and the USA. Each of these countries will feature in the analysis to follow, sometimes regularly. China was found to be a key supplier of goods, but was not one of the top five partner countries for exports of services, exports of goods, or imports of services.

Beyond partner countries, the European Union also remains a key partner for each of the measures.

The continent of Europe was the largest continent partner, as defined in the analysis (Europe, Americas, Asia, Oceania and Africa; Antarctica was not analysed) for each of the measures below, followed by Americas and Asia. The extent of the importance of the Americas and Asia continents varies by measure (e.g. Asia is particularly strong trading partner for imports of goods). The data for this can be found in the tables, and they are not reported on further in this chapter.

¹² Austria, Belgium, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, the Netherlands, Poland, Portugal, Romania, Slovakia, Slovenia, Spain, Sweden

¹³ European Free Trade Area countries - Norway, Iceland, Liechtenstein, Switzerland

¹⁴ North American Free Trade Agreement countries - Canada, Mexico, USA

¹⁵ Comprehensive and Progressive agreement for the Trans-Pacific Partnership countries – Australia, Brunei, Canada, Chile, Japan, Malaysia, Mexico, New Zealand, Peru, Singapore, and Vietnam

¹⁶ Gulf region states figure provided as the combined total for Bahrain, Kuwait, Iraq, Oman, Qatar, Saudi Arabia, UAE

Services






The sections below present key geographic findings for the Trade in DCMS Sector services. Recall, from earlier chapters, that for total volumes of Trade (both exports and imports):

- The Digital Sector and Creative Industries are the largest individual sectors
- “Computer programming, consultancy and related activities” is the largest sub-sector, from the Digital Sector. The second largest is the Creative Industries “IT, software and computer services” sub-sector.
- There is overlap between these two sub-sectors, as they both contain computer programming and computer consultancy industries, which will partly drive the results for both sub-sectors.

Exports of services by DCMS sectors

Figure 4.1 below summarises the key results for the top five partner countries (out of those analysed) for the exports of services.

Figure 4.1: Top 5 partner countries for the export of services: total exports, largest sectors and sub-sectors (2017) (Tables 3b, 14)

Country	Exports (£m)	Largest Sector (Exports £m)	Largest subsector(s) (Exports £m)	Second largest sector (Exports £m)
 USA	12,605	Digital Sector (DS) (10,951)	DS: Computer programming, consultancy and related activities (5,835)	Creative Industries (CI) (8,299)
 Germany	4,209	Digital Sector (DS) (3,484)	DS: Computer programming, consultancy and related activities (1,631)	Creative Industries (CI) (2,681)
 Ireland	4,043	Digital Sector (DS) (3,413)	DS: Computer programming, consultancy and related activities (1,982)	Creative Industries (CI) (2,057)
 France	3,068	Digital Sector (DS) (2,580)	DS: Computer programming, consultancy and related activities (1,379)	Creative Industries (CI) (1,910)
 Netherlands	3,019	Digital Sector (DS) (2,627)	DS: Computer programming, consultancy and related activities (1,369)	Creative Industries (CI) (1,799)

By comparison, the UK exported £23.1bn of DCMS Sector services to the European Union (EU). The Digital Sector was the largest individual DCMS sector exporting to the EU (£19.4bn), followed by the Creative Industries (£14.4bn). The “Computer programming, consultancy and related activities” sub-sector was the largest; industries in this sub-sector exported £9.1bn of services to the EU.

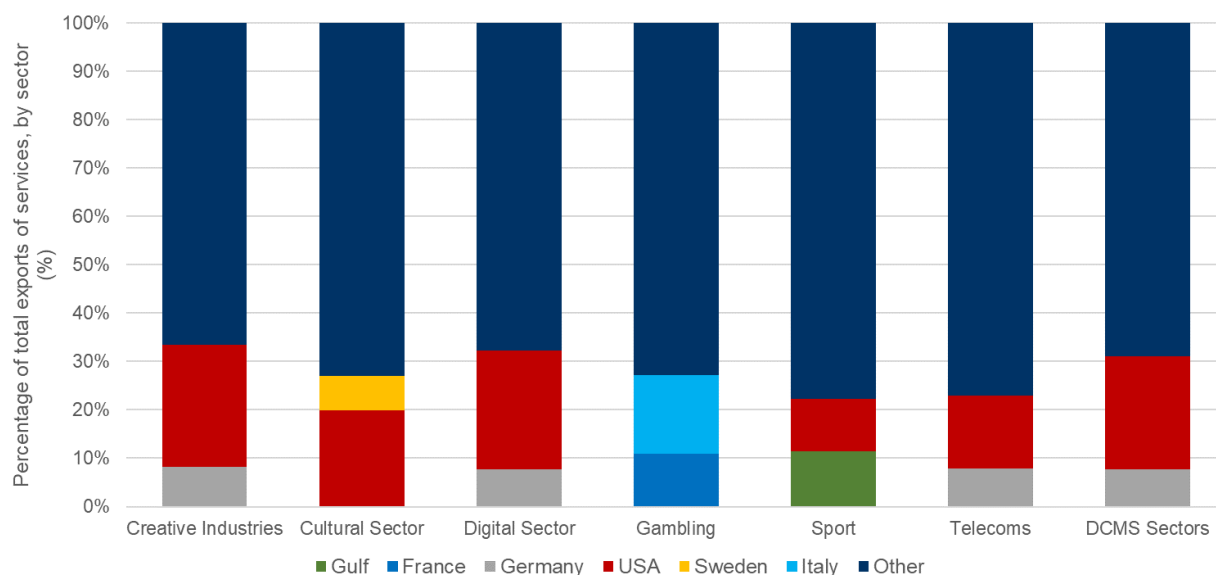
Therefore, in all the main cases presented above, the largest sectors and sub-sector mirrors the total exports of services by DCMS sectors; the Digital Sector is the largest sector, the

Creative Industries second largest, and the Digital Sector's "Computer programming, consultancy and related activities" is the largest sub-sector.

Figure 4.2 below also looks at the two largest partner countries for each of the DCMS Sectors. **The key findings are as follows:**

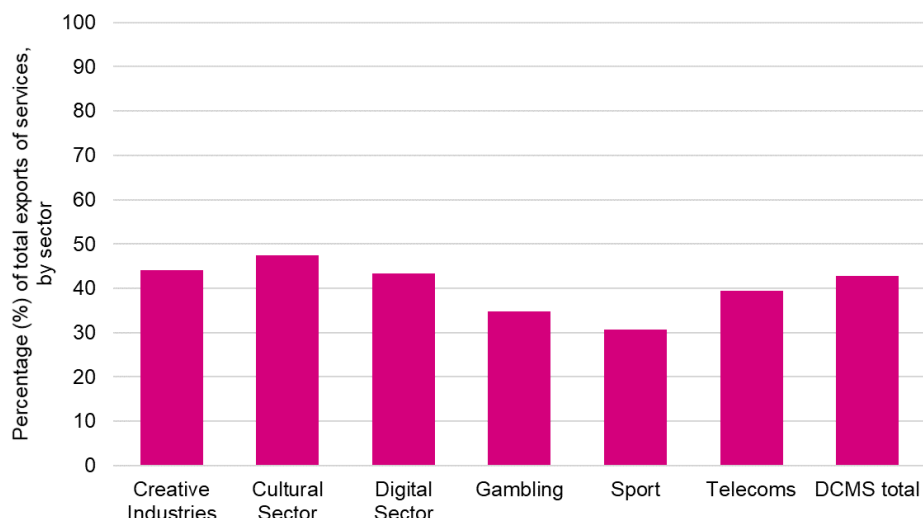
- The USA and Germany are the two largest partner countries for the export of services by the Creative Industries, Digital Sector and the Telecoms sectors (the last of these is a subset of the Digital Sector, under SIC definitions). This closely mirrors the DCMS Sectors total.
- However, the chart also shows more variation in other sectors. For example:
 - Italy and France are the two largest country export markets for Gambling services (the lowest of the DCMS Sectors). However, recall that there are relatively few businesses in this sector, causing results to fluctuate year-on-year, more so than other sectors.
 - The Gulf is among the two largest country export markets for services by the Sport sector.
 - Sweden is the second largest export country market for services by the Culture Sector.
- Exports of services to the top two countries (combined) in each sector is quite similar, hovering between 20% and 35%.

Figure 4.2: Percentage (%) breakdown, by top two countries and other, of total exports of services per DCMS sector (exc Tourism & Civil Society): 2017 (Table 3b)



In 2017, 42.8% of the UK's £23.1bn exports of services in DCMS sectors were to European Union (EU) member states. This is shown in Figure 4.3, along with the percentage breakdowns for individual sectors.






Figure 4.3: Percentage (%) of services exports going to EU member states, by sector: 2017 (Table 3b)



Imports of services by the DCMS Sectors

The equivalent statistics, for the Top 5 partner countries for the imports of services of DCMS Sectors into the UK, are presented below, starting with Figure 4.4. Note that, for India, the amounts traded on the imports of DCMS Sector services represents a particularly strong relationship between for the two countries, when compared with UK-India DCMS Sector trade for the other measures in this series.

Figure 4.4: Top 5 partner countries for the import of services: total imports, largest sectors and sub-sectors (2017) (Table 6b, 22, 23)

Country	Imports (£m)	Largest Sector (Imports £m)	Largest subsector(s) (Imports £m)	Second largest sector (Imports £m)
 USA	7,173	Digital Sector (DS) (6,319)	DS: Computer programming, consultancy and related activities (2,481); Film, TV, video, radio & music (2,429)	Creative Industries (CI) (5,419)
 Ireland	2,828	Digital Sector (DS) (2,376)	DS: Computer programming, consultancy and related activities (1,659) CI: IT, software and computer services (1,518)	Creative Industries (CI) (2,023)
 France	2,055	Digital Sector (DS) (1,728)	CI: IT, software and computer services (796); DS: Computer programming, consultancy and related activities (785)	Creative Industries (CI) (1,181)
 Germany	2,011	Digital Sector (DS) (1,809)	DS: Computer programming, consultancy and related activities (836)	Creative Industries (CI) (940)
 India	1,540	Digital Sector (DS) (1,522)	DS: Computer programming, consultancy and related activities (1,268)	Creative Industries (CI) (1,138)

By comparison, DCMS Sectors in the UK imported £13.5bn of services from the European Union (EU). The Digital Sector was the largest importer from the EU (£11.6bn), followed by Creative Industries (£7.2bn). The “Computer programming, consultancy and related activities” sub-sector was the largest; industries in this sub-sector imported £5.1bn of services from the EU.

In most cases, then, the largest sectors and sub-sector mirrors the total imports of services by the DCMS Sector; the Digital Sector is the largest sector, the Creative Industries second largest, and the Digital Sector’s “Computer programming, consultancy and related activities” is the largest sub-sector.

However, there are also a few subtle differences, when compared to the DCMS total imports of services. Most notably:

1. For France, imports of services were highest (narrowly) from the (Creative Industries) sub-sector “IT, software and computer services”
2. For the USA, imports of services from the (Digital) sub-sector “Film, TV, video, radio and music” was almost as high as the “Computer programming, consultancy and related activities” sub-sector. This represents a particularly strong trading relationship between the two countries, for the imports of services, when it comes to this sub-sector (and industries in the related Creative Industries and Culture sub-sectors which overlap with it¹⁷).

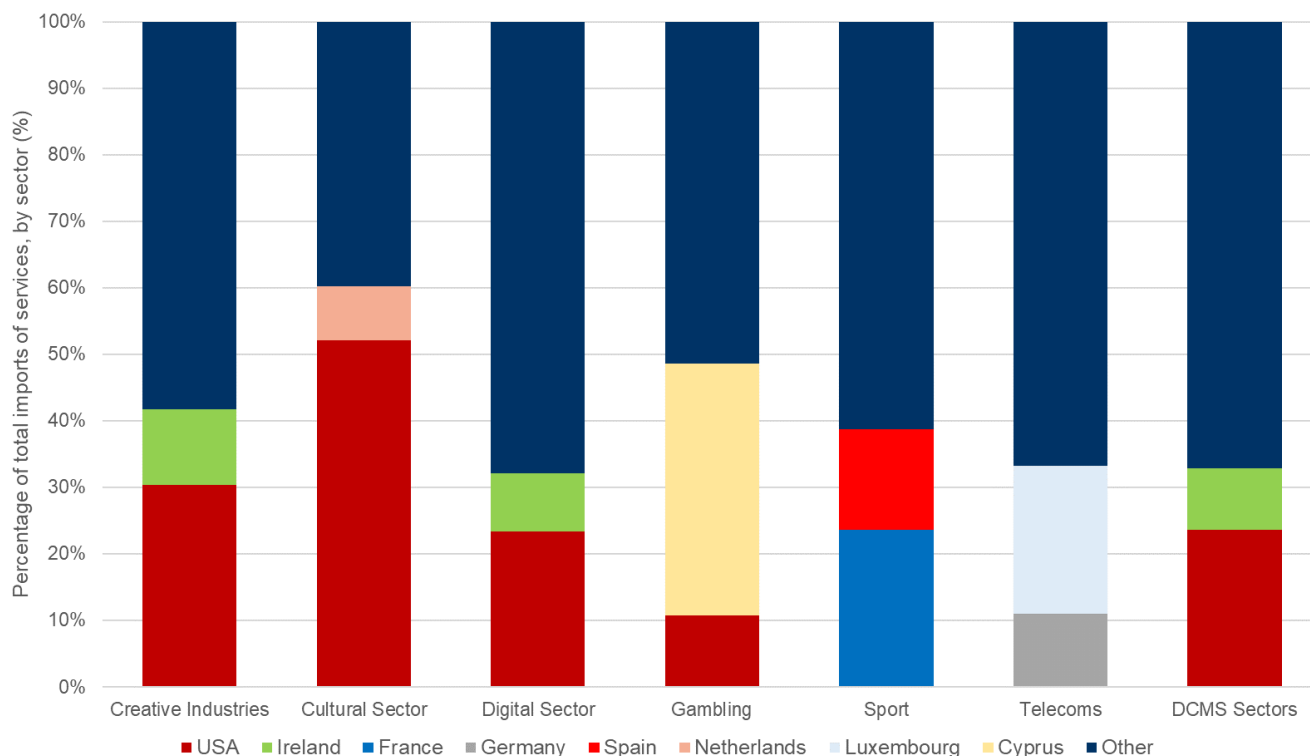
Figure 4.5 below shows the breakdown for the individual DCMS Sectors, showing the top two countries for each. **The key findings are as follows:**

- The USA and Ireland are the two largest partner countries for the imports of services of Creative Industries and the Digital Sector. This closely mirrors the DCMS Sectors total.
- However, the chart also shows more variation in other sectors. For example:
 - Luxembourg is the largest source of services imports from the Telecoms sector, followed by Germany.
 - France and Spain are the two largest sources for services imports from the Sport sector.
- The concentration of imports of services from the top two partner countries, by each sector, is more variable than for exports:
 - The UK’s Culture Sector imported over 50% of its services from the USA (over 50%) in 2017. Similarly, the Gambling sector imported almost 40% of its services imports from Cyprus in the same year (to note: this is a small sector where figures fluctuate from year to year).
 - For the other sectors, the top two partner countries together represented between 30% and 40% of imports of services.

¹⁷ The respective sub-sectors are:

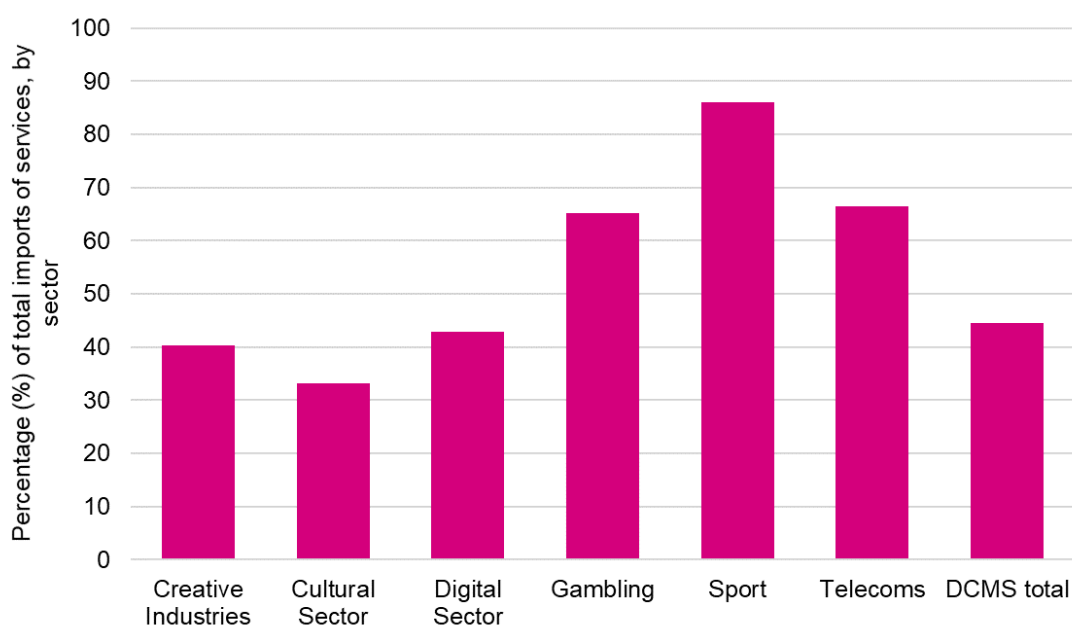
- Film, TV, video, radio and photography (Creative Industries sub-sector, UK imported £2.2bn of services from USA, nearly full overlap)
- Film, TV and music (Culture Sector sub-sector, UK imported £2.4bn of services from USA, partial overlap)

Figure 4.5: Percentage (%) breakdown, by top two countries and other, of DCMS total imports of services per DCMS sector (exc Tourism & Civil Society): 2017 (Table 6b)



In 2017, the UK's DCMS Sector imported £13.5bn (44.5% of total services imported by the DCMS Sector) of services from the European Union member states. This is shown in Figure 4.6, along with the percentage breakdowns for individual sectors

Figure 4.6: Percentage (%) of DCMS Sector (excluding Tourism & Civil Society) services imports going to EU member states: 2017 (Table 6b)








Goods

The sections below present the corresponding key geographic findings for the trade in DCMS Sector goods.

Exports of DCMS Sector goods

Figure 4.7 below shows the top five partner countries for the export of goods, including information on largest sectors and sub-sector. Recall, from earlier chapters, that Digital Sector, the Creative Industries and the Culture Sector are the three largest sectors for exports of goods, all quite close together.

Figure 4.7: Top 5 partner countries for the export of goods: total exports, largest sectors and sub-sectors (2017) (Tables 28, 39, 40, 41)

Country	Exports (£m)	Largest Sector (Exports £m)	Largest subsector(s) (Exports £m)	Second largest sector (Exports £m)
 USA	5,156	Creative Industries (CI) (3,603)	CI: Music, Performing and Visual Arts (1,975); CS: Arts (1,964)	Culture Sector (CS) (3,153)
 Gulf*	2,251	Digital Sector (DS) (1,207)	DS: Manufacturing of electronics and computers (1,077)	Creative Industries (CI) (1,150)
 Switzerland	2,251	Creative Industries (CI) (2,059)	CI: Music, Performing and Visual Arts (1,009) CS: Arts (1,003)	Culture Sector (CS) (2,035)
 Germany	2,083	Digital Sector (DS) (1,881)	DS: Manufacturing of electronics and computers (1,574)	Creative Industries (CI) (410)
 France	1,952	Digital Sector (DS) (1,203)	DS: Manufacturing of electronics and computers (1,013)	Creative Industries (CI) (822)

*Gulf here comprises Bahrain, Iraq, Kuwait, Oman, Qatar, Saudi Arabia and UAE

By comparison, the UK exported £11.3bn of DCMS Sector goods from the European Union (EU) in 2017. This included £9.3bn of Digital Sector goods exports, of which £7.6bn was from the “Manufacturing of electronics and computers” subsector, and £3.0bn of Creative Industries goods.

This all reflects the varying trading relationships for goods exports by top partners, more so than for the services measures seen earlier. In particular:

- Some countries, such as Germany and, to an extent, France, echoed the wider European Union results; most goods exports come from the “Manufacturing of electronics and computers” sub-sector.
- For others, however, such as the USA and Switzerland, Creative Industries and the Culture Sector are the strongest source of DCMS Sector goods exports. The largest

sub-sector in both cases was “Music, Performing and Visual Arts” (Creative Industries sub-sector), which overlaps with “Arts” (Culture sub-sector).

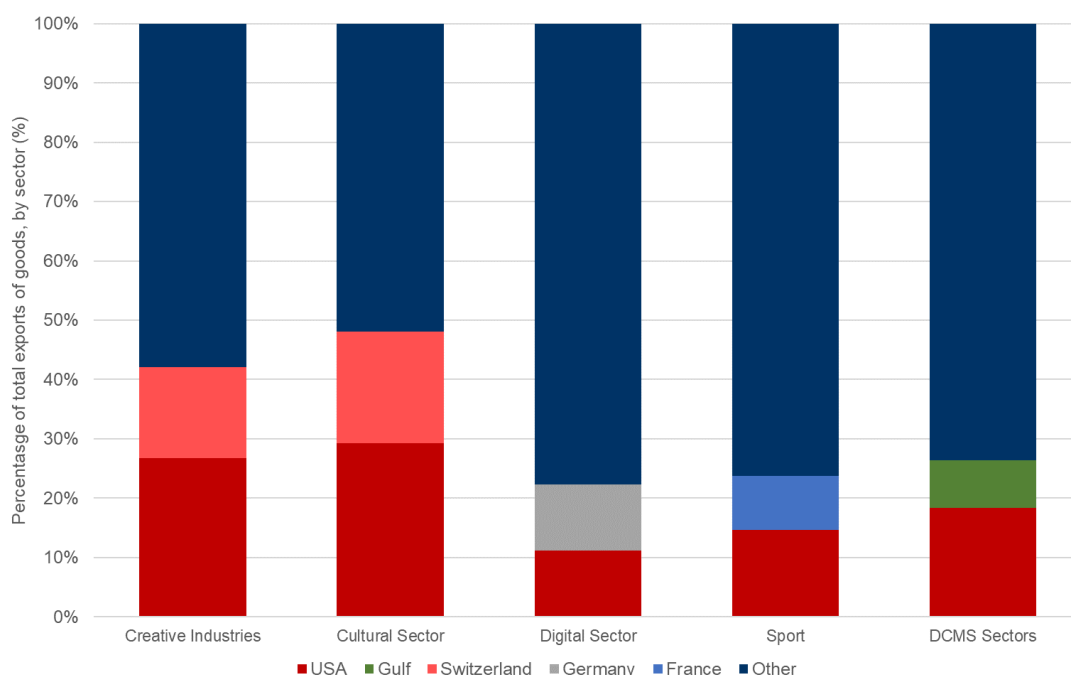
Although not featured in Figure 4.7 above, the Crafts sub-sector (both a Creative Industries and Culture sub-sector) is also a strong source of DCMS Sector goods exports. This is particularly true for the Gulf states, and Switzerland.

- For DCMS Sector goods exports to the Gulf, the “Manufacturing of electronics and computers” sub-sector is the largest (£1.1bn). However, there is also a strong trading relationship in Crafts, where the UK exported £958m of Crafts goods to the Gulf in 2017.
- Likewise, for Switzerland, the UK exported £887m of Crafts goods in 2017, which represented a strong trading relationship despite the volume falling below the arts sub-sectors described earlier.

Meanwhile, Figure 4.8 below shows the breakdown for the individual DCMS Sectors, showing the top two countries for each. **The key findings are as follows:**

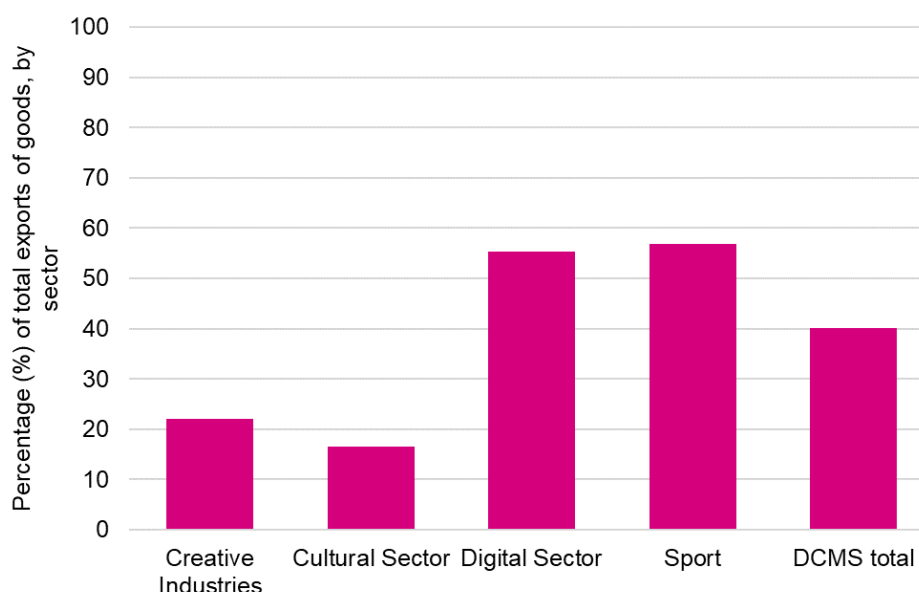
- The USA and Switzerland are the largest countries for the Creative Industries and Cultural Sectors, and together comprise over 40% of exports of goods from these sectors.
- Exports of goods is more evenly distributed among partner countries for other sectors, where the USA remains among the biggest, along with Germany (in the Digital Sector) and France (Sport sector). The top two countries together comprise just over 20% of exports of goods in these sectors.

Figure 4.8: Percentage (%) breakdown, by top two countries and other, of DCMS total exports of DCMS sector goods (excluding Tourism & Civil Society): 2017 (Tables 28)



In 2017, 40.1% (£11.3bn) of the UK’s DCMS Sector goods exports were sold to European Union member states. This is shown in Figure 4.9 below, along with the equivalent figures for individual DCMS sectors






Figure 4.9: Percentage (%) of DCMS Sectors (excluding Tourism & Civil Society) goods exports going to EU member states: 2017 (Tables 28)



Imports of DCMS Sector goods

Figure 4.10 below shows the top five partner countries for the imports of Goods, including information on largest sectors and sub-sector. Recall, from earlier chapters, that, for imports of goods, the Digital Sector is clearly the largest sector, and the main source of this is the “Manufacturing of electronics and computers” Digital sub-sector.

Figure 4.10: Top 5 partner countries for the import of goods: total imports, largest sectors and sub-sectors (2017) (Tables 32, 48, 49, 50)

Country	Imports (£m)	Largest Sector (Imports £m)	Largest subsector(s) (Imports £m)	Second largest sector (Imports £m)
 China	10,179	Digital Sector (DS) (9,395)	DS: Manufacturing of electronics and computers (9,250)	Creative Industries (CI) (483)
 Netherlands	6,882	Digital Sector (DS) (6,578)	DS: Manufacturing of electronics and computers (6,426)	Creative Industries (CI) (227)
 USA	4,392	Digital Sector (DS) (2,679)	DS: Manufacturing of electronics and computers (2,110)	Creative Industries (CI) (2,096)
 Germany	3,864	Digital Sector (DS) (3,374)	DS: Manufacturing of electronics and computers (3,038)	Creative Industries (CI) (712)
 France	2,343	Creative Industries (CI) (1,570)	CI & CS: Crafts (1,407)	Culture Sector (CS) (1,537)

By comparison, the UK imported £21.1bn of DCMS Sector goods from the European Union (EU) in 2017. This included £17.5bn of Digital Sector goods, of which £16.2bn came from the “Manufacturing of electronics and computer” sub-sector. By comparison, £4.2bn of goods were imported from the Creative Industries sector, the second largest of the DCMS sectors.

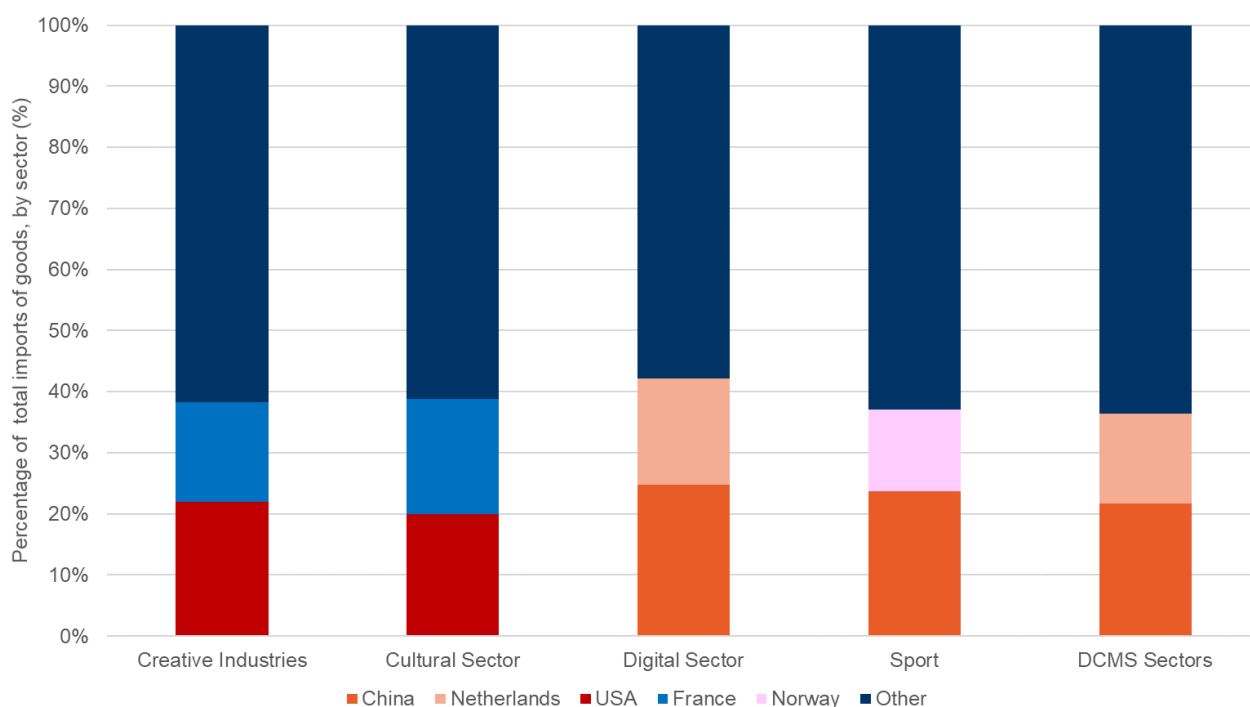
Therefore, the finding for the DCMS Sector total is replicated across most of the key partners above; in particular, China, the Netherlands, Germany and the wider EU. In fact, in the case of China, 98% of Digital Sector goods imports and 91% of all DCMS sector goods imports from the country came from the “Manufacturing of electronics and computers” Digital sub-sector.

However, for France the biggest imports of goods came from the Crafts sub-sector (a Creative Industries and Culture sub-sector). The UK also imports a high value of goods from the Creative Industries and the Culture Sector (£1.6bn) in the USA.

Meanwhile, the chart below shows the breakdown of imports of goods for the individual DCMS Sectors, showing the top two countries for each. **The key findings are as follows:**

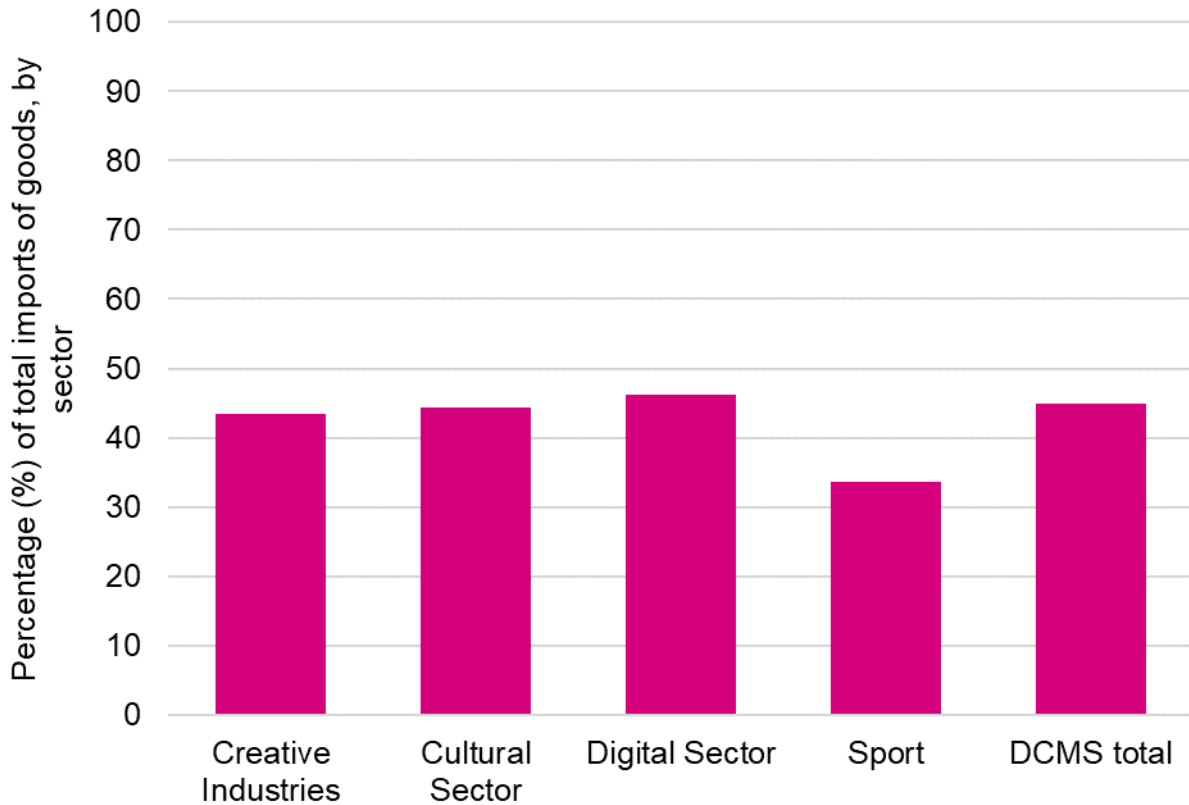
- The UK imports the most Creative Industries and Culture Sector goods from the USA and France. Meanwhile, Norway is the second highest source of imports of Sport sector goods.
- Around 40% of goods imports comes from the top two partner countries (combined) in each of the DCMS sectors, as can also be seen below.

Figure 4.11: Percentage (%) breakdown, by top two countries and other, of total goods imports per DCMS sector (excluding Tourism & Civil Society): 2017 (Tables 32)



The UK imported £21.1bn of DCMS Sector goods from European Union member states in 2017, 44.9% of the DCMS sector total. This is shown in Figure 4.12 below, along with equivalent figures for each individual DCMS sector (for which data is available).

Figure 4.12: Percentage (%) of DCMS Sectors (exc Tourism & Civil Society) goods imports going to EU member states: 2017 (Table 32)



Chapter 5: Trade in Tourism

This chapter details estimates of the value of trade in **goods and services combined** for Tourism, as well as the proportion of total UK trade in goods and services that is accounted for by Tourism. Estimates are given in current prices (i.e. not adjusted for inflation) and are based on the International Passenger Survey, for which the latest data available are from 2018. Expenditure by overseas tourist visitors to the UK is used as a proxy for exports of goods and services for Tourism. Expenditure by UK residents on their visits abroad is used as a proxy for imports of goods and services for Tourism.

This chapter also looks at the contribution of spending by visitors from the European Union to total UK Tourism exports, and the contribution of spending by UK residents in EU countries to total UK tourism imports.

We also discuss the countries whose residents spend the most on their visits to the UK, and the countries where UK residents spend the most on their visits abroad. Readers should bear in mind that we have not produced statistics for all countries so rankings are based on the countries analysed only. This country list features the same countries as those featured in the Goods and Services tables, plus some extras¹⁸, which reflect the somewhat unique nature of these statistics when compared to the others.

Further breakdowns by country are available from [ONS](#).

Tourism exports

In 2018, the value of exports in the Tourism sector – the spending on both goods and services by overseas visitors to the UK – was £22.9bn. This is the first fall in the series (i.e. since 2010), down 6.6% from £24.5bn in 2017. However, this amount remains the second highest figure in the series and is 35.5% higher in current prices than in 2010. The overall pattern since 2010 can be seen in Figure 5.1 below.

¹⁸ **The extra countries included are:**

- **Non-EU Europe:** Russia and Turkey
- **Americas:** Barbados, Brazil, Jamaica
- **Asia:** Israel, Pakistan, Sri Lanka, Thailand
- **Africa:** Egypt, Morocco, Nigeria, South Africa, Tunisia

Additionally, China includes mainland China only, not Hong Kong (features separately), Macau or Chinese Taipei (Taiwan)

Figure 5.1: Spending by overseas visitors to the UK (Exports of Tourism), £m and index growth (2010=100): 2010 to 2018 (Table 63)

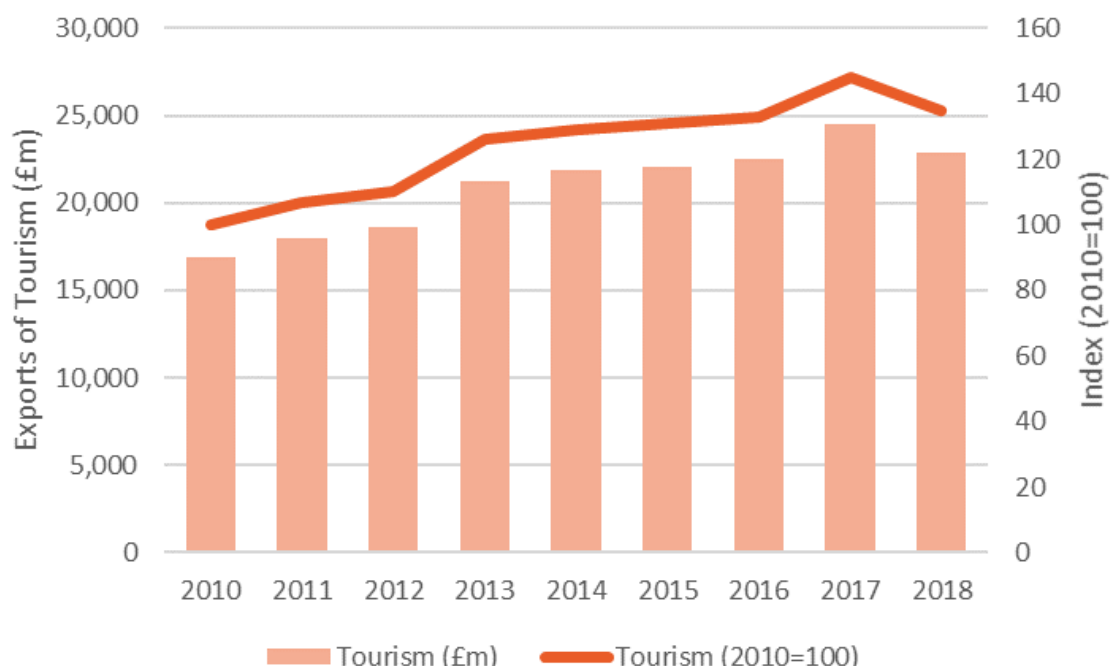


Figure 5.2 shows the top five partner countries for exports of Tourism; that is to say, it presents estimates of the five countries whose tourists spent the most on goods and services when visiting the UK.

Figure 5.2: Key partners for exports of Tourism: 2018 (Table 64)



In terms of individual countries, visitors from the USA spent the highest amount, at £3.4bn (14.8% of the world total). The overall order is similar to previous years, with estimated spending in the UK from tourists from Spain having overtaken that from Australia. The

statistics are also broadly similar year-on-year, with the changes mostly comprising modest decreases from 2017 to 2018.

Additionally, visitors to the UK from European Union member states spent a total of £9.9bn (43.3%) when visiting the UK in 2018 (Figure 5.2).

Exports of goods and services from the Tourism sector contributed 4.0% of UK total exports in 2017, the latest year for which data is available.

Tourism imports

In 2018 the value of imports in the Tourism sector (spending by UK visitors overseas) was £45.4bn. This was a 1.3% rise on the 2017 figure and represents a record high in this series at current prices (i.e. unadjusted for inflation), and is 42.8% higher than in 2010 (in current prices). The overall trend is shown in Figure 5.3 below.

Figure 5.3: Spending by UK visitors overseas (Imports of Tourism), £m and index growth (2010=100): 2010 to 2018 (Table 65)

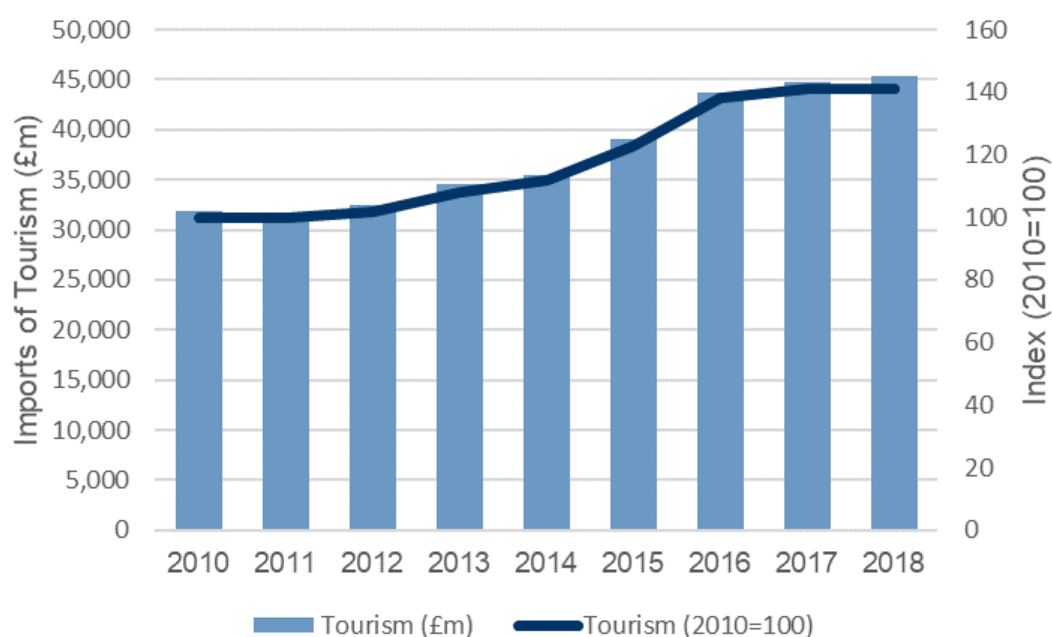
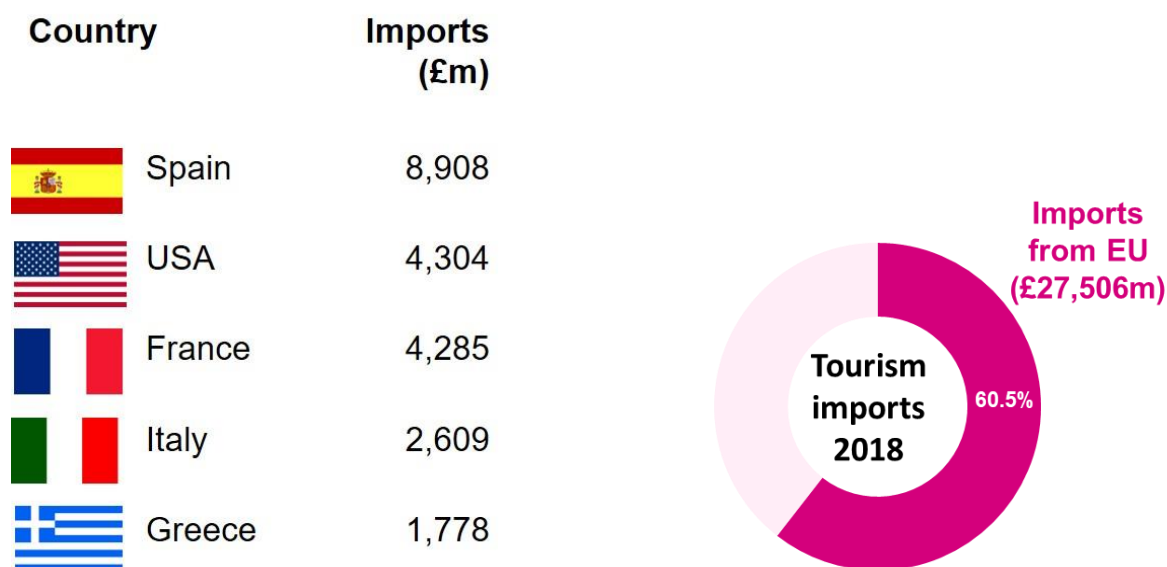


Figure 5.4 shows the top five partner countries for imports of Tourism; that is to say, it presents estimates of the five countries where UK visitors spent the most on goods and services during their visits.

Figure 5.4: Key partners for imports of Tourism: 2018 (Table 66)



Breaking down by individual countries, UK visitors spent the most money in Spain – an estimated £8.9bn (19.6% of world total). The order and figures are broadly unchanged year-on-year, representing mostly modest increases from 2017 to 2018 (Figure 5.2 above).

Additionally, UK visitors to the other European Union member states spent £27.5bn in 2018, 60.5% of the World total (Figure 5.5).

As a proportion of the UK total (all sectors), imports of goods and services from the Tourism sector contributed 7.0% in 2017, the latest year for which data is available.

Chapter 6: Next Steps

DCMS has developed a suite of economic estimates which help support policy and understand the economic impact our sectors have on the UK economy. The trade estimates in the release are expected to be used by customers both within and outside the government. In combination with other economic indicators, trade estimates help build a comprehensive picture of the UK economy.

The next publication of DCMS Sectors Economic Estimates will be in September 2019 and is expected to cover earnings in DCMS Sectors. The finalised date will be announced via the DCMS statistical release calendar nearer the time.

Views on this publication are welcomed from users. **Responses should be provided to evidence@culture.gov.uk.**

Annex A: Definitions and Limitations

This annex outlines the limitations of the data used within DCMS Sectors Economic Estimates: Trade. Further information is available in the [methodology note](#).

The estimates set out in this report are robust but there are some limitations which users should be aware of:

Tourism - Unlike other sectors, Tourism is defined by the characteristics of the consumer in terms of whether they are a tourist or resident, rather than by the goods and services produced themselves. Exports and imports for tourism are taken from estimates of spend by overseas residents in the UK and spend by UK residents abroad, respectively. This data is taken, in turn, from the Office for National Statistics (ONS) International Passenger Survey (IPS), in which there is no distinction between spend on goods and services. We therefore provide separate estimates of **trade in goods and services combined** for Tourism.

Sport - For the purposes of this publication the statistical definition of sport has been used. This incorporates only those 4 digit Standard Industrial Classification (SIC) codes which are predominately sport (see methodology note Table 2.1). DCMS also publishes estimates of sport based on the EU agreed [Vilnius definition](#). The Vilnius definition is a more comprehensive measure of sport which considers the contribution of sport across a range of industries, for example sport advertising, and sport related construction. The [DCMS Sport Satellite Account](#) is currently being developed and therefore has not been used in these estimates.

Operation of historical sites and similar visitor attractions – It is recognised that, due to the limitations associated with SIC codes, the SIC code used as a proxy for the Heritage sector (91.03 - Operation of historical sites and building and similar visitor attractions) is likely to be an underestimate of this sector's value. As such, we have altered the name of the Heritage sector to 'Operation for historical sites and similar visitor attractions' to reflect this.

Exports and imports of goods – Estimates for exports and imports of goods were published in this release for the first time last year. The estimates are based on data from HMRC's Overseas Trade Statistics, in which entries are listed in Combined Nomenclature 2008 (CN08) format, which is based on the Harmonised System (HS) of tariff nomenclature. This is an internationally standardised system of coding for classifying goods for trade. DCMS Sectors are defined at the 4 digit SIC code level, and therefore a conversion tool from SIC to the CN08 codes was used to find the best match. In response to consultation feedback since the last publication, the CN08 codes associated with the Crafts sub-sector have been revised. This change affects the codes included in the Creative Industries, Cultural Sector and DCMS Sectors total, and the time series have been revised accordingly.

Trade in goods and trade in services – Estimates are provided for both trade in goods and trade in services. These are based on different data sources, and as a result have been presented as two separate figures. Data on trade in goods are collected from HMRC's Intrastat survey and Customs import and export entries, which record the movement (for trade purposes) of goods across international borders. As such, the data are gathered under the cross-border principle of trade. Meanwhile, DCMS estimates of trade in services are based on data from the ONS International Trade in Services (ITIS) dataset. These data are collected via

survey and are gathered under the change of ownership principle of trade. To reflect these differences, between the two data sources, the trade in services and trade in goods data are presented separately and caution is advised when adding the two sources together.

Office for Civil Society - For the purpose of this release, there are no reported exports or imports for this sector.

Estimates – The trade figures published in this report represent best estimates of trade in DCMS Sectors. Whilst they are based on robust Official Statistics data sources, they are gathered by means of surveys and therefore are vulnerable to the inherent issues associated with observing a sample of the population rather than the whole population. The estimates are therefore our best estimates of trade and will have an associated margin of error surrounding them.

More details of limitations are available in the [methodology note](#).

Annex B: Further information

1. The next update to these statistics will be published in 2020.
2. The responsible statistician for this release is Rishi Vaidya. For enquiries on this release, please contact Rishi on 0207 211 2320 or evidence@culture.gov.uk.
3. For general enquiries contact:
Department for Digital, Culture, Media and Sport
100 Parliament Street
London
SW1A 2BQ
Telephone: 020 7211 6000
4. DCMS statisticians can be followed on Twitter via [@DCMSInsight](https://twitter.com/DCMSInsight).
5. The DCMS Sectors Economic Estimates: Trade release is an Official Statistics publication and has been produced to the standards set out in the Code of Practice for Statistics. For more information, see <https://www.statisticsauthority.gov.uk/code-of-practice/>. Details of the pre-release access arrangements for this dataset have been published alongside this release.



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Digital, Culture,
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