

The Creative Industries Economic Estimates

An Overview Dr Niall Goulding

Overview

- The Government's official statistics on the economic impact of the Creative Industries.
- Gross value added
- Occupations
- Exports of services





- Gross value added (GVA) is a measure of production
- GVA + taxes on products subsidies on products = GDP
- Occupations are first and second jobs, either full or part time, including self employed





 Exported services include time, expertise, the use of equipment, or some other non physical thing.





- Creative Industries:
 - Advertising and marketing
 - Architecture
 - Crafts
 - Design: product, graphic and fashion design
 - Film, TV, video, radio and photography
 - IT, software and computer services
 - Publishing
 - Museums, galleries and libraries
 - Music, performing and visual arts





• Creative Industries:

Film, TV, video, radio and photography

59.11 Motion picture, video and television programme production activities

- 59.12 Motion picture, video and television programme post-production
- 59.13 Motion picture, video and television programme distribution
- 59.14 Motion picture projection activities
- 60.10 Radio broadcasting
- 60.20 Television programming and broadcasting activities
- 74.20 Photographic activities





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- Creative Occupations:
 - Advertising and marketing

- **1132** Marketing and sales directors
- **1134** Advertising and public relations directors
- 2472 Public relations professionals
- 2473 Advertising accounts managers and creative directors
- 3543 Marketing associate professionals





And finally...

- The Creative Industries is everyone employed in the Creative Industries regardless of the occupation
- The Creative Economy is the Creative Industries, plus everyone outside them in Creative Occupations





Background

- Earliest attempts by DCMS to define and measure the Creative Industries were in 1998 and 2001 with the "Mapping Documents"
- Further work done with ONS and Nesta to improve the definitions





Background

- Current approach uses the "Creative Intensities"
- This means an industry composed of a sufficient number of Creative Occupations



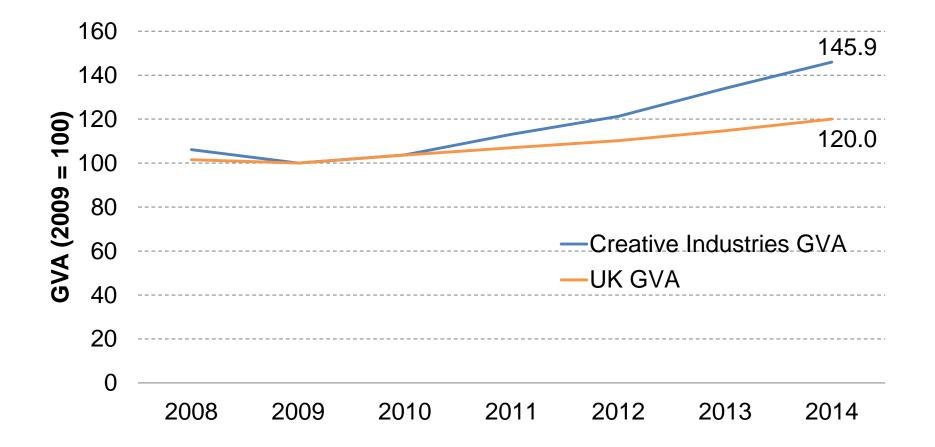


So where are we today?

- DCMS released the latest stats on the 26th January 2016
- Latest figures are from 2014
- The Creative Industries were worth £84.1 billion – 5.2% of the UK economy
- That's an 8.9% increase from 2013

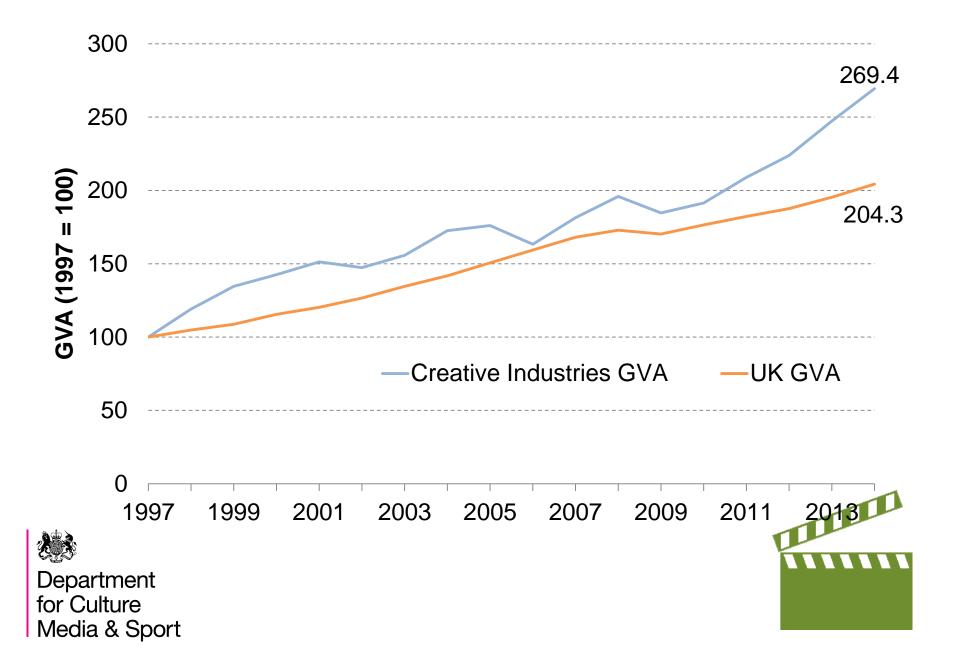








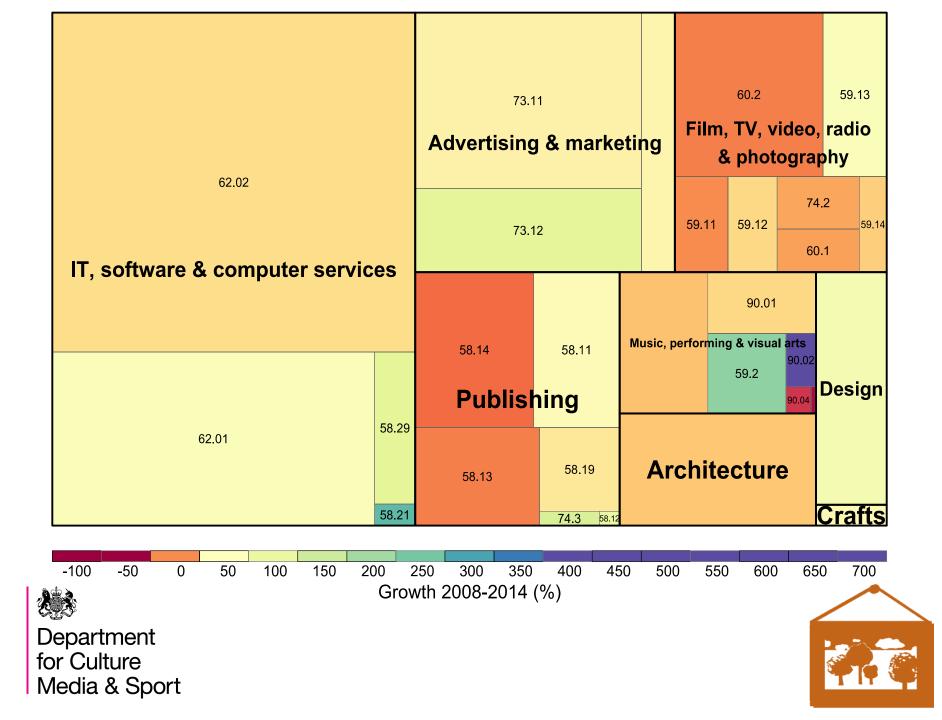




Sector	% change (2013-2014)	CAGR (2008-2014)	
1. Advertising and marketing	10.9%	8.0%	
2. Architecture	16.4%	3.3%	
3. Crafts	-	-	
 Design: Product, Graphic and Fashion Design 	16.6%	9.7%	
5. Film, TV, video, radio and photography	13.8%	4.7%	
6. IT, software and computer services	7.4%	5.8%	
7. Publishing	2.8%	1.6%	
8. Museums, Galleries and Libraries	-	-	
9. Music, performing and visual arts	5.4%	6.5%	
Total	8.9%	5.4%	
UK Total (Blue book, ABML)	4.6%	2.8%	
% share of UK Total	2.7%	2.5%	







Blue Book Sector or Creative Industries	Percentage Change in GVA between 2013 & 2014	Percentage Change in GVA between 2008 & 2014	
Construction	10.2%	9.7%	
Creative Industries	8.9%	37.5%	
Total professional and support	7.3%	22.6%	
Other services	7.1%	30.6%	
Financial and Insurance Activities	7.0%	21.6%	
Distribution, transport, hotels and restaurants	5.5%	16.3%	
Real Estate Activities	3.7%	34.7%	
Agriculture, Forestry and Fishing	2.5%	11.9%	
Information and Communication	2.2%	13.3%	
Government, health and education	2.2%	12.7%	
Production	-0.2%	11.7%	
UK Economy Total	4.6%	18.2%	





Latest occupation stats

- Employment in the Creative Economy increased by 5% between 2013 and 2014 to 2.8 million jobs
- The number of jobs in the Creative Industries increased by 5.5% between 2013 and 2014 to 1.8 million
- In 2014 there were 1.9 million jobs in Creative Occupations, a 6.4% increase since 2013
- Compare to 2.1% increase in the total number of jobs in the wider UK economy between 2013 and 2014





Latest exports stats

- The value of services exported by the UK Creative Industries in 2013 was £17.9bn
- Exports of Services by the UK Creative Industries increased by 3.5 per cent between 2012 and 2013
- Exports of services from the Creative Industries accounted for 8.7 per cent of total exports of services for the UK in 2013



So where to next?

- We've proposed a number of developments in the latest publication
- We'd like your feedback on these
- For some, we've already done the analysis...





Proposed developments

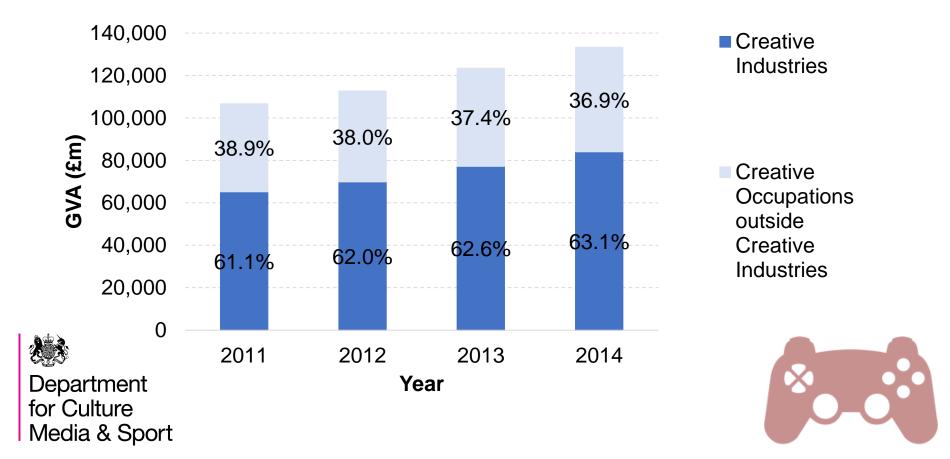
- Estimates of GVA for the Creative Economy.
- Accounting for under coverage of microbusinesses and self-employed.
- Estimates of Productivity for the Creative Industries.
- Inclusion of exports of goods in estimates of exports.
- Reviewing the industries included using the creative intensity approach.
- Sub-national GVA estimates
- Now-casting

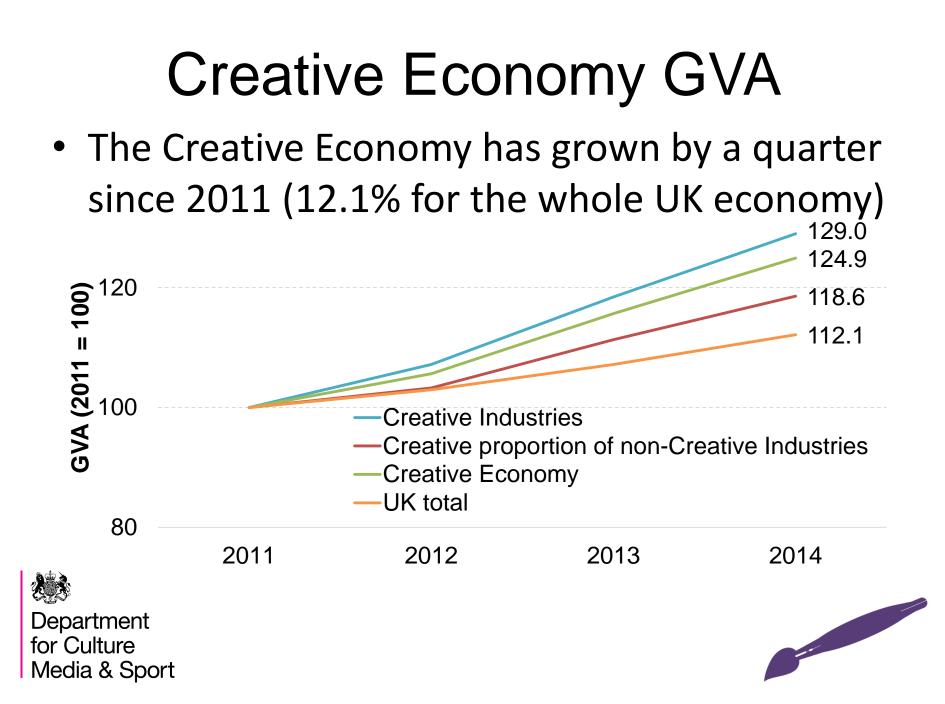




Creative Economy GVA

 In 2014, the Creative Economy was worth £133.3bn (8.2%of the UK economy)





Export of goods

- We can measure exports of goods using Classification of Product Activity codes
- These codes classify goods, not industries
- The categories are reasonably aligned with the SIC codes





Export of goods

Category	CPA (08)		2013	2014
Architectural Plans & Drawing	P2YH	Group 71.1	11	91
Jewellery, Bijouterie & Related Articles	P2XP	Group 32.1	4 462	4 449
Films & Videos	P2CH	Group 59.1	442	343
Exposed Photographic Film	P2CN	Group 74.2	7	4
Packaged Computer Software	P2CF	Group 58.2	516	395
Printed Matter	P2CE	Group 58.1	1 640	1 655
Antiques & Collections	P2CS	Group 91.0	804	877
Audio Recordings & Printed Music	P2CI	Group 59.2	130	119
Paintings & Sculptures	P2CQ	Group 90.0	2 907	2 682
Musical Instruments	P2XQ	Group 32.2	62	76
Total Creative Industries			10,981	10,691

£million



