

# EMPLOYMENT IN THE ARTS, ENTERTAINMENT, AND MEDIA INDUSTRIES

DPE Research Update

February 2024



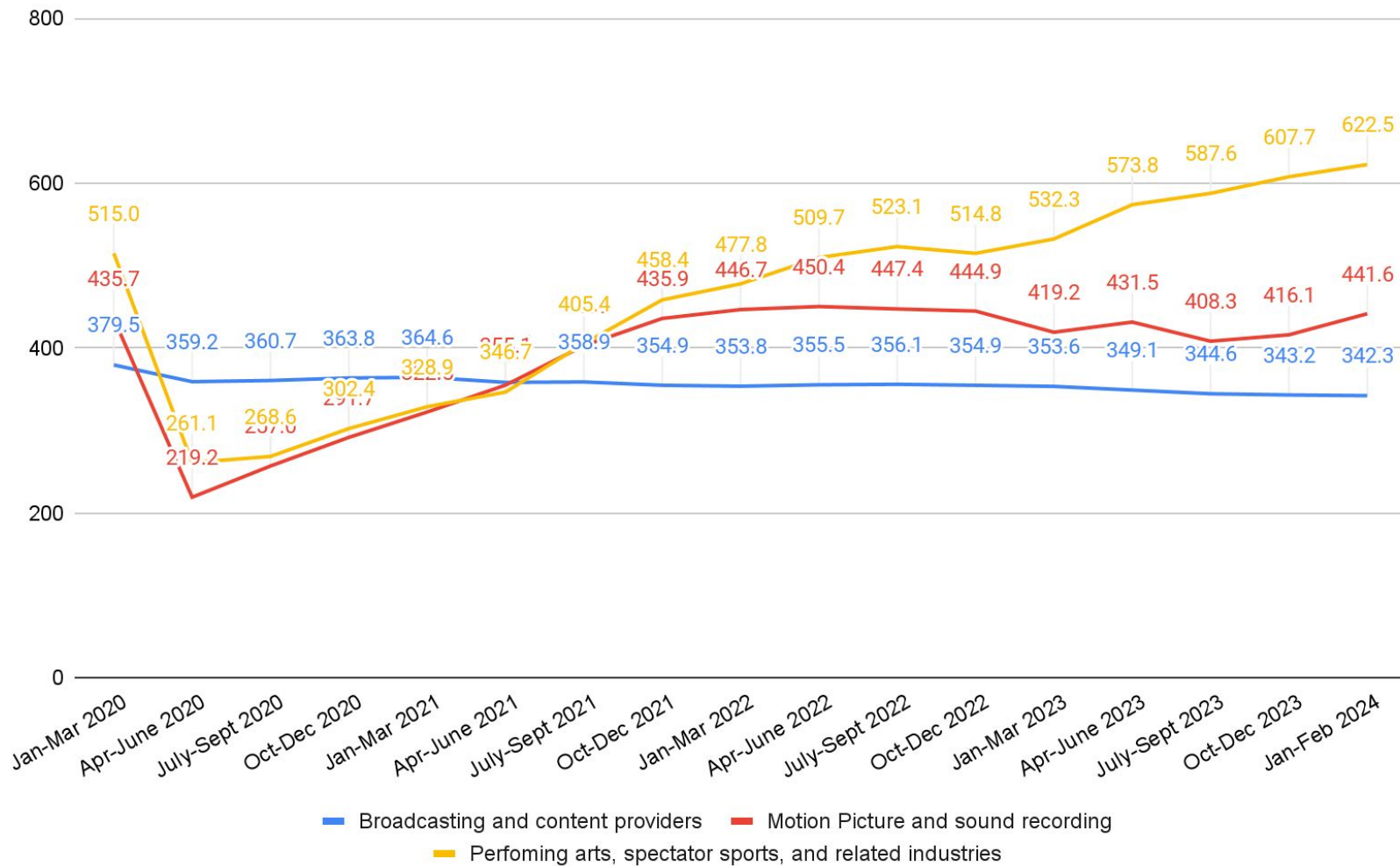
# Data Notes

- 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.

# Employment 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.

## Employment in Select Arts & Entertainment Industries (Thousands), January 2020 - February 2024



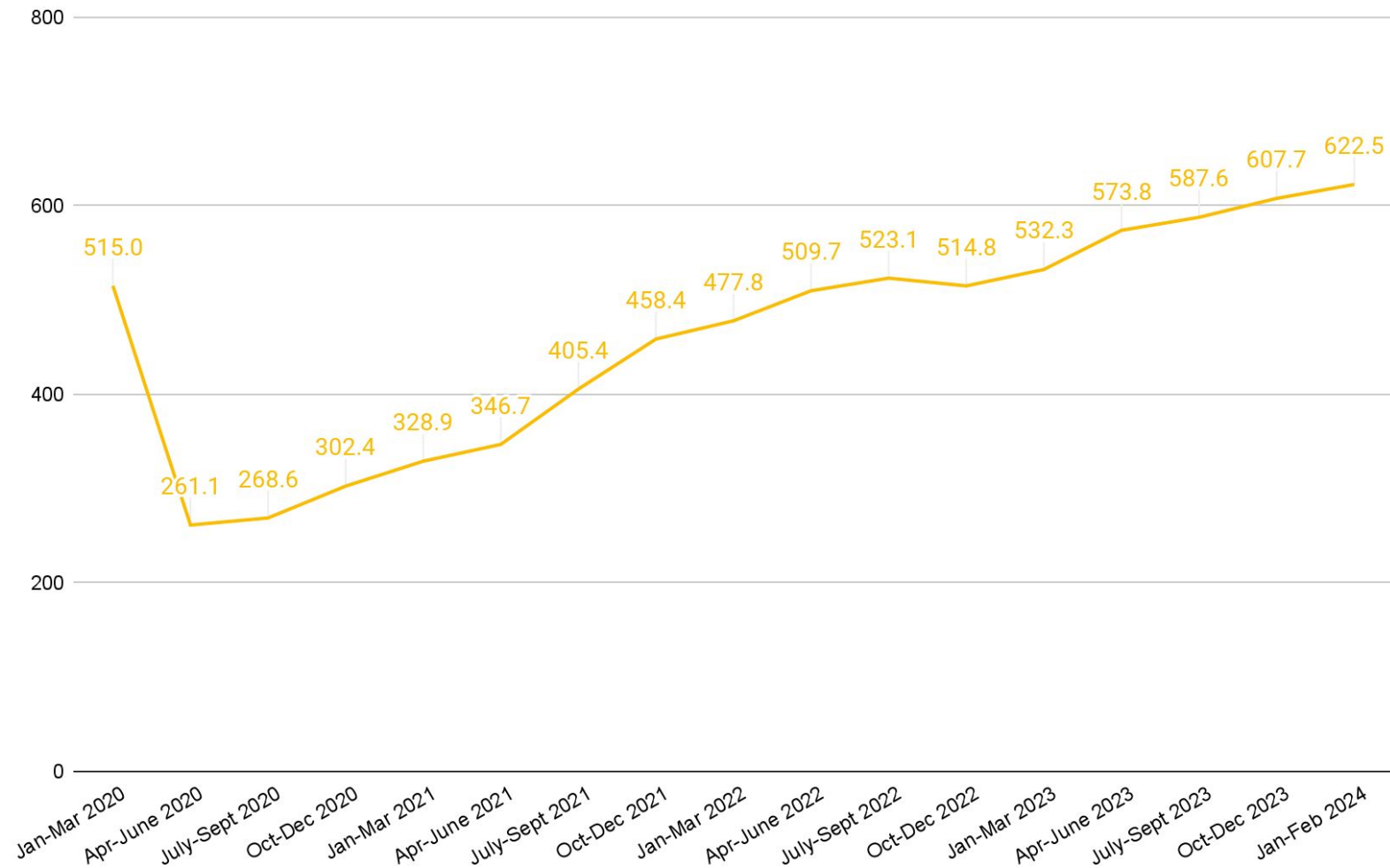
U.S. Bureau of Labor Statistics. Employment, Hours, and Earnings from the Current Employment Statistics survey (national). All Employees, thousands, Broadcasting and Content Providers, Motion Picture and Sound Recording, and Performing Arts and Spectator Sports (seasonally adjusted).



# Performing Arts, Spectator Sports, and Related Industries (including independent artists)

- Pre-pandemic 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

## Employment in Performing Arts, Spectator Sports, and Related Industries (Thousands), January 2020 - February 2024



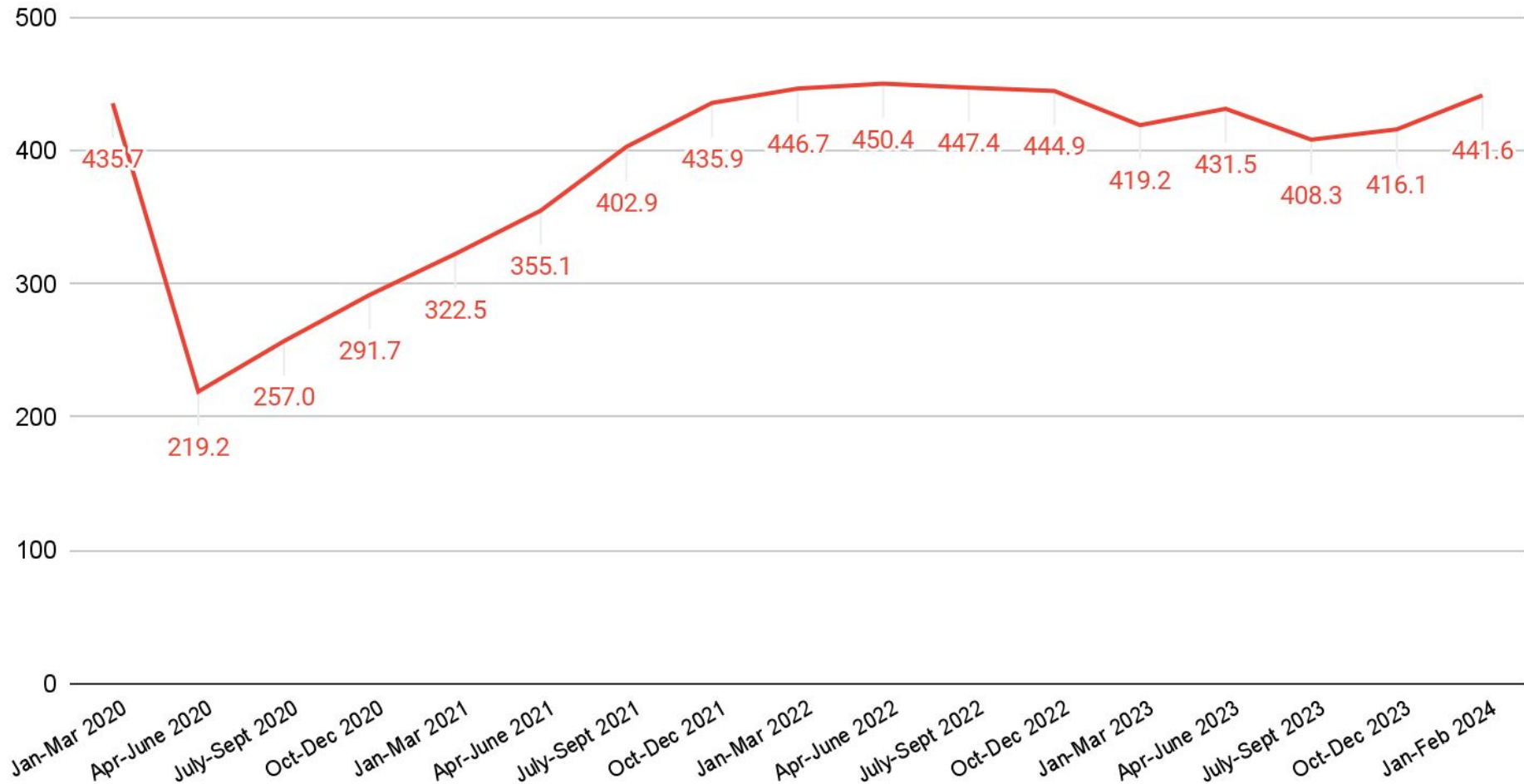
U.S. Bureau of Labor Statistics. Employment, Hours, and Earnings from the Current Employment Statistics survey (national). All Employees, thousands, Performing Arts, Spectator Sports, and Related Industries, seasonally adjusted.



# Motion Picture and Sound Recording Industry

- Pre-pandemic 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.

## Employment in Motion Picture and Sound Recording (Thousands), January 2020 - February 2024



U.S. Bureau of Labor Statistics. Employment, Hours, and Earnings from the Current Employment Statistics survey (national). All Employees, thousands, Motion Picture and Sound Recording Industries, seasonally adjusted.

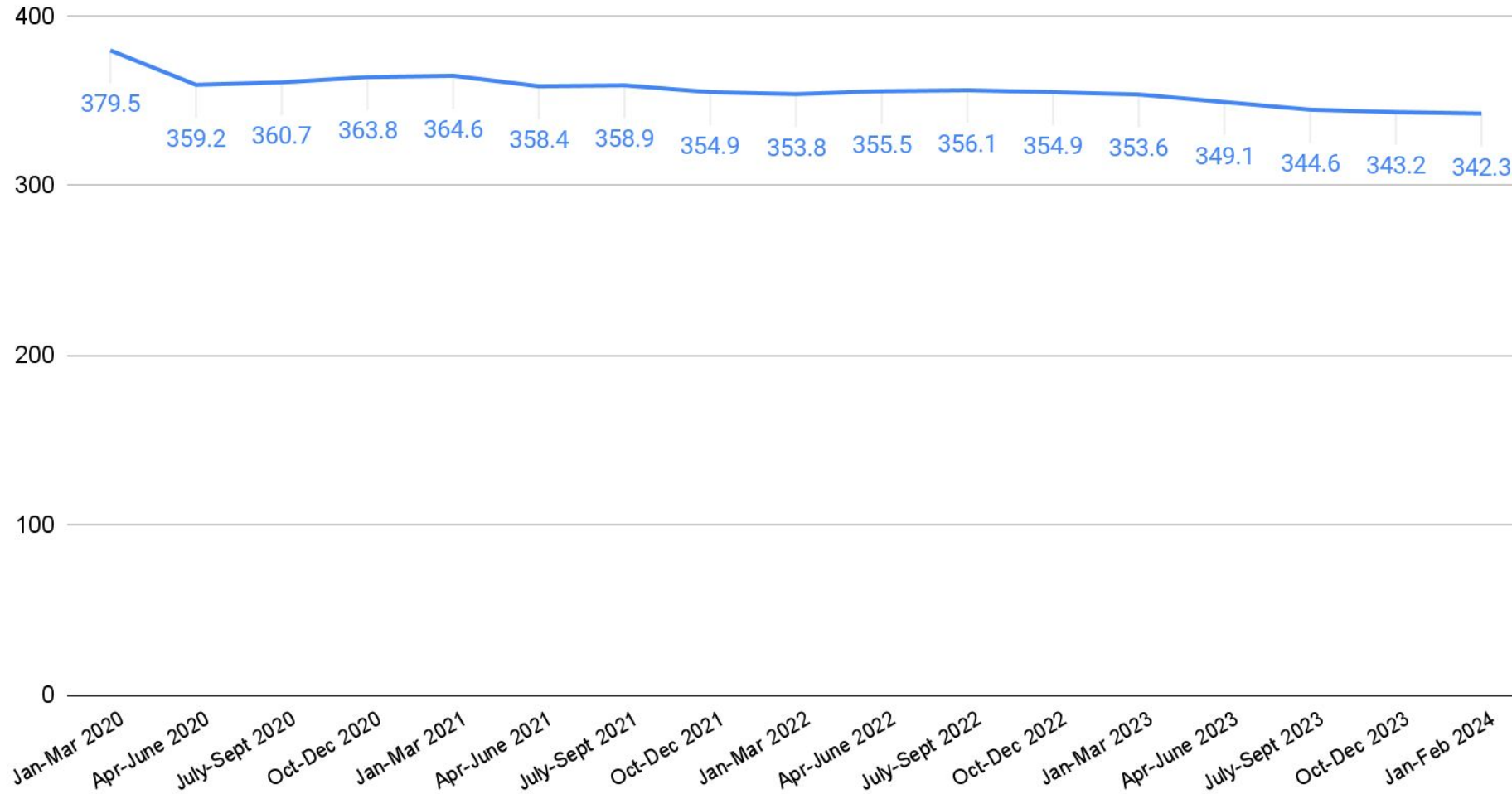




# Broadcasting

- 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, reporters, writers, camera operators, sound engineering technicians, film and video editors, and other creative professionals.

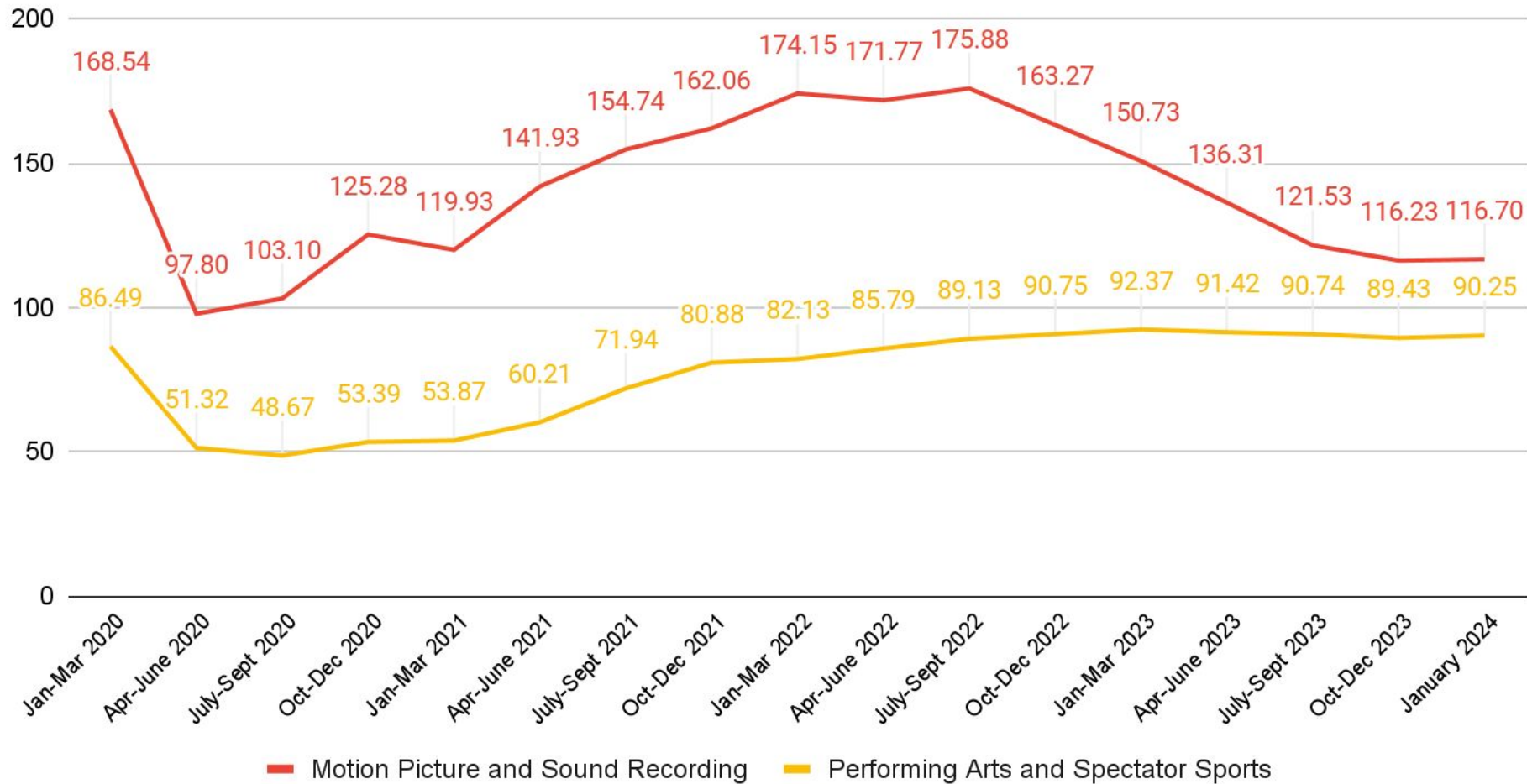
## Employment in Broadcasting and Content Providers (Thousands), January 2020 - February 2024



U.S. Bureau of Labor Statistics. Employment, Hours, and Earnings from the Current Employment Statistics survey (national). All Employees, thousands, Broadcasting and Content Providers, seasonally adjusted.



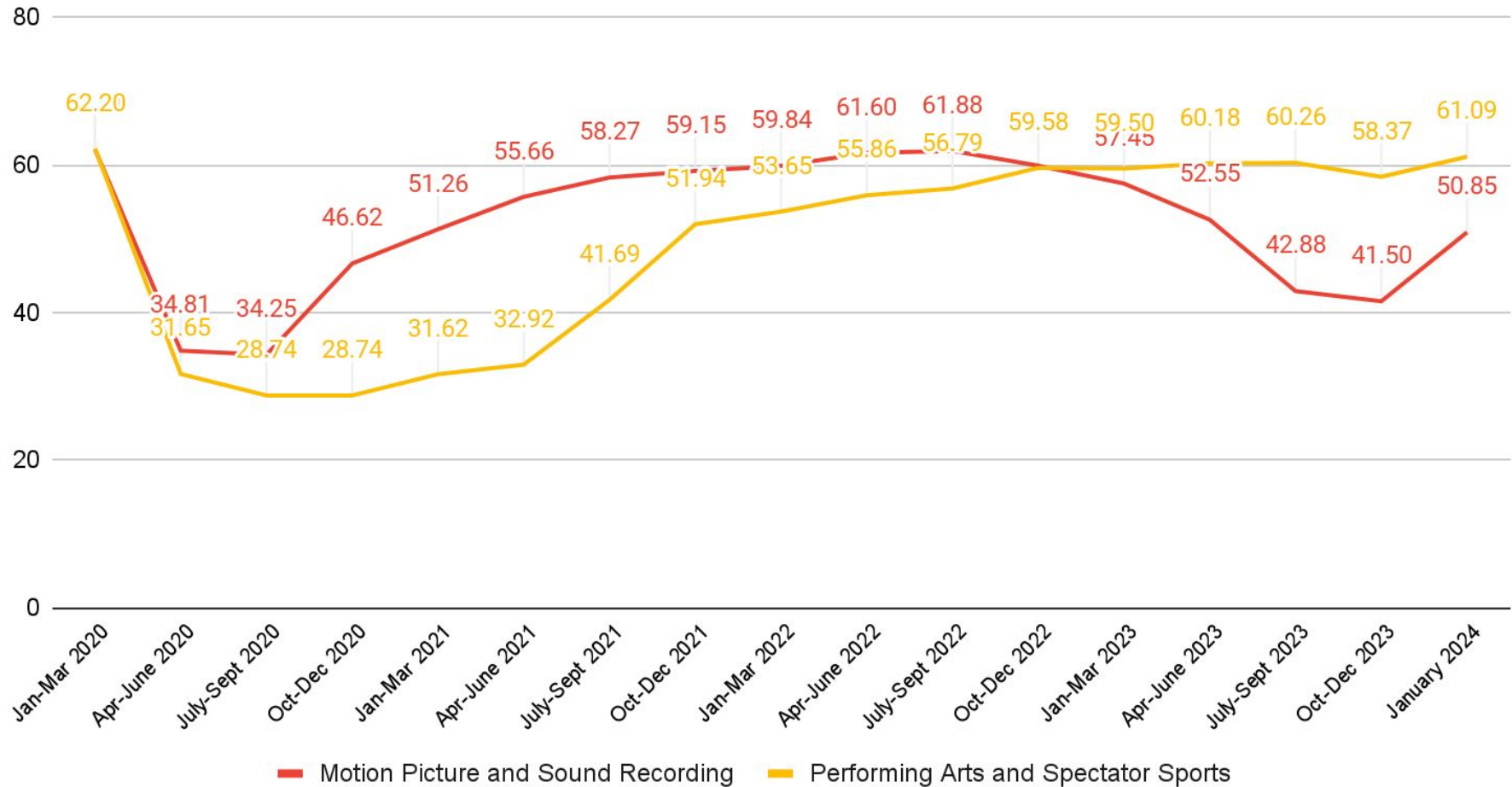
## Creative Industry Employment in California (Thousands), February 2020 - January 2024



U.S. Bureau of Labor Statistics. All Employees: Information: Motion Picture and Sound Recording Industries in California and Leisure and Hospitality: Performing Arts, Spectator Sports, and Related Industries in California. Seasonally adjusted. Retrieved from FRED;  
<https://fred.stlouisfed.org/series/SMUo6000005051200001SA> and <https://fred.stlouisfed.org/series/SMUo6000007071100001SA>.



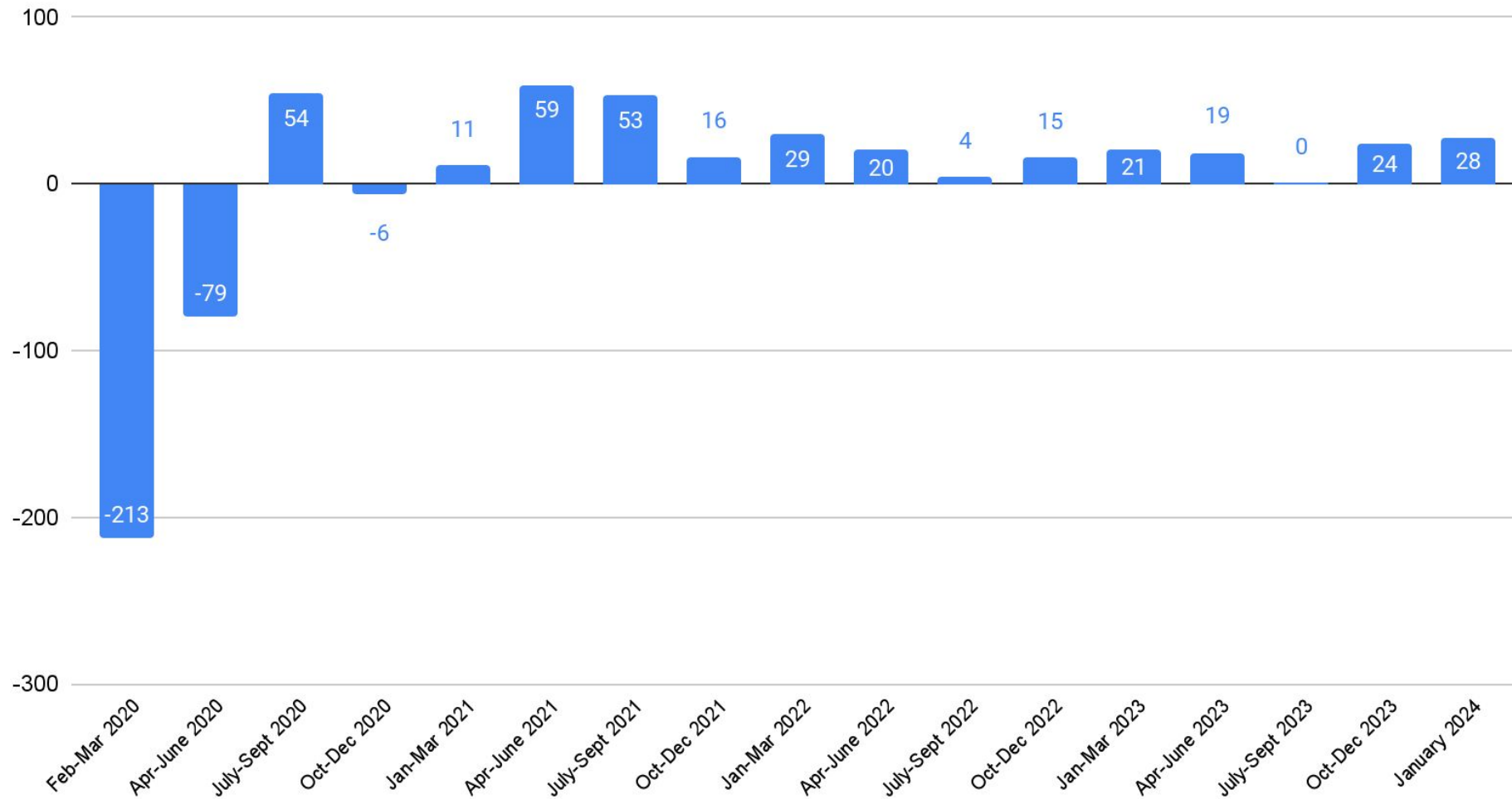
## Creative Industry Employment in New York (Thousands), February 2020 - January 2024



U.S. Bureau of Labor Statistics. All Employees: Information: Motion Picture and Sound Recording Industries in New York and Leisure and Hospitality: Performing Arts, Spectator Sports, and Related Industries in New York. Seasonally adjusted. Retrieved from FRED.  
<https://fred.stlouisfed.org/series/SMU36000005051200001SA> and <https://fred.stlouisfed.org/series/SMU36000007071100001SA>.



## Net Change in Employment in the Arts, Entertainment, and Recreation Industry (Thousands, seasonally adjusted), February 2020 - January 2024



Bureau of Labor Statistics. Tables 1, 2, and 3: Job Openings and Labor Turnover. Retrieved from <https://www.bls.gov/news.release/jolts.toc.htm>



# Questions & Follow-up

- If you have any questions about the data in this presentation or would like more information, please contact Alana Staiti, DPE Research and Organizing Manager, at [astaiti@dpeaflcio.org](mailto:astaiti@dpeaflcio.org).
- DPE will update this presentation with new employment data every month.