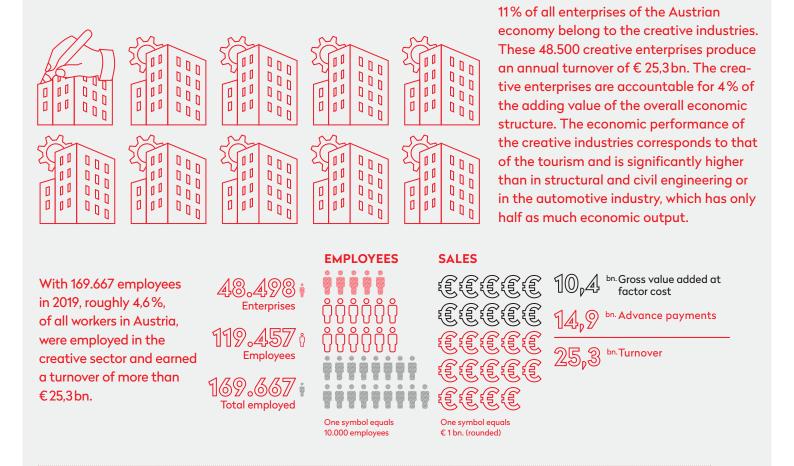
# Tenth Austrian Creative Industries Report

Focus: Resilience in the Corona Crisis

**Short Version** 



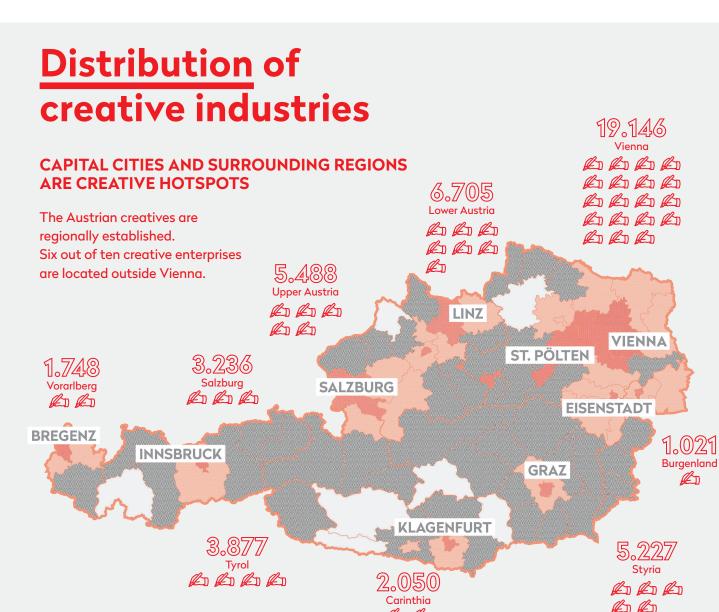
# More than <u>one in ten</u> companies is part of the creative industries



#### ADVERTISING, SOFTWARE AND GAMES PRODUCE MORE THAN HALF OF THE SALES

Software and games, advertising, artistic activities, books and publishing as well as architecture are the 5 largest sectors of the creative industries. Software and games, together with architecture were able to increase their sales during the pandemic, which in the first half of 2021 were already above the pre-Corona-level. Since the start of the Corona pandemic the film-and music industry were exposed to some substantial losses. Design, photography, translating/interpreting, advertising, radio and television as well as publishing are on the path of recovery.

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music industry	し、		
radio and television	违		K-U
film industry incl. p design	Eu		KI KI KI KI
architecture	EE		KI KI KI KI KI
market for performing arts	EEE	F	ki ki ki ki ki ki ki ki
books and publishing	EEEE	Ŭ	KI KI KI KI KI
advertising	EEEE		ki
software and games	CEEEEEEE		KI KI KI KI KI KI KI KI
	One symbol equals € 1 bn. (rounded)		One symbol equals 1000 enterprises



EVERY SECOND EURO OF THE CREATIVE INDUSTRIES IS GENERATED BY ENTERPRISES IN VIENNA

creative industries

in the regions

Share of

Each creative enterprise generates a gross value added of more than € 10 bn. Every second Euro is produced in Vienna (€ 4,8 bn.), followed by

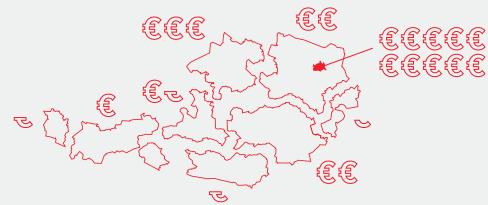
≤7,5%

>10%

≤5%

**≤10%** 

Upper Austria with  $\in$  1,4 bn. and subsequently Lower Austria and Styria with each almost  $\in$  1 bn.



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1000 companies

Number of creative enterprises

in 2019, one symbol equals

One symbol equals € 500 bn. (rounded)

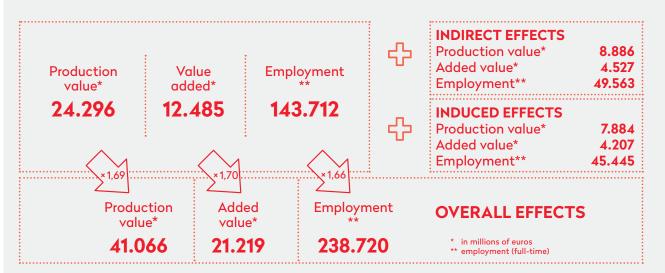
# Negative consequences of the COVID-19-Pandemic on the creative industries effect

# HIGH MULTIPLICATOR OF 1,7 OF THE CREATIVE INDUSTRIES IN MACROECONOMIC EFFECTS BEFORE CORONA\*

For every euro of production value in the creative industries, the remaining economy produces an additional value of  $\in$  0,7. Concluding a creative economy effect (leverage) of  $\in$  1,7. In the economy as a whole, the creative industries add a value of

€ 21,2 bn. annually. In addition to the roughly 143.700 full-time employees, the creative industries also establish around 95.000 full-time employees in other sectors, thus accounting for a total number of around 238.700 workers (full-time).

\* The baseline scenario covers the economic development of the creative industries before the Corona-crisis.



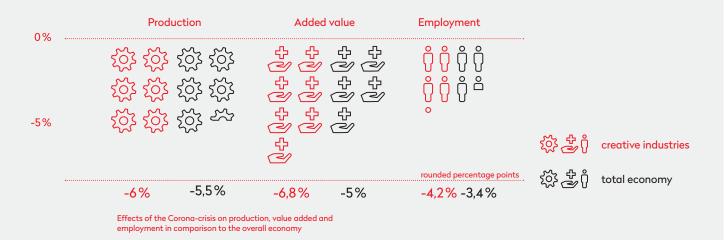
### THE CORONA-CRISIS CAUSES IN PRODUCTION A DEVELOPMENT OF -5,2%, IN VALUE ADDED -5,7% AND IN THE EMPLOYMENT -3,5%

Through strong macroeconomic relationships with the rest of the economy, the creative industries secure, even in Corona-crisis scenarios, a production of more than  $\notin$  41,1bn., an added value of  $\notin$  21,2bn. and an employment of 238.700 full-time units in the Austrian economy.

DIRECT EFFECTS	INDIRECT EFFECTS				
Production*     Added value*     Beschäftigung            近ふえふえふえふえふ          ・         ・	කිකිකිකිකි දී දී දී , 000				
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000 000 000 000 000 000 000 000 000 00	Production*     Added value*     Employment**             ذي ي ي ي ي ي ي            ذي ي ي ي ي ي           ي ي ي           ال           ال           Production*           Added value*           Employment**             ذي ي ي ي ي            زي ي ي ي            زي ي ي            زي ي ي            زي ي ي				
Production*       ដ៏ប៉ុន៍ល៉ុន៍ល៊ុនល៊ុនល៊ុនល៊ុនល៉ុនល៊ុនល៉ុនល៊ុនល៊ុនល៊ុនល៊ុនល៊ុនល៊ុនល៊ុនល៊ុនល៊ុនល៊	Added value*   Employment**				
* One symbol equals € 1 bn. (rounded)  ** One symbol equals 10.000 full-time employees					

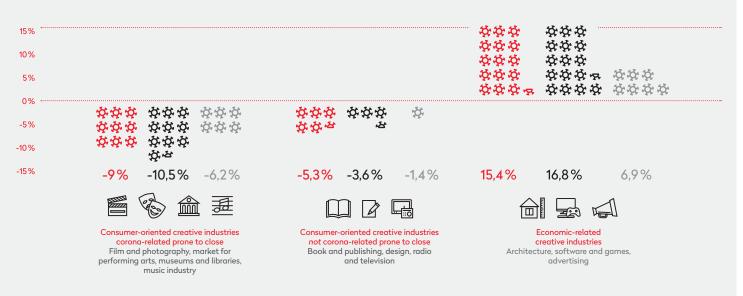
#### SUBSTANTIALLY HIGHER DECREASES IN THE CREATIVE INDUSTRIES COMPARED WITH THE OVERALL ECONOMY

In comparison to the overall economy, the creative industries are strongly affected by the Corona-crisis. While the economy as a whole, loses 5% of its value added in the second year of the Corona-crises, the creative industries has seen a decline of 6,8%. The value of production in the creative industries has declined by 6% (5,5% of the total economy), the employment by 4,2% compared to 3,4% in the overall economy. -6% PRODUCTION -6% PRODUCTION -6% ADDED VALUE -4,2% EMPLOYMENT



## CONSUMER-RELATED INDUSTRIES EXPERIENCE LOSSES IN THEIR ECONOMIC DEVELOPMENT, ECONOMIC-RELATED AREAS ARE RECOVERING

The individual sectors of the creative industries are each affected differently by the Corona-crises. In the second year of the crisis particular sectors, which depend on private consumption and are directly at risk from closings or access restrictions, continue to suffer: market for performing arts, museums and libraries, film industry (incl. photography) and music industry. In this group production, added value and employment rate continue to lag in 2021 by an average of 8 to 10% below the levels of 2019.



\* Production \* Added value \* Employment (full-time)

K Kreativwirtschaft
A Austria
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**Bundesministerium** Arbeit und Wirtschaft