# Creative Industries Economic Estimates
## Statistical Bulletin
October 2005 – Revised Version

## Introduction

This bulletin is the fourth in the Creative Industries Economic Estimates series. The bulletin is the result of development work on official data sources, following a commitment in the 2001 Creative Industries Mapping Document[1] to consider how to provide more timely and consistent data on the activity of the Creative Industries.

**Users should be aware that due to the practical challenges of measuring the Creative Industries[2], the figures throughout the bulletin are *estimates*. For this reason they are not classed as National Statistics.** Further notes on how to interpret the figures are listed on page 4.

## Headline Findings

### 1. Contribution to the economy – Gross Value Added (tables 1a and 1b)

- The Creative Industries accounted for 8% of Gross Value Added (GVA) in 2003.

- The Creative Industries grew by an average of 6% per annum between 1997 and 2003[3]. This compares to an average of 3% for the whole of the economy over this period.

- Three sectors showed growth above the average across all the Creative Industries: Arts and Antiques (+9% p.a.), Software (+*11%* p.a.[4]) and Radio and TV (+8% p.a.).

### 2. Exports (table 2)

- Exports by the Creative Industries contributed £11.6 billion to the balance of trade in 2003. This equated to around 4.1% of all goods and services exported.

[1] http://www.culture.gov.uk/global/publications/archive_2001/ci_mapping_doc_2001.htm
[2] The classifications used by international convention for official statistics do not accurately reflect the structure of the Creative Industries. As such it is difficult to capture the full extent of the activity in the Creative Industries. Given these constraints the estimates are the best possible with the available data.
[3] Based on the 9 of 13 creative industries for which trend data is available
[4] Data for 2003 not entirely consistent with previous years – see 'Note on changes to the Standard Industry Classifications (2003) on Page 3'

## 3. Employment (table 3)

In the summer quarter of 2004, creative employment totalled 1.8 million jobs. This included just over 1 million jobs in companies in the creative industries. There were a further estimated 0.8 million creative jobs within companies outside the creative industries.

Total creative employment increased from 1.5m in 1997 to 1.8m in 2004. Over the period 1997-2004, this grew at a rate of 3% per annum, compared to 1% for the whole of the economy.[5]

Both the Software sector and the Design, including fashion, sector have shown increases in employment above average for the whole of the creative industries over the period 1997-2004 - 8% per annum and 5% per annum respectively.

## 4. Numbers of companies (table 4)

In 2004, there were around 113,000 companies in the Creative Industry sectors on the Inter-Departmental Business Register (IDBR). It is estimated that the IDBR covers nearly 99%[6] of all economic activity.

Nearly three quarters of these enterprises are accounted for by 2 sectors: Software and Electronic publishing (49,000 enterprises), and Music and the visual and performing arts (30,000 enterprises).

The 115,000 companies represent around 7.1% of all enterprises on the IDBR[7]. The true proportion of enterprises that are in the Creative Industries is likely to be higher, as certain sectors - e.g. craft - are predominantly small businesses. Businesses are included in the IDBR if they are above the VAT threshold or if they register voluntarily for VAT, and many do if they run a PAYE scheme.

## Revisions to estimates published in August 2004

There are a number of revisions and one correction to figures released in the Creative Industries Economic Estimates in August 2004:

Gross value added (GVA) – There have been revisions to 2002 GVA data following the standard revision process by the Office for National Statistics which can affect the previous year's ABI data. This means associated figures in Tables 1a and 1b have been revised.

Exports – The 2002 Design figure has been revised from £1.4m to £1.2m due to a totaling error for 'Overseas Fee Income' in 2002 that appeared in publication for the Design Industry Valuation Survey[8].

[5] Total employment figures for the whole economy taken from Spring quarters (March to May)
[6] *IDBR – 2004 (UK Business: Activity, Size and Location 2004 – formerly PA1003)*
[7] Compared to equivalent figure for all of IDBR (1.6m VAT-registered businesses), *IDBR - 2004*
[8] The British Design Survey Thttp://www.britishdesign.co.uk/newlook/d10.html

## Note on comparison to Input Output analyses figures for GVA (tables 1a & 1b)

The Creative Industries Economic Estimates differ significantly from those produced alongside National Statistics Input-Output analysis which is based on products rather than industries.

The most significant difference occurs from the input-output analysis not taking account of the fact that large proportions of data produced under the standard classification systems are not the result of creative activity. This causes some overestimation, for example since 'Clothing' is used in place of 'Designer Fashion'.

Finally, the totals of the analyses are also affected by the lack of official data - for example for crafts and design. *Creative Industries Economic Estimates* uses the best available data for these, which are industry estimates.

## Note on changes to the Standard Industry Classifications (2003)

This year is the first bulletin that includes the minor revisions that were made to the Standard Industry Classification (SIC) systems in 2003.

The following table shows the effect of changes between SIC (98) and SIC (03) for codes included in the definition of the Creative Industries [see Annex A for more detail]:

| SIC (98) | SIC (03) |
|---|---|
| 74.84 Other Business activities not elsewhere classified | 74.87 Other Business activities not elsewhere classified |
| 72.2 Software Consultancy and Supply | 72.21 Software publishing<br>72.22 Other software consultancy and supply |

The implications of the change from SIC(98) to SIC(03) for the Creative Industries Statistical Bulletin are minimal, but the definitions for the Designer Fashion and Software sectors are affected, so that data from 2003 are not entirely consistent with previous years.

## Methodological Changes

This bulletin uses the same methodology as in previous years.

The 2004 Creative Industries Economic Estimates Bulletin had stated that the methodology used for future editions of this bulletin would be revised to be consistent with the DCMS Evidence Toolkit[9] (DET).

However, given the limitations highlighted throughout this bulletin, we are continuing to assess the evidence that is available to most accurately reflect the economic contribution of the Creative Industries. Consequently, we have postponed any major methodological changes, such as incorporating the DET definitions, until a further assessment has been undertaken over the coming year.

[9] DCMS Evidence Toolkit: http://www.culture.gov.uk/global/research/det/

This will include work that is required to develop the use of weightings for the relevant SIC codes identified within the DET. To include extra SIC codes into the definition of the Creative Industries without the use of weighting may lead to greater inaccuracy within the estimates produced. Please see section 2.6.2 of the DET Technical Report[10] for further information on the use of weightings.

Tables 5 and 6 in the 2004 bulletin (showing Concentration Ratios and Herfindahl Indices) have not been updated for the 2005 bulletin due to a lack of user demand.

## Notes on interpretation of the figures

All readers should be aware that:

1. All figures are estimates since they draw on fixed assumptions of the correspondence between the definitions of the Creative Industries and the definitions used in official sources. These are shown in Annex A.

2. As far as possible National Statistics (NS) sources are used as the basis for the estimates.[11] Where NS data are not available, other research is used. This may not have been subjected to the same quality checks as National Statistics data. It follows that these estimates, and the overall totals which necessarily include these estimates, may not be as reliable as National Statistics.

3. With the exception of the number of businesses counts, sources are sample surveys. Therefore too much emphasis should not be placed on fluctuations in the figures.

4. Employment figures are for Great Britain, while other sources are for the UK.

5. Because of changes in the Standard Industrial Classification systems between 1998 and 2003, comparisons between 2003 data and earlier years should be made with caution for some Creative Industry sectors. Notes have been included beneath the tables where applicable.

[10] DET Technical Report: http://www.culture.gov.uk/global/research/det/7_full_Technical_Report.htm
[11] This ensures consistency and hence comparability between sectors. Furthermore National Statistics sources are regular outputs and so permit valid comparisons over time and will continue to be available in the future.

# Table 1a - Contribution of Creative Industries to Gross Value Added

| | Advertising | Architecture | Video, film & photography | Music and the visual and performing arts | Publishing | Software, computer games, & electronic publishing[1] | Radio and TV | Art & antiques | Designer fashion[1] | Crafts[2] | Design[3] | TOTAL |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Gross Value Added (£ million)** | | | | | | | | | | | | |
| 1997 | 3,400 | 3,100 | 1,900 | 2,700 | 6,500 | 9,800 | 3,500 | 300 | 280 | n/a | n/a | n/a |
| 1998 | 3,500 | 3,200 | 1,800 | 2,900 | 7,300 | 13,200 | 3,700 | 300 | 270 | 400 | n/a | n/a |
| 1999 | 5,500 | 3,200 | 2,100 | 3,100 | 8,000 | 13,900 | 4,600 | 300 | 300 | n/a | n/a | n/a |
| 2000 | 6,100 | 3,500 | 2,100 | 3,200 | 8,400 | 14,800 | 5,900 | 300 | 360 | n/a | 6,500 | 51,300 |
| 2001 | 5,500 | 3,600 | 1,800 | 3,100 | 8,800 | 16,300 | 6,700 | 400 | 320 | n/a | 6,700 | 53,300 |
| 2002 | 5,400 | 3,400 | 2,100 | 3,300 | 8,300 | 16,900 | 6,800 | 400 | 300 | n/a | 5,900 | 52,700 |
| 2003 | 5,000 | 4,000 | 2,200 | 3,700 | 8,600 | 20,700 | 6,200 | 500 | 330 | n/a | 5,300 | 56,500 |
| **% of GVA** | | | | | | | | | | | | |
| 1997 | 0.6% | 0.6% | 0.3% | 0.5% | 1.2% | 1.8% | 0.6% | 0.05% | 0.05% | n/a | n/a | n/a |
| 1998 | 0.6% | 0.6% | 0.3% | 0.5% | 1.3% | 2.3% | 0.6% | 0.05% | 0.05% | 0.07% | n/a | n/a |
| 1999 | 0.9% | 0.5% | 0.3% | 0.5% | 1.3% | 2.3% | 0.8% | 0.05% | 0.05% | 0.07% | n/a | n/a |
| 2000 | 1.0% | 0.5% | 0.3% | 0.5% | 1.3% | 2.3% | 0.9% | 0.05% | 0.06% | 0.07% | 1.0% | 8.1% |
| 2001 | 0.8% | 0.5% | 0.3% | 0.5% | 1.3% | 2.5% | 1.0% | 0.06% | 0.05% | 0.07% | 1.0% | 8.1% |
| 2002 | 0.8% | 0.5% | 0.3% | 0.5% | 1.2% | 2.4% | 1.0% | 0.06% | 0.04% | 0.07% | 0.9% | 7.7% |
| 2003 | 0.7% | 0.5% | 0.3% | 0.5% | 1.2% | 2.8% | 0.9% | 0.07% | 0.04% | 0.07% | 0.7% | 7.8% |

Source: DCMS based on Office for National Statistics Annual Business Inquiry except:

1. Due to changes in the SIC (2003), data from 2003 are not entirely consistent with previous years.
2. Creative Industry Mapping Document 1998
3. Turnover of Design Consultancies. Design Industry Valuation Survey, British Design Initiative.

These figures are used since, due to design not be separately identifiable in official sources, no GVA data is available. These figures may be an imprecise estimate of GVA for a number of reasons:

i) Turnover is being used in place of GVA. A turnover figure will always be greater than a corresponding GVA figure.
ii) Relevant to overall total figures, there may be some overlap in statistics with other of the creative industries.
iii) However, by contrast, the figures will under represent all design activity since design within large companies is not distinguished in official statistics from companies' main business, e.g. design in production companies. N.B. All businesses' design-related expenditure was estimated at £26.7bn in 2000 in a study for the Design Council.

# Table 1b - Growth in GVA of the Creative Industries[1]

estimated real[3] growth

| | Advertising | Architecture | Video, film & photography | Music & the visual & performing arts | Publishing | Software, computer games, & electronic publishing[4] | Radio and TV | Art & antiques | Designer fashion [4] | Crafts | Design | Total[2] |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1997-1998 | 0% | 3% | -9% | 4% | 9% | *31%* | 3% | 0% | -7% | n/a | n/a | 12% |
| 1998-1999 | 52% | -4% | 13% | 4% | 7% | *3%* | 21% | 17% | 7% | n/a | n/a | 10% |
| 1999-2000 | 9% | 8% | 3% | 3% | 3% | *5%* | 27% | 8% | 18% | n/a | n/a | 8% |
| 2000-2001 | -11% | 3% | -19% | -7% | 3% | *8%* | 10% | 9% | -13% | n/a | 1% | 2% |
| 2001-2002 | -6% | -9% | 12% | 13% | -5% | *0%* | -1% | 6% | -7% | n/a | -13% | -1% |
| 2002-2003 | -8% | 15% | 9% | 8% | 1% | *21%* | -9% | 11% | *8%* | n/a | -8% | 8% |
| Average 1997-2003 | 4% | 2% | 1% | 4% | 3% | *11%* | 8% | 9% | *0%* | n/a | n/a | 6% |

1. The caveat that 'too much emphasis should not be placed on fluctuations' (note on interpretation 3) is especially relevant to this table
2. Based on 9 of the 13 creative industries data for which trend data are available
3. These estimates of growth were calculated from figures in table 1a with implied GDP deflator (base = 2000) to remove the effect of inflation
4. Due to changes in the SIC (2003), data from 2003 are not entirely consistent with previous years.

# Table 2 - Exports of creative industries

£ million

| | 1 | 2 | 7 | 9&10 | 11 | 8&12 | 13 | 3 | 6 | 4 | 5 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | Advertising | Architecture | Video, film & photography | Music & the visual & performing arts | Publishing | Software, computer games, & electronic publishing[6] | Radio and TV | Art & antiques [1] | Designer fashion[2,6] | Crafts[3] | Design[4] | TOTAL[5] |
| 1997 | 680 | 380 | 700 | 250 | 680 | *1,400* | 500 | n/a | n/a | n/a | n/a | n/a |
| 1998 | 630 | 470 | 700 | 250 | 830 | *1,700* | 600 | n/a | 350 | 40 | n/a | n/a |
| 1999 | 560 | 410 | 700 | 270 | 860 | *2,300* | 700 | 1,400 | n/a | n/a | n/a | n/a |
| 2000 | 710 | 420 | 900 | 300 | 950 | *2,500* | 700 | 2,000 | n/a | n/a | 1,000 | 9,500 |
| 2001 | 730 | 520 | 900 | 290 | 830 | *3,900* | 900 | 1,900 | 390 | n/a | 1,000 | 11,000 |
| 2002 | 890 | 510 | 800 | 280 | 790 | *3,500* | 1,000 | 2,300 | n/a | n/a | 1,200 | 11,300 |
| 2003 | 1,130 | 580 | 800 | 240 | 1,180 | 3,900 | 1,000 | 2,200 | n/a | n/a | 630 | 11,600 |

Sources: DCMS based on Office for National Statistics Inquiries with the following exceptions:

1. Antiques Trade Gazette analysis of HM Customs and Excise data

2. Design Fashion Report 1998, A study of the UK designer fashion sector, 2003 (both for DTI)

3. Creative Industry Mapping Document estimate (1998)

4. Overseas fee income to British Design Consultancies, Design Industry Valuation Surveys, British Design Initiative

5. Total excludes Designer Fashion and Crafts as figures are not available for every year.

6. Due to changes in the SIC (2003), data from 2003 are not entirely consistent with previous years.

# Table 3 - Creative employment[1]

Great Britain

1. These data show the numbers of people employed in the creative industries or creative occupations in Great Britain. The coverage of these data is broader than for elsewhere in the bulletin. This is since; unlike for exports and GVA, it is possible to count jobs in creative occupations in companies which are classed as being outside of the Creative Industries, e.g. design engineers or graphic designers who work in a large company whose main activity is manufacturing.

| All summer quarters (Jun - Aug) | Advertising | Architecture | Crafts | Design & designer fashion | Film, video & photography | Music & the visual & performing arts | Publishing | Software, computer games, & electronic publishing | Television & radio | Art / Antiques trade | TOTAL est. for Creative employment in Great Britain |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Employment in Creative Industry companies** | | | | | | | | | | | |
| 2004 | 72,800 | 76,700 | - | n/a | 46,400 | 191,600 | 196,900 | 354,100 | 92,700 | 22,500 | 1,057,400 |
| **Employment in creative occupations in businesses outside the Creative Industries** | | | | | | | | | | | |
| 2004 | 127,200 | 25,800 | 112,900 | n/a | 7,500 | 52,300 | 77,400 | 239,800 | 17,800 | 0 | 767,600 |
| **Total Creative Employment** | | | | | | | | | | | |
| 1995 | 189,100 | 97,300 | 115,300 | 79,500 | 53,100 | 227,900 | 327,200 | 285,900 | 96,500 | 19,800 | 1,491,600 |
| 1996 | 173,000 | 106,100 | 97,400 | 85,500 | 47,500 | 224,300 | 314,400 | 318,600 | 96,800 | 19,400 | 1,483,000 |
| 1997 | 201,000 | 95,800 | 95,000 | 80,700 | 52,700 | 237,800 | 308,500 | 379,400 | 97,600 | 20,200 | 1,568,700 |
| 1998 | 204,200 | 101,500 | 119,800 | 88,800 | 52,500 | 229,500 | 317,100 | 426,000 | 101,500 | 19,800 | 1,660,700 |
| 1999 | 200,900 | 101,500 | 96,800 | 93,500 | 51,500 | 266,100 | 317,000 | 488,600 | 92,500 | 20,800 | 1,729,300 |
| 2000 | 206,000 | 102,600 | 111,300 | 98,500 | 58,500 | 233,300 | 283,900 | 544,600 | 109,800 | 20,900 | 1,769,400 |
| 2001 | 220,500 | 103,400 | 115,100 | 103,000 | 64,300 | 235,800 | 293,300 | 567,700 | 104,100 | 20,900 | 1,828,100 |
| 2002 | 215,400 | 102,900 | 114,100 | 115,000 | 58,900 | 250,800 | 286,800 | 556,700 | 108,800 | 21,400 | 1,830,700 |
| 2003 | 213,800 | 103,100 | 108,700 | 113,200 | 65,900 | 254,200 | 305,200 | 581,200 | 110,900 | 22,500 | 1,878,800 |
| 2004 | 200,000 | 102,600 | 112,900 | 110,400 | 53,900 | 243,900 | 274,300 | 593,900 | 110,600 | 22,500 | 1,825,000 |
| Annual growth | | | | | | | | | | | |
| 1995-2004 | 1% | 1% | 0% | 4% | 0% | 1% | -2% | 10% | 2% | 2% | 3% |
| 1997-2004 | 0% | 1% | 3% | 5% | 0% | 0% | -2% | 8% | 2% | 2% | 3% |
| 2003-2004 | -6% | 0% | 4% | -2% | -18% | -4% | -10% | 2% | 0% | 0% | -3% |

Source: Analysis of National Statistics Labour Force Survey

## Table 4 - Numbers of businesses in the Creative Industries[1]

| | Advertising | Architecture | Art & Antiques | Designer Fashion[2] | Video, film & photography | Music and the visual & performing arts | Publishing | Software, computer games, & electronic publishing[2] | Radio and TV | TOTAL |
|---|---|---|---|---|---|---|---|---|---|---|
| 1996 | 10,600 | 3,700 | 1,400 | 1,400 | 4,100 | 33,100 | 7,200 | *48,100* | 2,300 | 111,900 |
| 1997 | 10,400 | 3,400 | 1,500 | 1,400 | 4,800 | 32,600 | 7,000 | *49,500* | 2,300 | 112,900 |
| 1998 | 10,300 | 3,300 | 1,600 | 1,300 | 5,500 | 32,500 | 6,800 | *52,600* | 2,300 | 116,200 |
| 1999 | 10,000 | 3,400 | 1,700 | 1,300 | 6,000 | 32,200 | 6,800 | *55,700* | 2,700 | 119,800 |
| 2000 | 10,000 | 3,300 | 1,800 | 1,300 | 6,500 | 32,500 | 6,700 | *56,700* | 3,000 | 121,800 |
| 2001 | 10,100 | 3,100 | 1,800 | 1,300 | 6,800 | 32,600 | 6,700 | *56,100* | 3,400 | 121,900 |
| 2002 | 10,100 | 3,000 | 1,800 | 1,300 | 7,400 | 32,300 | 6,700 | *55,800* | 3,600 | 122,000 |
| 2003 | 10,100 | 3,500 | 1,800 | 1,300 | 7,900 | 31,500 | 6,700 | *53,700* | 4,000 | 120,500 |
| 2004 | 9,800 | 4,100 | 1,700 | 1,400 | 8,000 | 30,100 | 6,500 | 49,100 | 4,200 | 113,300 |

Source: Estimates based on Interdepartmental Business Register (IDBR), Office for National Statistics

1. The IDBR covers all UK businesses registered for Value Added Tax (VAT), Pay As You Earn (PAYE) and/or registered at Companies House.
2. Due to changes in the SIC (2003), data from 2003 are not entirely consistent with previous years.

# Annex A – Mapping the Creative Industries to official data classifications

## 1. Assumptions for correspondence between Creative Industries and SIC Codes

| Mapping document chapter | Sector | Standard Industrial Classification (SIC) | |
|---|---|---|---|
| 1 | Advertising | 74.4 | advertising |
| 2 | Architecture | 74.2 | architectural (+)* |
| 3 | Art/antiques trade | 52.48/9 | retail sale in specialised stores nec (+) |
| | | 52.5 | retail sale of second/hand goods in stores (+) |
| 4 | Crafts | | *majority of businesses too small to be picked in business surveys* |
| 5 | Design | | *no codes match this field* |
| 6 | Designer fashion | 9 subsectors | clothing manufacture (+) |
| | | 74.87 | Other business activities nec (+) |
| 7 | Video, film, music & photography | 22.32 | reproduction of video recording (+) |
| | | 92.11 | motion picture and video production |
| | | 92.12 | motion picture and video distribution |
| | | 92.13 | motion picture projection |
| | | 74.81 | photographic activities (+) |
| 9&10 | Music and the visual and performing arts | 22.14 | publishing of sound recordings |
| | | 22.31 | reproduction of sound recording (+) |
| | | 92.31 | artistic & literary creation & interpretation |
| | | 92.32 | operation of arts facilities |
| | | 92.34 | other entertainment activities nec (+) |
| | | 92.72 | other recreational activities nec (+) |
| 11 | Publishing | 22.11 | publishing of books |
| | | 22.12 | publishing of newspapers |
| | | 22.13 | publishing of journals & periodicals |
| | | 22.15 | other publishing (+) |
| | | *92.4* | news agency activities |
| 8 & 12 | Computer games, software, | 22.33 | reproduction of computer media (+) |
| | | 72.21 | Software publishing |
| | electronic publishing | *72.22* | Other software consultancy and supply |
| 13 | Radio and TV | *92.2* | radio & television activities |

+ denotes that a proportion of this industry group is included to estimate the creative element
* Number of architecture businesses has been calculated using code 74.20/1 from the IDBR

## 2. Best-fitting SOC2000 codes for Creative Occupations outside the creative industries

Used to estimate number of creative jobs outside businesses in the creative industries

| Mapping document chapter | Sector | Standard Occupation Classification (SOC) | |
|---|---|---|---|
| 1 | Advertising | none | |
| 2 | Architecture | 2431 | Architects |
| | | 2432 | Town Planners |
| | | 3121 | Architectural technologists and town planning technicians |
| 3 | Art/antiques trade | none | |
| 4 | Crafts | 5491 | Glass and ceramics makers, decorators and finishers |
| | | 5492 | Furniture makers, other craft woodworkers |
| | | 5493 | Pattern makers (moulds) |
| | | 5494 | musical instrument makers, tuners |
| | | 5495 | Goldsmiths, silversmiths, precious stone workers |
| | | 5496 | Floral arrangers, florists |
| | | 5499 | Hand craft occs nec |
| | | 8112 | Glass and ceramics process operatives |
| | | 9121 | Mates to woodworking craftsmen/women |
| 5 & 6 | Design & Designer fashion | 2126 | Design & development engineers |
| | | 3411 | Artists |
| | | 3421 | Graphic designers |
| | | 3422 | Product, clothing and related designers |
| | | 5411 | Weavers and knitters |
| 7 | Film & video | 3434 | Photographers and audio-visual equipment operators |
| 9&10 | Music and the visual and performing arts | 3412 | Authors, writers, journalists |
| | | 3413 | Actors, entertainers |
| | | 3414 | Dancers and choreographers |
| | | 3415 | Musicians |
| | | 3416 | Arts officers, producers and directors |
| 11 | Publishing | 3431 | Journalists, newspaper and periodical editors |
| | | 5421 | Originators, compositors and print preparers |
| | | 5422 | printers |
| | | 5423 | Bookbinders and print finishers |
| | | 5424 | Screen printers |
| 8 & 12 | Software (incl Interactive leisure) & computer services | 1136 | IT/Comms managers |
| | | 2131 | IT professionals |
| 13 | Radio and TV | 3432 | Broadcasting associate professionals |
| | | 5244 | TV, video and audio engineers |