



## NATIONAL INDICATORS

POPULATION (2021)

516 100 Q1

GDP P.C. (2021)

€ 22 250 Q2

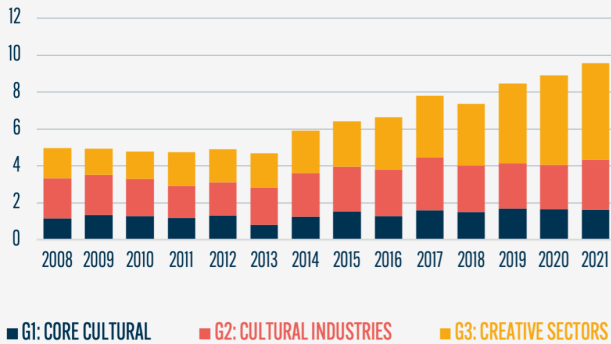
INNOVATION INDEX (2021)

0.48 Q3

General Government expenditure in cultural services and broadcasting & publishing services, % of total general government expenditure

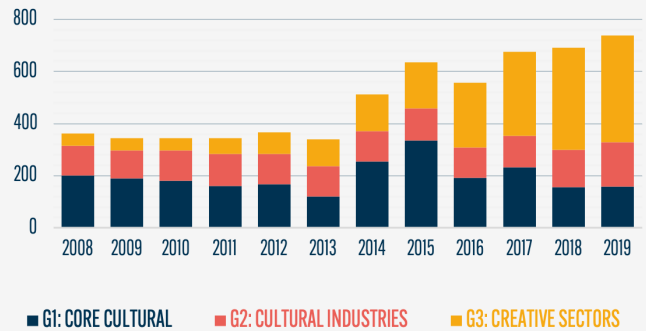
1.00 Q3

### EVOLUTION OF CCS EMPLOYMENT (THOUSAND)



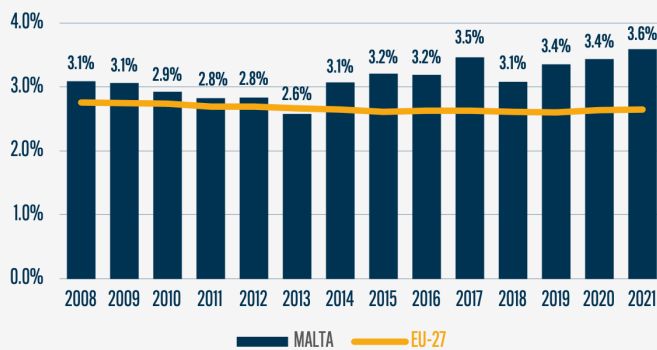
### EVOLUTION OF CCS GVA (MILLION €)

CONSTANT VALUES BASE 2015



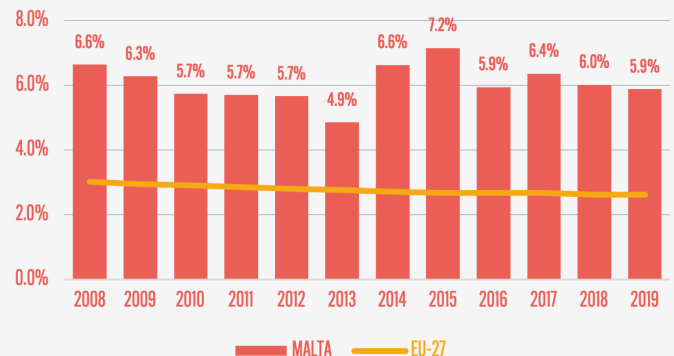
### EVOLUTION OF CCS EMPLOYMENT

% TOTAL EMPLOYMENT



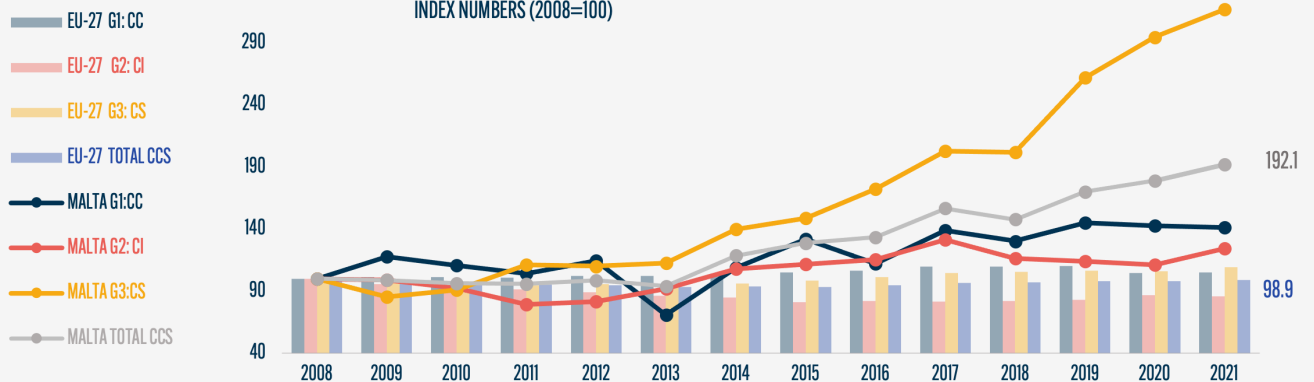
### EVOLUTION OF CCS GVA

% TOTAL GVA



### EVOLUTION OF EMPLOYMENT BY GROUPS

INDEX NUMBERS (2008=100)



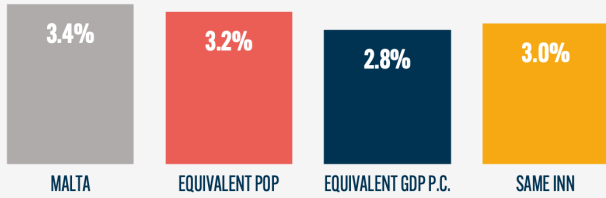
**CCS:** Cultural and Creative Sectors  
**GDP P.C.:** Gross Domestic Product per capita  
**GVA:** Gross Value Added  
**POP:** Population

Belonging to the Q1 group means that with respect to corresponding variable in analysis (income, population, innovation index or General Government expenditure) the country is in the first quarter (bottom 25% of the EU-27 Member States). Q2 that the country is between 25 and 50%, Q3 between 50 and 75% and Q4 above 75%.



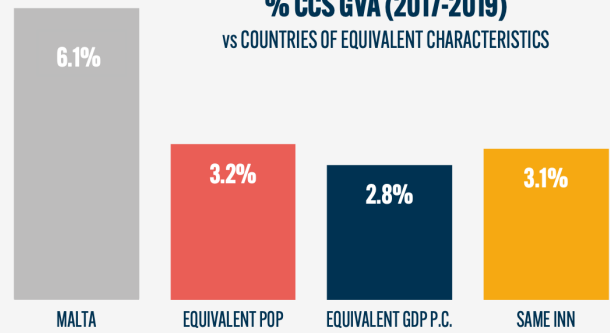
### % CCS EMPLOYMENT (AVERAGE 2017-2021)

vs COUNTRIES OF EQUIVALENT CHARACTERISTICS

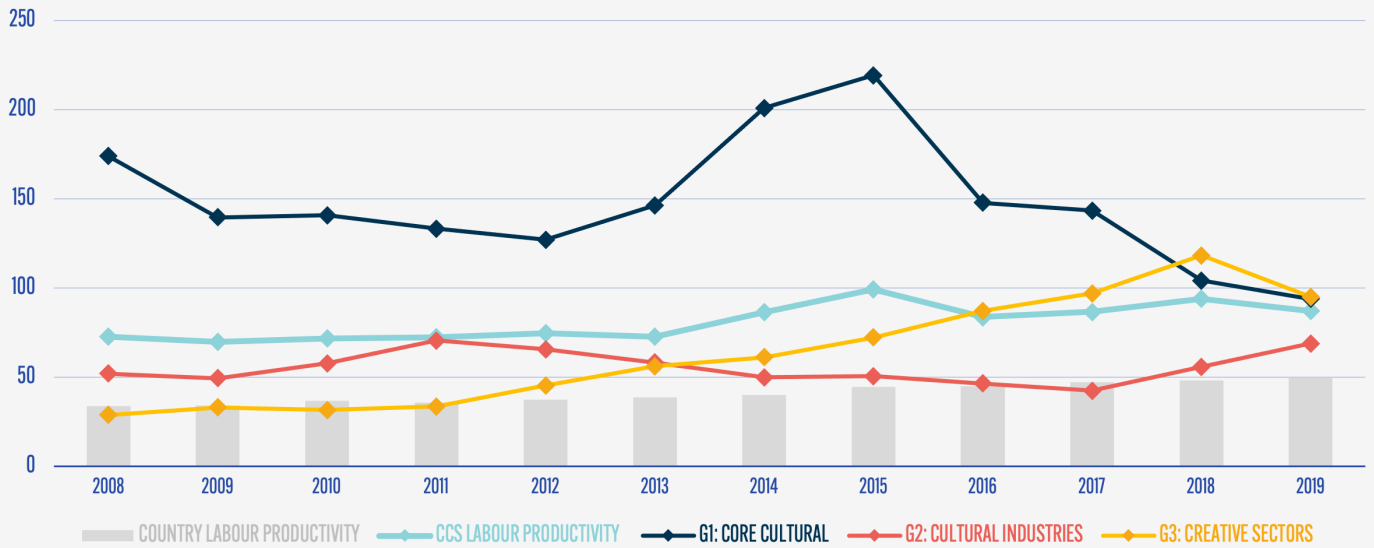


### % CCS GVA (2017-2019)

vs COUNTRIES OF EQUIVALENT CHARACTERISTICS

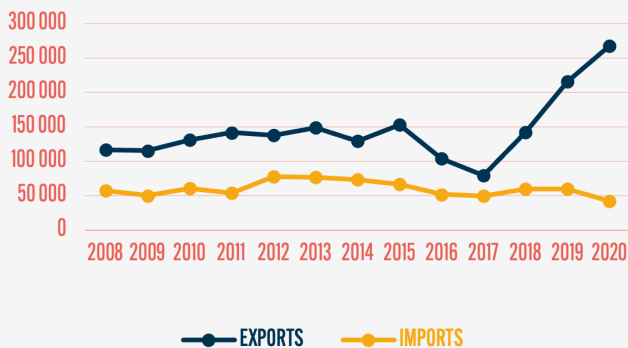


### EVOLUTION OF LABOUR PRODUCTIVITY BY GROUPS (THOUSAND €)



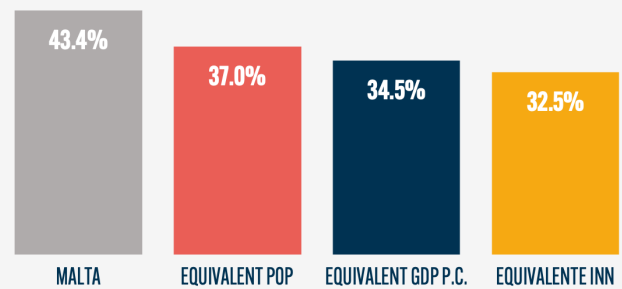
### INTERNATIONAL TRADE OF CCS GOODS

#### EXP & IMP OF CULTURAL GOODS (THOUSAND €)



#### OPENNESS LEVEL OF CCS [(EXP+IMP)/GVA CCS]

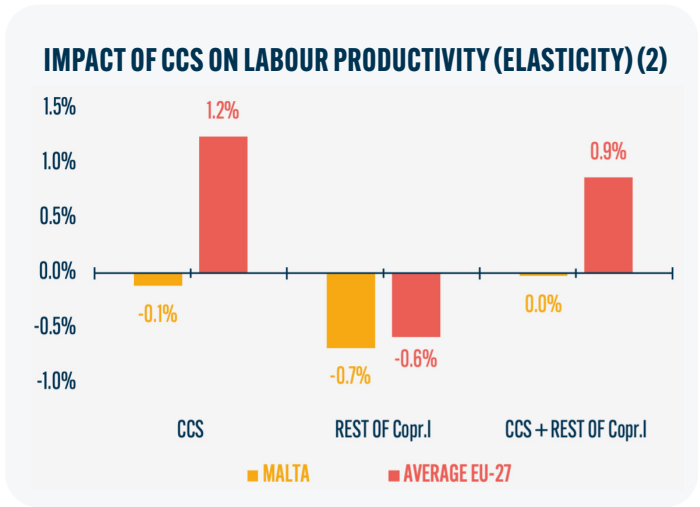
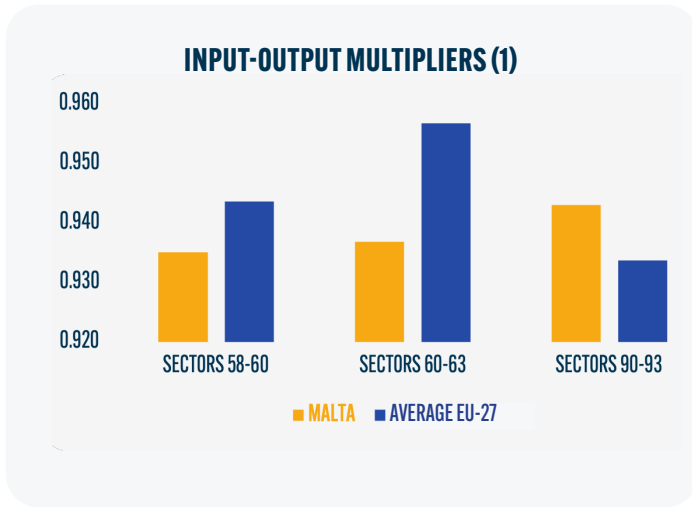
AVERAGE 2008-2019



**CCS:** Cultural and Creative Sectors  
**GDP P.C.:** Gross Domestic Product per capita  
**GVA:** Gross Value Added  
**POP:** Population

**INN:** Innovation Index  
**EXP:** Exports  
**IMP:** Imports

With regard to figures on productivity impacts and multiplier effects, it must be understood that these are exploratory works that need to be interpreted with caution. In general, this is work and research that is still in progress and requires further testing and counterfactuals.



CCS: Cultural and Creative Sectors  
Copr.I: Copyright Industries

1. Input-output multipliers: simple value-added multipliers for CCS for the year 2018. The simple value-added multiplier indicates the value added generated by the economy as a whole from a one-euro, external increase in final demand for CCS. This type of multiplier incorporates both direct and indirect effects. The direct effect is the increase in value added generated on the CCS themselves, while the indirect effect is the increase in value added generated in the rest of the productive structure as a supplier of goods and services to the CCS. Although they are always less than 1 due to the non-inclusion of induced effects.

2. Impact on labour productivity: increase in labour productivity for each 100% increase in the contribution of CCS to the total employment.

**DISCLAIMER**

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