



SPECIAL RELEASE

2020 Annual Survey of Philippine Business and Industry Arts, Entertainment and Recreation Preliminary Results

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Table A. Comparative Summary Statistics for Arts, Entertainment and Recreation Sector: Philippines, 2019 and 2020

Particulars	2019 ^f	2020 ^p	Growth Rate (%)
Number of Establishments	3,321	1,788	(46.2)
Employment	80,125	50,005	(37.6)
Average Number of Workers per Establishment	24	28	16.7
Compensation (in thousand pesos)	31,020,688	15,495,944	(50.0)
Average Annual Compensation (in pesos)	396,770	313,766	(20.9)
Revenue (in thousand pesos)	241,913,952	68,242,306	(71.8)
Expense (in thousand pesos)	190,494,700	82,083,351	(56.9)
Revenue per Expense Ratio	1.27	0.83	(34.6)
Subsidies (in thousand pesos)	304,290	3,900	(98.7)

Notes: Growth rates are computed from actual values and may yield different results when computed manually

f - final

p - preliminary

() - negative value

Sources: Philippine Statistics Authority, 2019 ASPBI and 2020 ASPBI



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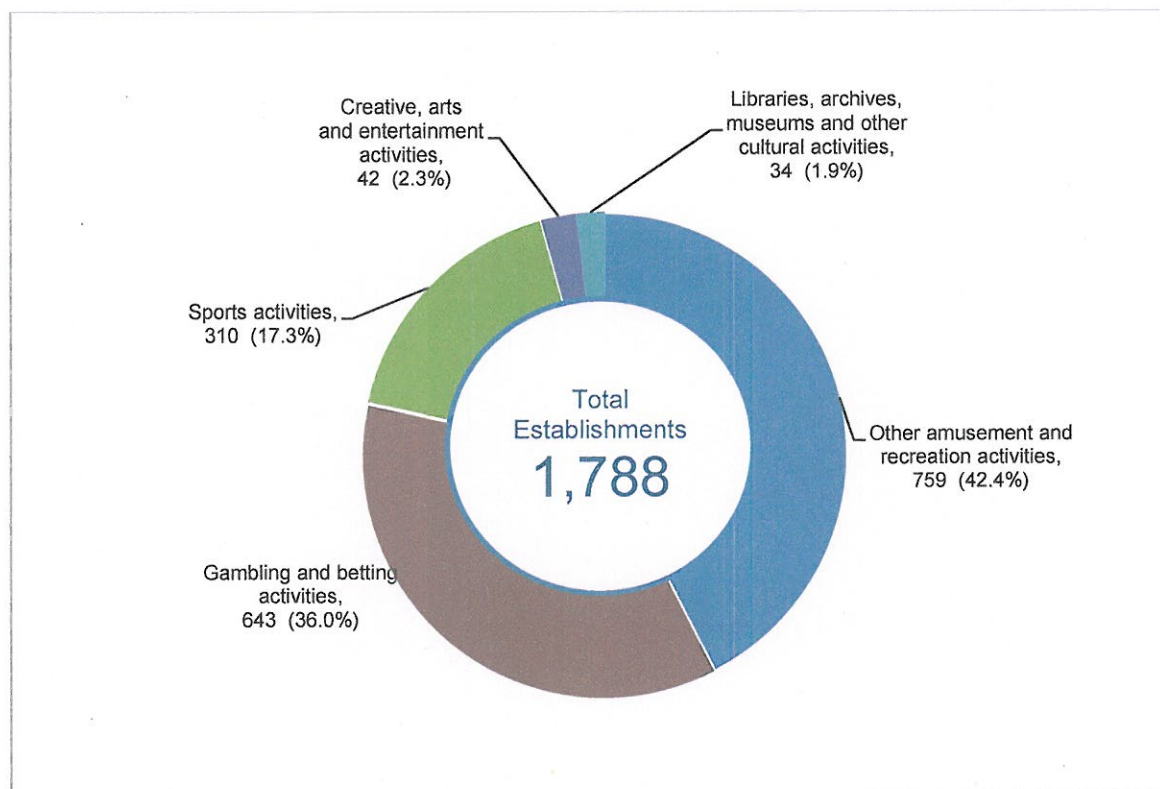
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Other amusement and recreation activities industry led the sector in terms of the total number of establishments

The preliminary results of the Annual Survey of Philippine Business and Industry (ASPBI) showed that a total of 1,788 establishments in the formal sector of the economy were engaged in arts, entertainment and recreation activities in 2020, a decrease of -46.2 percent from the 3,321 establishments in 2019. (Tables A and 1, and Figure 1)

Among the industry groups, other amusement and recreation activities had the highest number of establishments of 759 or 42.4 percent of the total. This was followed by gambling and betting activities with 643 establishments (36.0%), and sports activities with 310 establishments (17.3%). On the other hand, libraries, archives, museums and other cultural activities recorded the least number of establishments of 34 (1.9%). (Table 1 and Figure 1)

Figure 1. Percentage Distribution of Arts, Entertainment, and Recreation Sector by Industry Group: Philippines, 2020



Note: Details may not add up to totals due to rounding

Source: Philippine Statistics Authority, 2020 ASPBI (Preliminary Results)

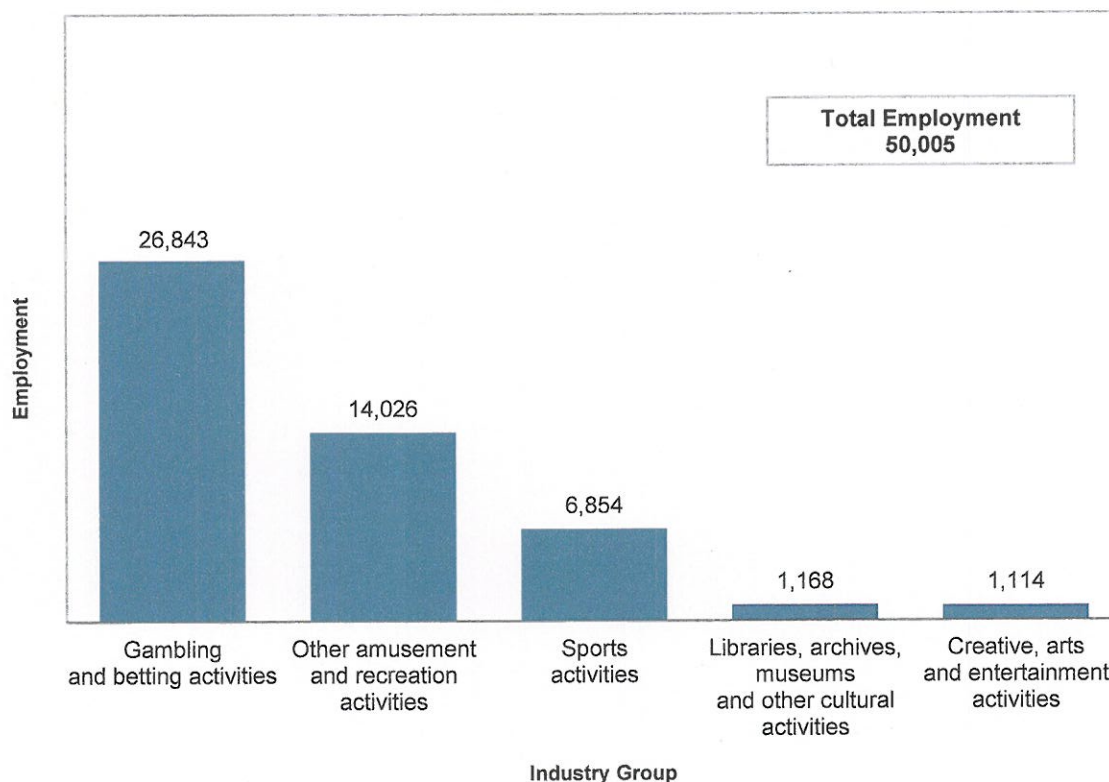
Gambling and betting activities industry employed the highest number of workers

The sector employed a total of 50,005 workers in 2020. Compared to the total employment in 2019, a decline of -37.6 percent from the 80,125 workers was recorded. Of the total, 49,387 workers (98.8%) were paid employees, while the rest were working owners and unpaid workers. (Tables A and 1)

Among the industry groups, gambling and betting activities employed the highest number of workers of 26,843 (53.7%). This was followed by other amusement and recreation activities with 14,026 workers (28.0%) and sports activities with 6,854 workers (13.7%). (Table 1 and Figure 2)

At the regional level, the National Capital Region (NCR) recorded the highest employment of 20,671 (41.3%) workers. CALABARZON and Central Luzon ranked second and third with 6,882 workers (13.8%) and 4,990 workers (10.0%), respectively. (Table 2)

Figure 2. Distribution of Employment for Arts, Entertainment, and Recreation Sector by Industry Group: Philippines, 2020



Source: Philippine Statistics Authority, 2020 ASPBI (Preliminary Results)

NCR had the highest average workers per establishment in 2020

The sector recorded an average of 28 workers per establishment in 2020. (Tables A and 3)

Industry group-wise, gambling and betting activities posted the highest average of 42 workers per establishment. Libraries, archives, museums and other cultural activities followed with an average of 34 workers per establishment. On the other hand, other amusement and recreation activities recorded the lowest average number of 18 workers per establishment. (Table 3)

Region-wise, NCR had the highest average worker per establishment of 66 in 2020. This was followed by Cagayan Valley and CALABARZON, which recorded at 55 and 29 workers per establishment, respectively. (Table 4)

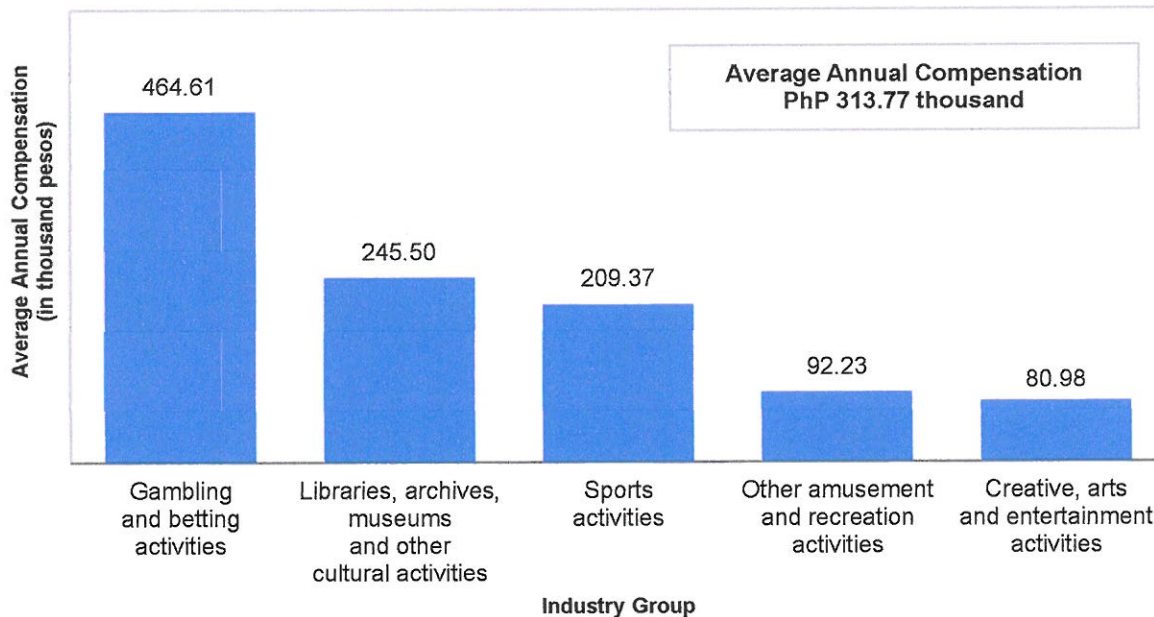
Gambling and betting activities industry paid the highest average annual compensation

In 2020, the sector paid a total compensation of PhP 15.50 billion to its employees. This translates to an average annual compensation of PhP 313.77 thousand per paid employee, a decrease of -20.9 percent from the PhP 396.77 thousand average annual compensation per paid employee in 2019. (Tables A and 2)

Among the industry groups, gambling and betting activities paid the highest average annual compensation of PhP 464.61 thousand per paid employee. This was followed by libraries, archives, museums and other cultural activities and sports activities which paid an average annual compensation of PhP 245.50 thousand and PhP 209.37 thousand per paid employee, respectively. (Table 3 and Figure 3)

Among the regions, NCR paid the highest, with an average annual compensation of PhP 504.48 thousand per paid employee. Cagayan Valley and CALABARZON came second and third, with average annual compensation of PhP 327.74 thousand and PhP 286.91 thousand per paid employee, respectively. (Table 4)

Figure 3. Average Annual Compensation of Paid Employees for Arts, Entertainment, and Recreation Sector by Industry Group: Philippines, 2020



Source: Philippine Statistics Authority, 2020 ASPBI (Preliminary Results)

Gambling and betting activities industry contributed the highest share to total revenue and expense

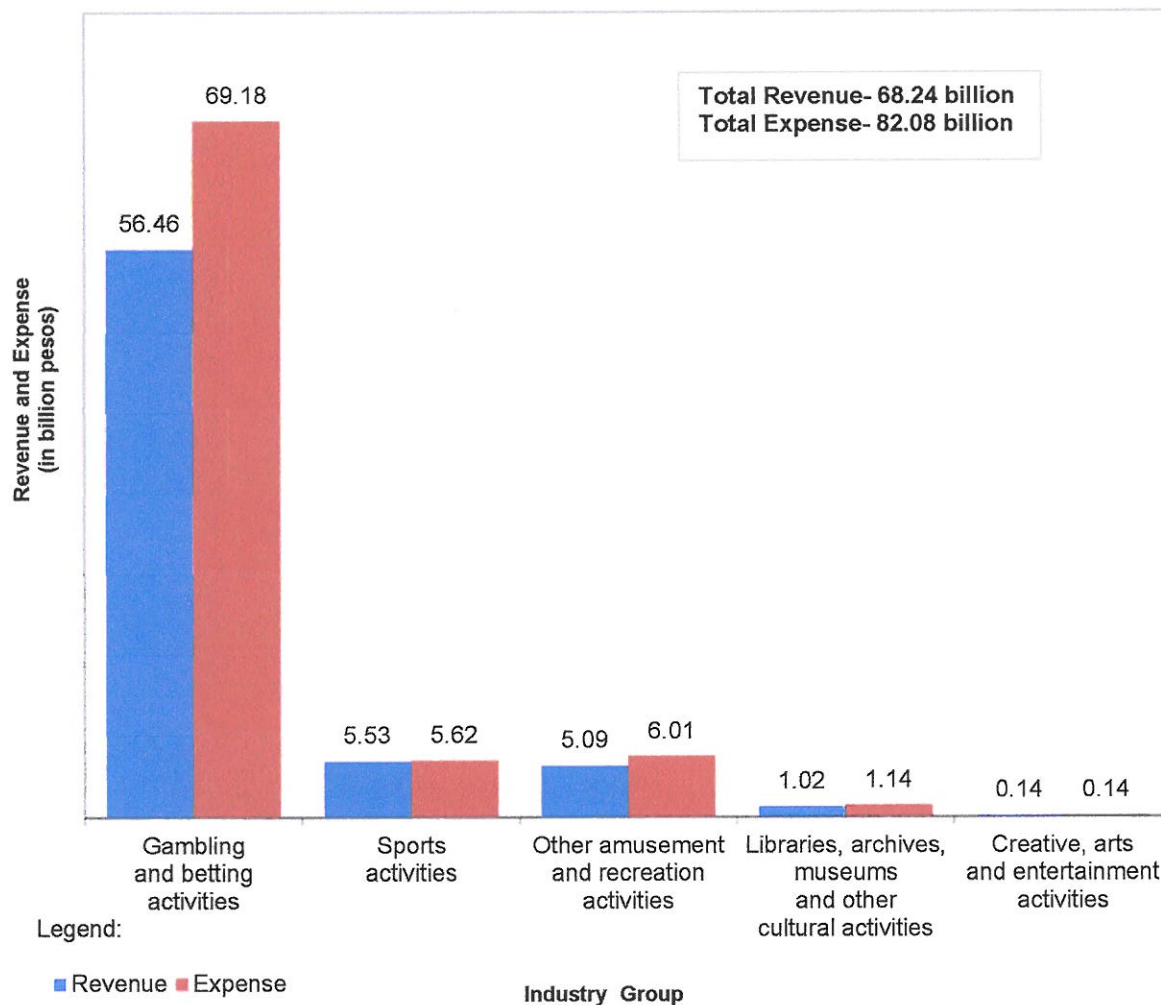
The sector generated a total revenue of PhP 68.24 billion and incurred a total expense of PhP 82.08 billion in 2020. (Tables A and 2, Figure 4)

The revenue generated and expense incurred by the top three industry groups of the sector were as follows:

1. Gambling and betting activities had the highest share to total revenue and expense amounting to PhP 56.46 billion (82.7%) and PhP 69.18 (84.3%), respectively;
2. Sports activities with total revenue of PhP 5.53 billion (8.1%) and total expense of PhP 5.62 billion (6.8%); and
3. Other amusement and recreation activities with revenue of PhP 5.09 billion (7.5%) and expenditure of PhP 6.01 billion (7.3%). (Table 1 and Figure 4)

Region-wise, NCR generated the highest revenue of PhP 49.77 billion (72.9%) and incurred the highest expense of PhP 61.23 billion (74.6%).

Figure 4. Revenue and Expense for Arts, Entertainment and Recreation Sector by Industry Group: Philippines, 2020



Note: Details may not add up to totals due to rounding

Source: Philippine Statistics Authority, 2020 ASPBI (Preliminary Results)

Gambling and betting activities registered the highest return

The sector generated a revenue per peso expense ratio of 0.83 in 2020. This ratio indicates that for every peso spent, on the average, the sector generated a corresponding revenue of 0.83 pesos.

Among the industry groups, creative, arts and entertainment activities recorded the highest revenue per peso expense ratio of 1.02. Followed by sports activities with a revenue per peso expense ratio of 0.98. On the other hand, gambling and betting activities had the lowest revenue per peso expense ratio of 0.82. (Table 3)

Creative, arts and entertainment activities received the largest amount of subsidy from the government

The sector received a total subsidy of PhP 3.90 million from the government in 2020. Libraries, archives, museum and other cultural activities is the lone recipient of the total subsidy. (Tables A and 1)

Among regions, Davao Region and MIMAROPA Region received subsidy from the government amounting to PhP 3.00 million and PhP 900 thousand, respectively. (Table 2)



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