

Appendix: Statistical Definitions of Creative Industries

ESPON 2013 (2011: 19)

ISCO-88 4D codes

2131	Computer systems designers and analysts
2132	Computer programmers
2139	Computing professionals not elsewhere classified
2141	Architects, town and traffic planners
2310	College, university and higher education teaching professionals
2320	Secondary education teaching professionals
2431	Archivists and curators
2432	Librarians and related information professionals
2442	Sociologists, anthropologists and related professionals
2443	Philosophers, historians and political scientists
2444	Philologists, translators
2451	Authors, journalists and other writers
2452	Sculptors, painters and related artists
2453	Composers, musicians and singers
2454	Choreographers and dancers
2455	Film, stage and related actors and directors
3131	Photographers and image and sound equipment operators
3429	Business service agents & trade brokers not elsewhere classified
3460	Social work associate professionals
3471	Decorators and commercial designers
3472	Radio, television and other announcers
3473	Street, night club and related musicians, singers and dancers
3474	Clowns, magicians, acrobats and related associate professionals
3475	Athletes, sportspersons and related associate professionals
3480	Religious associate professionals
5113	Travel guides
5210	Fashion and other models
7311	Precision-instrument makers and repairers
7312	Musical instrument makers and tuners
7313	Jewellery and precious-metal workers
7321	Abrasive wheel formers, potters and related workers
7322	Glass makers, cutters, grinders and finishers
7323	Glass engravers and etchers
7324	Glass, ceramics and related decorative painters
7331	Handicraft workers in wood and related materials
7332	Handicraft workers in textile, leather and related materials

7341	Compositors, typesetters and related workers
7342	Stereotypes and electrotypers
7343	Printing engravers and etchers
7344	Photographic and related workers
7345	Bookbinders and related workers
7346	Silk-screen, block and textile printers

Howkins (2001: 116)

Research and development
 Publishing
 Software
 TV and radio
 Design
 Music
 Film
 Toys and Games
 Advertising
 Architecture
 Performin Arts
 Crafts
 Video Games
 Fashion
 Art

European Commission (2010b: 194)

NACE Rev. 2

	<i>Information Services</i>
J58	Publishing activities (publishing of books, periodicals and software publishing), motion picture, video and television programme production, Sound recording and music publishing activities
J60	Programming and broadcasting activities
J62	Computer programming, consultancy and related activities
	<i>Business Services</i>
M711	Architectural and engineering activities and related technical consultancy (25%)
M731	Advertising
M741	Specialised design activities
M742	Photographic activities (25%)
M743	Translatation and interpretation activities
	<i>Art and Entertainment</i>
R90	Creative, arts and entertainment activities

European Commission (2010b: 198)

ISCO-88 3D codes

211	Physicists, chemists and related professionals
212	Mathematicians, statisticians and related professionals
213	Computing professionals
214	Architects, engineers & related professionals
221	Life science professionals
222	Health professionals
243	Archivists, librarians & related professionals
244	Social science & related professionals
245	Writers and creative or performing artists
347+521	Artistic, entertainment & sports associations

European Commission (2010b: 238)

NACE Rev. 1.1

	<i>Advertising</i>
74.4	Advertising
	<i>Architecture</i>
74.2	Architecture and engineering activities and related technical consultancy (25%)
	<i>Arts & Antiques</i>
52.48	Other retail sale in specialised stores (5%)
52.5	Retail sale of second-hand goods in stores (5%)
	<i>Crafts</i>
	No data available: Majority of businesses too small to be picked up in business surveys
	<i>Design</i>
	No codes match this sector
17.7	Manufacture of knitted and crocheted articles (0.5%)
	<i>Fashion Design</i>
18	Wearing apparel; dressing and dyeing of fur (0.5%)
19.3	Manufacture of footwear (0.5%)
74.87	Other Business activities n.e.c. (2.5%)
	<i>Video, Film & Photography</i>
22.32	Reproduction of video recording (25%)
74.81	Photographic activities (25%)
92.1	Motion picture and video activities
	<i>Music and the Visual & Performing Arts</i>
22.14	Publishing of sound recordings
22.31	Reproduction of sound recording (25%)
92.31	Artistic and literary creation and interpretation
92.32	Operation of arts facilities

92.34	Other entertainment activities n.e.c. (50%)
92.72	Other recreational activities n.e.c. (25%)
22.11	Publishing of books
22.12	Publishing of newspapers <i>Publishing</i>
22.13	Publishing of journals and periodicals
22.15	Other publishing (50%)
92.4	News agency activities <i>Software, Computer Games & Electronic Publishing</i>
22.33	Reproduction of computer media (25%)
72.2	Software consultancy and supply <i>Radio & TV</i>
92.2	Radio and television activities

Florida (2002: 328)

SOC 1998

Super-Creative Core
 Computer and mathematical occupations
 Architecture and engineering occupations
 Life, physical, and social science occupations
 Education, training, and library occupations
 Arts, design, entertainment, sports, and media occupations
Creative Professionals
 Management occupations
 Business and financial operations occupations
 Legal occupations
 Healthcare practitioners and technical occupations
 High-end sales and sales management