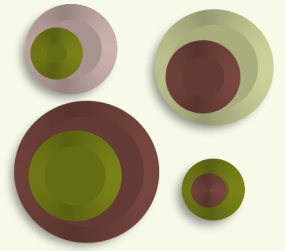
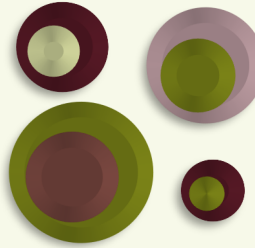


2022 IOWA INDUSTRY PROFILE

ARTS, ENTERTAINMENT & RECREATION

IOWA WORKFORCE DEVELOPMENT



Executive Summary

In 2022, the **Arts, Entertainment and Recreation** sector provided 20,795 jobs to Iowans, which represents 1.4 percent of all covered employment (both private and public sector) in the state. This sector reported an average annual wage of \$22,892, which is 60.1 percent lower than the statewide average of \$57,378 for all industries.

Employment in this sector was drastically impacted by the pandemic in 2020, with employment dropping off by 23.8 percent to 16,991 employees from the previous year, which is 11.6 percent lower than the previous slump in 2013, recording employment of 19,213. Much of this drastic reduction in employees was pushed by the fallout of the pandemic: restricted openings, layoffs and employees voluntarily leaving the sector.

Employment increased significantly in 2021 by 11.3 percent, with 18,916 employees, and again in 2022 increasing by 9.9 percent, with 20,795 employees, but was still below the previous employment numbers from 2016 to 2019. Wages increased through 2020, 2021 and 2022, rising by 10.6, 3.8 and 4.2 percent, with average annual wages sitting at \$21,165, \$21,965 and \$22,892 respectively. The average annual wages in 2020 increased by the largest percentage change year over year in over a decade. The large average annual wage change in 2020 can be seen as an attempt by the industry to try and lure workers back after long periods of struggling to fully staff businesses. Despite this, employment is still significantly below pre-pandemic numbers.



ARTS, ENTERTAINMENT & RECREATION IOWA INDUSTRY PROFILE



What is Arts, Entertainment and Recreation?

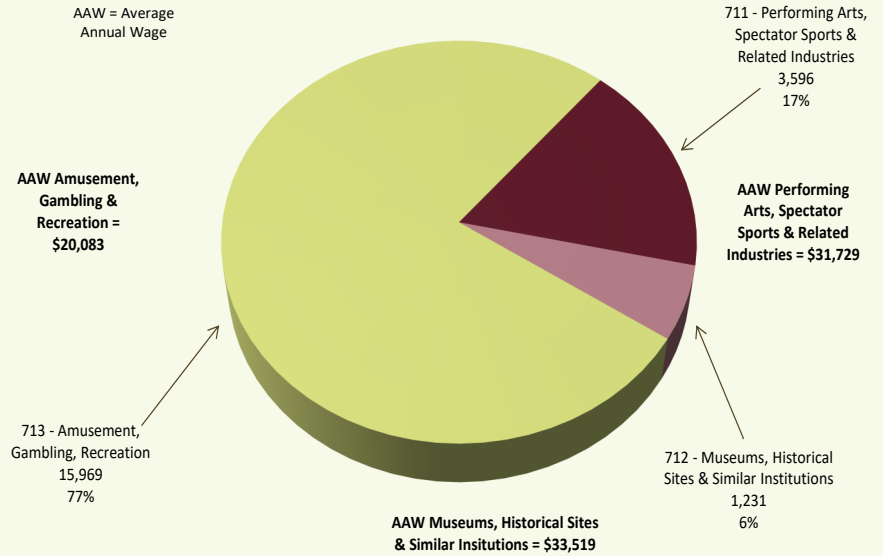
The **Arts, Entertainment and Recreation** sector comprises: (a) establishments that are involved in producing, promoting, or participating in live performances, events, or exhibits intended for public viewing, (b) establishments that preserve and exhibit objects and sites of historical, cultural, or educational interest; and (c) establishments that operate facilities or provide services that enable patrons to participate in recreational activities or pursue amusement, hobby, and leisure time interests.

The main components of this sector are **Performing arts and spectator sports, Museums, historical sites, zoos and parks, and Amusements, gambling, and recreation.**

Source: www.bls.gov/cew/bls_naics/bls_naics_app.htm

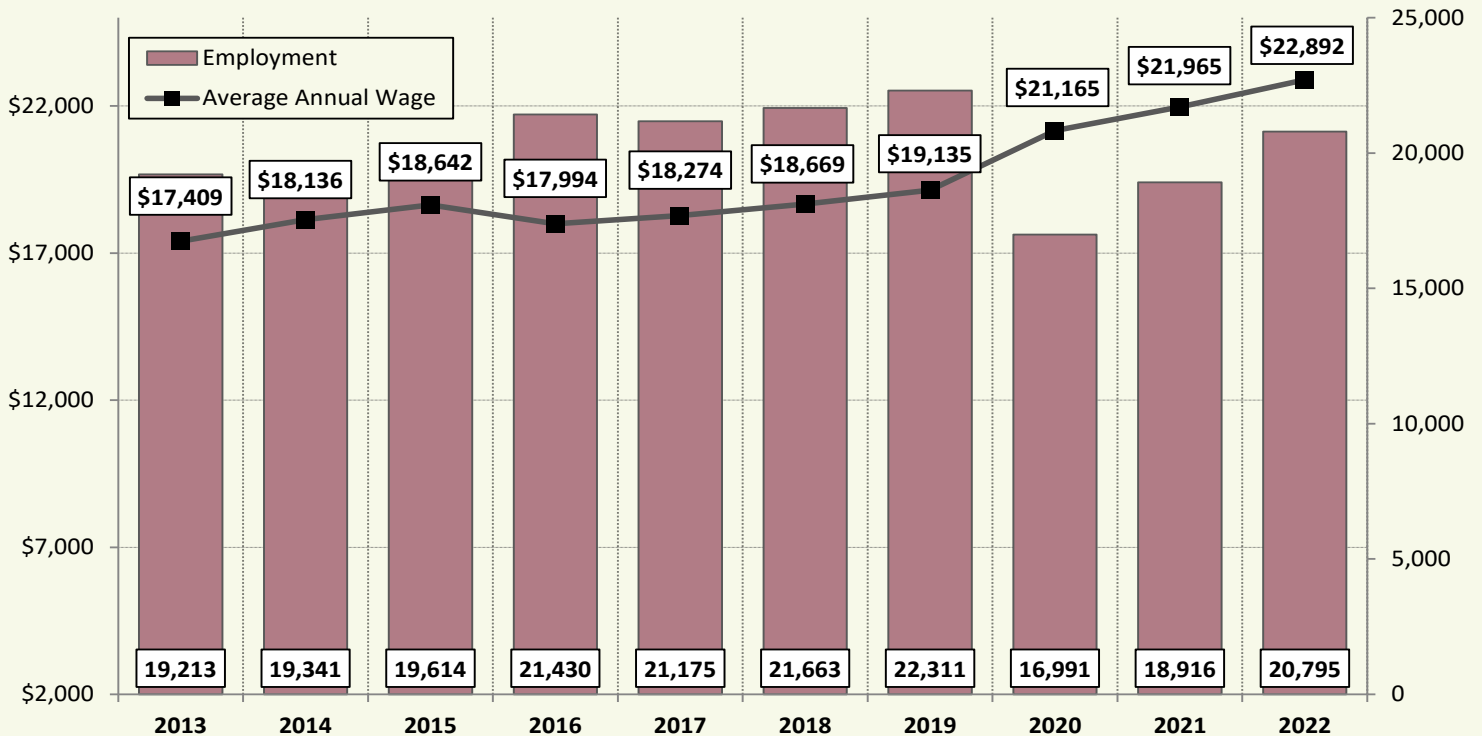
2022 Industry Breakout by Employment in Iowa

Arts, Entertainment & Recreation NAICS Industry Coding
Percentage Employed and Average Annual Wage by Subsector



Source: Quarterly Census of Employment and Wages (QCEW), Iowa Workforce Development

2013–2022 Employment in Arts, Entertainment & Recreation



Source: Quarterly Census of Employment and Wages (QCEW), Iowa Workforce Development

ARTS, ENTERTAINMENT & RECREATION IOWA INDUSTRY PROFILE



Top Occupations in Arts, Entertainment & Recreation	Employment
Amusement and Recreation Attendants	2,141
Fitness Trainers and Aerobics Instructors	1,426
Landscaping and Groundskeeping Workers	1,059
Waiters and Waitresses	872
Lifeguards, Ski Patrol, and Other Recreational Protective Service Workers	709
Bartenders	697
Childcare Workers	492
Fast Food and Counter Workers	463
Customer Service Representatives	444
Gaming Dealers	396
First-Line Supervisors of Personal Service & Entertainment and Recreation	371
Ushers, Lobby Attendants, and Ticket Takers	319
Receptionists and Information Clerks	316
Security Guards	281
Janitors and Cleaners, Except Maids and Housekeeping Cleaners	266
Cashiers	256
Coaches and Scouts	252
Coin, Vending, and Amusement Machine Servicers and Repairers	250
Cooks, Restaurant	241
General and Operations Managers	223

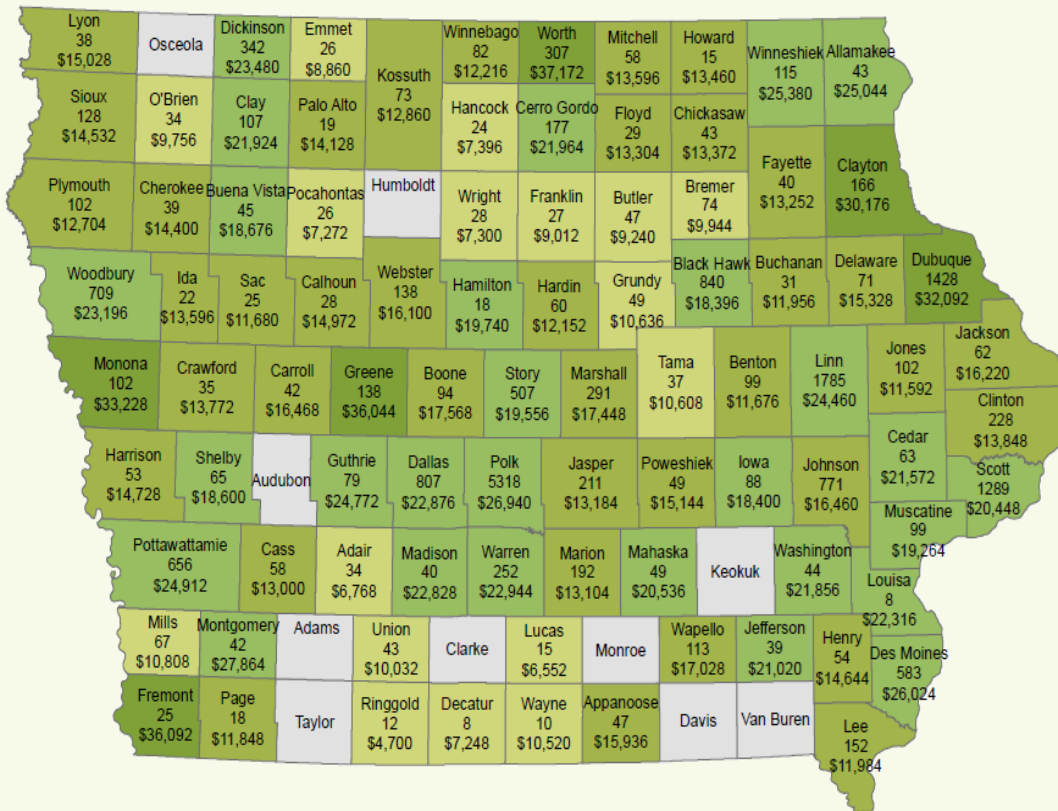
Source: Iowa Workforce Development, Labor Market Information Industry and Occupational Projections (2020-2030 Long-Term Projections)

Establishment Facts:

In 2022, the **Amusements, gambling, and recreation** subsector was the largest sector in this industry, accounting for 76.8 percent of employment and 68.2 percent of worksites. The second largest subsector in this industry was **Performing arts and spectator sports**, which accounted for 17.3 percent of employment, and 23.3 percent of establishments.

Even though this industry includes gambling establishments, if establishments are casinos with guest accommodation like a hotel, it will be included in the **Accommodation and Food Services** sector.

2022 Covered Employment in Agriculture, Forestry, Fishing & Hunting by County



Sector Statewide:

Employment - 20,795
Average Annual Wage - \$22,892

Label Key:
First line is the county name followed by average employment and finally, average wage.

Wages ■ Less than \$10,808 ■ \$10,809 - \$17,568 ■ \$17,569 - \$27,864 ■ Greater than \$27,865

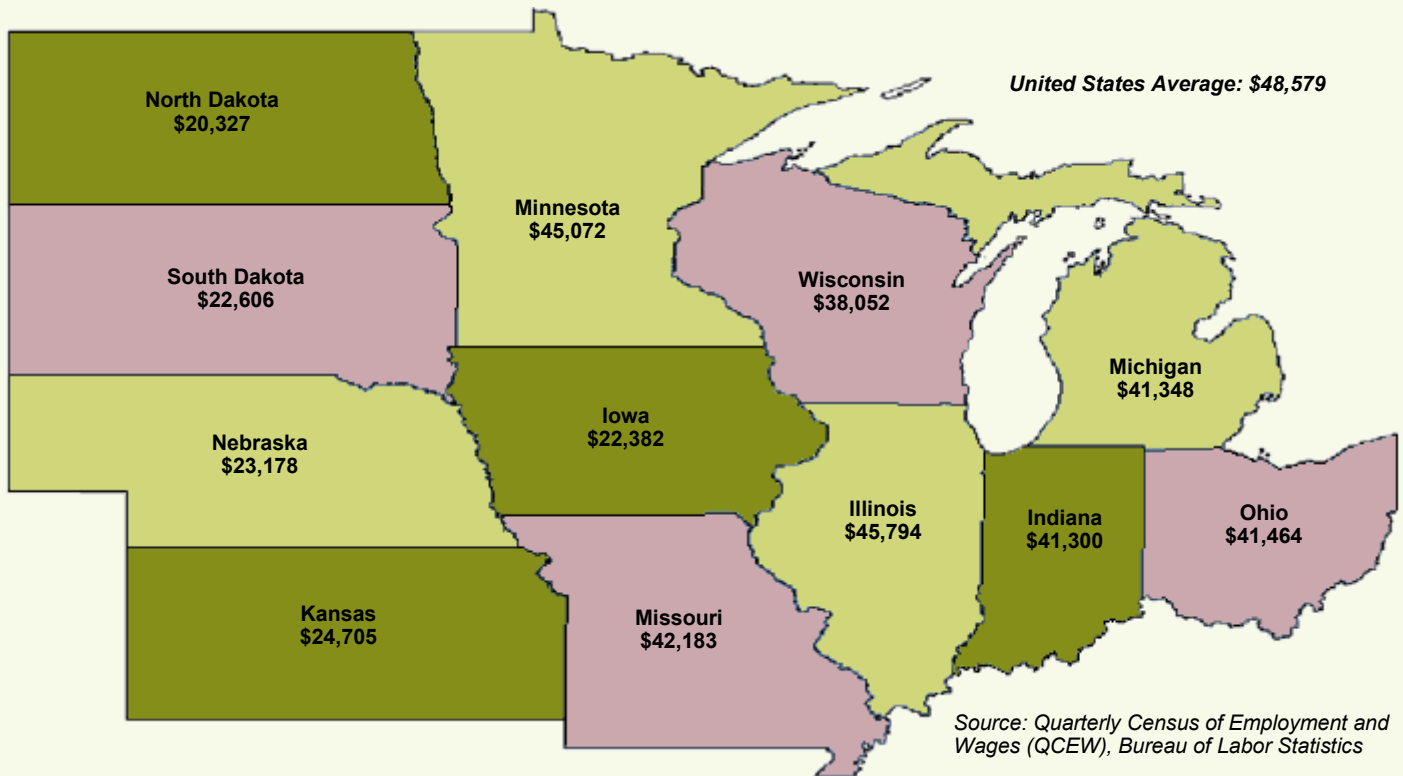
Source: Quarterly Census of Employment and Wages (QCEW), Iowa Workforce Development

ARTS, ENTERTAINMENT & RECREATION IOWA INDUSTRY PROFILE



2022 Average Annual Wage for Covered Employment in Arts, Entertainment & Recreation

State Comparisons by Private Ownership

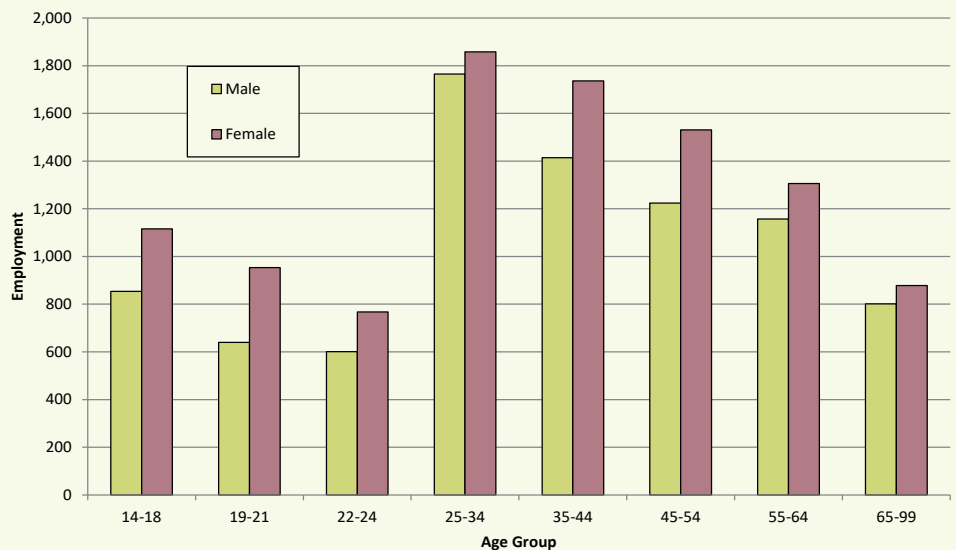


Contact Information

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Industry Distribution by Age and Gender, 2nd Quarter 2022



Source: Local Employment Dynamics, Iowa Workforce Development and U.S. Census Bureau