



# Industries at a Glance

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## Arts, Entertainment, and Recreation: NAICS 71

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### About the Arts, Entertainment, and Recreation sector

The arts, entertainment, and recreation sector is part of the [leisure and hospitality](#) supersector.

The Arts, Entertainment, and Recreation sector includes a wide range of establishments that operate facilities or provide services to meet varied cultural, entertainment, and recreational interests of their patrons. This sector comprises (1) establishments that are involved in producing, promoting, or participating in live performances, events, or exhibits intended for public viewing; (2) establishments that preserve and exhibit objects and sites of historical, cultural, or educational interest; and (3) establishments that operate facilities or provide services that enable patrons to participate in recreational activities or pursue amusement, hobby, and leisure-time interests.

Some establishments that provide cultural, entertainment, or recreational facilities and services are classified in other sectors.

North American Industry Classification System

The arts, entertainment, and recreation sector consists of these subsectors:

- [Performing Arts, Spectator Sports, and Related Industries: NAICS 711](#)
- [Museums, Historical Sites, and Similar Institutions: NAICS 712](#)
- [Amusement, Gambling, and Recreation Industries: NAICS 713](#)

### Workforce Statistics

This section provides information relating to employment and unemployment in arts, entertainment, and recreation. While most data are obtained from employer or establishment surveys, information on industry unemployment comes from a national survey of households. The following tables present an overview of the industry including the number of jobs, the unemployment rate of those previously employed in the industry, job openings and labor turnover, union membership and representation, data for occupations common to the industry, and projections of occupational employment change.

#### Employment, Unemployment, and Openings, Hires, and Separations

Data series	Back data	Jun. 2024	Jul. 2024	Aug. 2024	Sep. 2024
<b>Employment (in thousands)</b>					
<a href="#">Employment, all employees</a> (seasonally adjusted)		2,660.0	2,663.5	(R) 2,674.5	(R) 2,676.5
<a href="#">Employment, production and nonsupervisory employees</a>		2,523.4	2,580.2	(R) 2,507.4	
<b>Unemployment</b>					
<a href="#">Unemployment rate</a>		3.4%	2.7%	4.1%	5.6%
<b>Job openings, hires, and separations (in thousands)</b>					
<a href="#">Job openings</a>		94	151	(R) 134	
<a href="#">Hires</a>		224	148	(R) 124	
<b>Footnotes</b>					
(R) Preliminary					

Data series	Back data	Jun. 2024	Jul. 2024	Aug. 2024	Sep. 2024
<a href="#">Separations</a>		106	139	<sup>(P)</sup> 232	

**Footnotes**  
 (P) Preliminary

(Source: [Current Employment Statistics](#), [Current Population Survey](#), [Job Openings and Labor Turnover Survey](#))

### Union Membership and Representation

Data series	Back data	2020	2021	2022	2023
<b>Union membership and representation</b>					
<a href="#">Members of unions</a> (percent of wage and salary workers)		4.8%	4.8%	6.3%	6.2%
<a href="#">Represented by unions</a> (percent of wage and salary workers)		5.9%	5.5%	7.6%	7.5%

(Source: [Current Population Survey](#))

### Employment by Occupation

Data series	Employment, 2023
<a href="#">Actors</a>	24,820
<a href="#">Amusement and recreation attendants</a>	267,620
<a href="#">Fitness trainers and aerobics instructors</a>	189,260
<a href="#">Gaming supervisors</a>	11,040
<a href="#">Musicians and singers</a>	23,620

(Source: [Occupational Employment and Wage Statistics](#))

### Projections

For projected (future) employment estimates, see the [National Employment Matrix](#), which includes employment estimates by industry and occupation for arts, entertainment, and recreation.

(Source: [Office of Occupational Statistics and Employment Projections](#))

## Earnings and Hours

This section presents data on employee earnings and weekly hours. The latest industry averages of hourly earnings and weekly hours, as well as weekly earnings by union membership status, are shown. In addition, recent hourly and annual earnings are shown for occupations commonly found in arts, entertainment, and recreation.

### Earnings and Hours of All Employees

Data series	Back data	May 2024	Jun. 2024	Jul. 2024	Aug. 2024
<a href="#">Average hourly earnings</a>		\$28.12	\$27.11	\$26.78	<sup>(P)</sup> \$26.98
<a href="#">Average weekly hours</a>		23.1	24.3	24.5	<sup>(P)</sup> 24.1

**Footnotes**  
 (P) Preliminary

(Source: [Current Employment Statistics](#))

### Earnings and Hours of Production and Nonsupervisory Employees

Data series	Back data	May 2024	Jun. 2024	Jul. 2024	Aug. 2024
<a href="#">Average hourly earnings</a>		\$23.15	\$22.33	\$22.06	<sup>(P)</sup> \$22.29
<a href="#">Average weekly hours</a>		22.2	23.2	23.5	<sup>(P)</sup> 23.0

**Footnotes**  
 (P) Preliminary

(Source: [Current Employment Statistics](#))

### Union Membership and Representation

Data series	Back data	Median weekly earnings			
		2020	2021	2022	2023
<b>Union membership and representation</b>					
<a href="#">Full-time workers</a>		\$849	\$824	\$886	\$934
<a href="#">Members of unions</a>		\$850	\$904	\$808	\$1,073
<a href="#">Represented by unions</a>		\$892	\$864	\$844	\$1,053
<a href="#">Nonunion</a>		\$845	\$818	\$889	\$926

(Source: [Current Population Survey](#))

## Earnings by Occupation

Data series	Wages, 2023			
	Hourly		Annual	
	Median	Mean	Median	Mean
<a href="#">Actors</a>	\$21.68	\$41.66	(1) -\$	(1) -\$
<a href="#">Amusement and recreation attendants</a>	\$13.93	\$14.30	\$28,980	\$29,740
<a href="#">Fitness trainers and aerobics instructors</a>	\$22.85	\$25.22	\$47,530	\$52,460
<a href="#">Gaming supervisors</a>	\$28.15	\$27.87	\$58,560	\$57,960
<a href="#">Musicians and singers</a>	\$41.36	\$53.49	(1) -\$	(1) -\$

**Footnotes**  
 (1) Wages for some occupations that do not generally work year-round, full time, are reported either as hourly wages or annual salaries depending on how they are typically paid.

(Source: [Occupational Employment and Wage Statistics](#))

## Work-related Fatalities, Injuries, and Illnesses

This section presents data for the industry on the number of workplace fatalities and the rates of workplace injuries and illnesses per 100 full-time workers in arts, entertainment, and recreation. An injury or illness is considered to be work-related if an event or exposure in the work environment either caused or contributed to the resulting condition or significantly aggravated a pre-existing condition.

Data series	2019	2020	2021	2022
<b>Fatalities</b>				
<a href="#">Number of fatalities</a>	90	70	73	97

Blank cells indicate no data reported or data that do not meet publication criteria.

Data series	2022
<b>Rate of injury and illness cases per 100 full-time workers</b>	
<a href="#">Total recordable cases</a>	4.2
<a href="#">Cases involving days away from work, job restriction, or transfer</a>	2.4
<a href="#">Cases involving days away from work</a>	1.4
<a href="#">Cases involving days of job transfer or restriction</a>	1.0

Blank cells indicate no data reported or data that do not meet publication criteria.

(Source: [Injuries, Illnesses, and Fatalities](#))

## Workplace Trends

This section presents data on the number of establishments in arts, entertainment, and recreation.

### Establishments

Data series	Back data	2nd quarter 2023	3rd quarter 2023	4th quarter 2023	1st quarter 2024
<b>Number of establishments</b>					
<a href="#">Private industry</a>		179,490	181,448	184,030	(R) 186,798
<a href="#">Local government</a>		3,940	3,941	3,938	(R) 3,933
<a href="#">State government</a>		930	939	942	(R) 940
<a href="#">Federal government</a>		1,051	1,054	1,051	(R) 1,049



**Footnotes**  
 (R) Preliminary

(Source: [Quarterly Census of Employment and Wages](#))

## Productivity

This section presents productivity and related data for the industry, presented as the percent change from the previous year. Measures of total factor productivity (TFP) compare growth in output to the growth in a combination of inputs that include labor, capital, energy, materials, and services. Measures of labor productivity, or output per hour, compare the growth in output to the growth in hours worked.

Data series	Back data	2019	2020	2021	2022
<a href="#">Total factor productivity (TFP)</a>		0.5	-11.7	9.3	7.9
<a href="#">Output</a>		3.6	-34.0	33.3	22.4
<a href="#">Combined inputs</a>		3.1	-25.3	22.0	13.4
<a href="#">Capital input</a>		2.8	1.5	0.6	1.8

Data series	Back data	2019	2020	2021	2022
<a href="#">Labor input</a>		-0.1	-24.8	15.8	15.5
<a href="#">Labor productivity, output per hour</a>		4.3	-10.8	14.0	6.8

(Source: [Productivity](#))

**Data extracted on:** October 04, 2024

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