



**CREATIVE
ECONOMY
WORKGROUP
OF CALIFORNIA**

The Future of California's Creative Economy

CREATIVE ECONOMY WORKGROUP
PUBLIC MEETING 1

Friday, May 17, 2024

[Annenberg Beach House](#) | Santa Monica, CA

[Creative Economy Workgroup](#)



**CALIFORNIA
ARTS COUNCIL**
A STATE AGENCY



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Welcome to the first of the California Arts Council's three Creative Economy Workgroup workshops!

Art and creative production have contributed significantly to the state's economy for decades and will continue to boost California's productivity and vitality. Technological changes, new ways of working, and rising levels of economic inequality are some of the drivers shaping the state's creative ecosystem, creating both uncertainty and the possibility for transformation. Now is the time to anticipate the future by developing an understanding of the full spectrum of possibilities and their consequences, with the goal of shaping an equitable creative economy for all Californians. To that end, the California Arts Council (CAC) has convened the Creative Economy Workgroup (CEW) to engage in a series of workshops to share ideas, generate possibilities, and draw out implications for the next decade and beyond. Our guide on this journey is Institute for the Future (IFTF), a nonprofit research organization dedicated to anticipating the future and helping people, communities, and organizations make better decisions in the present.

These workshops, designed to be interactive, will follow IFTF's framework of *foresight* to *insight* to *action*. This first foresight workshop will focus on identifying drivers of change – key external forces shaping the future of the creative economy. CAC is the administrative body for this convening, and IFTF will facilitate the sessions.

We look forward to having you join us.

GOALS

- Convene the CAC's CEW and enlist its participation in discussing the forces shaping the future of California's creative economy
- Share and solicit feedback on the CAC's working definitions of the creative economy
- Surface the long-term implications of major drivers of change, identifying key arenas for transformation



AGENDA

9:00 a.m. **Welcome, Land Acknowledgment, and Context-Setting**
Danielle Brazell, executive director, California Arts Council
Honorable Senator Ben Allen, State Senator, Senate District 24
Sofia Klatzker Miller, executive director, City of Santa Monica
Department of Cultural Affairs

9:30 a.m. **Overall Context and Agenda Overview**
Marina Gorbis, executive director, IFTF

IFTF will open the workshop by providing context about the project to create a future-facing strategy for California's creative economy, reviewing the agenda, explaining the role of the CEW and participation guidelines, and establishing design criteria to guide our work.

10:15 a.m. **Creative Economy Workgroup Introductions**
Rod Falcon, research director, IFTF

IFTF will facilitate introductions, highlighting key points of view in the room. CEW participants will be asked to share where they see the future of California's creative economy heading.

11:00 a.m. **BREAK**

11:15 a.m. **Defining the Creative Economy of the Future**
Rebecca Shamash, research director, IFTF

IFTF will share a range of ways to define the creative economy. CEW participants will have the opportunity to ask questions and offer feedback and guidance for consideration.

Noon **LUNCH**

1:00 p.m. **Public Comment**
California Arts Council



1:30 p.m. **FORESIGHT: Mapping Drivers of Change**
Marina Gorbis and Rod Falcon, IFTF

IFTF will present a framework for developing a future-facing strategy for California's creative economy and will ask participants to identify drivers of change – shifts, innovations, key challenges, and opportunities – likely to impact California's creative economy over the next decade. We will seek drivers across social, technological, economic, environmental, and policy categories. Participants will share their ideas individually as facilitators cluster drivers into thematic categories.

2:15 p.m. **STRETCH BREAK**

2:20 p.m. **FORESIGHT: Break-Out Groups**

We will return to mapping drivers and reviewing emerging clusters, and then break into working groups. IFTF facilitators will join groups to guide discussion on building on clusters of drivers, ask for current examples, and draw out implications for the future of the creative economy in California.

3:00 p.m. **BREAK**

3:15 p.m. **Looking Ahead: Anticipating the Creative Economy in 2035**
Rebecca Shamash, IFTF

We will return from break-out groups to share views on what we see as important issues for the CAC to address related to creating an equitable, thriving creative economy in California.

4:00 p.m. **Next Steps and General Discussion**
Marina Gorbis, IFTF

IFTF will discuss next steps, preview the next session, answer questions, and gather feedback for our work moving forward.

4:20 p.m. **Closing**
California Arts Council

4:30 p.m. **END**



Agenda Notes

1. *All times indicated and the orders of business are approximate and subject to change.*
2. *Any item listed on the Agenda is subject to possible action.*
3. *A brief mid-meeting break may be taken at the call of the Chair.*
4. *The CAC retains the right to convene an advisory committee meeting pursuant to Government Code Sec. 11125 (d).*
5. *Public meetings will include Spanish and ASL interpreters whenever possible. Should you need additional reasonable accommodations, please make sure you request no later than May 14, 2024, at 5 p.m. Please direct your request to the Public Affairs Specialist, Kimberly Brown, at: kimberly.brown@arts.ca.gov.*
6. *Public comment instructions will be provided at:*
<https://arts.ca.gov/programs/creative-economy-workgroup/>



GUIDELINES FOR PARTICIPATION

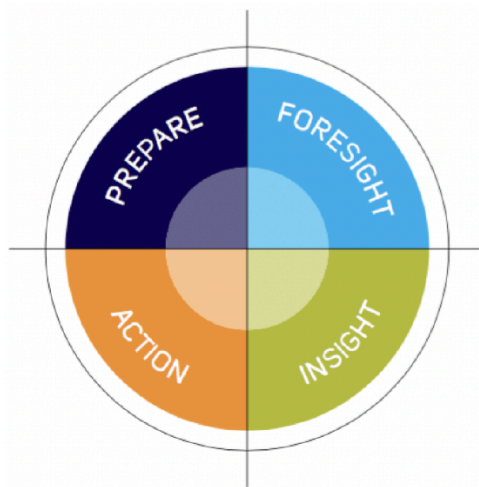
- **Withhold judgment** — A key to the success of the Creative Economy Workgroup will be learning from each other and the experts we bring in throughout the process
- **Be concise** — Allow speaking time for everyone so that many voices can be heard
- **Listen and build on ideas** — Be fully present during Creative Economy Workgroup meetings so we can build on each other's knowledge and ideas
- **Step up, step back** — The California Arts Council has gathered a stellar group of Creative Economy Workgroup members. All have something to contribute. Please do not refrain from participating; conversely, know when to give others room to speak
- **Trust the process** — Avoid jumping ahead to "solutions" and know that we will be discussing complex problems and dilemmas. Some of the approaches we develop will become clearer as meetings evolve
- **Be prepared to change your mind** — Allow yourself to consider new ideas and possibilities that arise during our discussions, and use your expertise to help develop the conversation



CREATIVE ECONOMY WORKGROUP MEETING SCHEDULE

Institute for the Future will use its Prepare-Foresight-Insight-Action (PFIA) framework to structure the CEW's in-person convenings. This process allows for a forward-looking, systems-based approach to developing strategies for a competitive and vibrant creative economy that serves all Californians.

This process consists of four phases:



PREPARE

Gather your “building block” evidence, frame your futures questions, prepare your mind

FORESIGHT

Develop plausible, compelling, provocative narratives and visions of multiple futures.

INSIGHT

Use your foresight to generate meaningful implications.

ACTION

Frame and prioritize possible actions.

The three CEW sessions are designed to focus on the following phases of the PFIA cycle:

- **FORESIGHT: Creative Economy Workgroup Meeting 1:**
Friday, May 17, 2024
- **INSIGHT: Creative Economy Workgroup Meeting 2:**
Tuesday, October 15, 2024
- **ACTION: Creative Economy Workgroup Meeting 3:**
Friday, January 17, 2025



FORESIGHT: Creative Economy Workgroup Meeting 1

Friday, May 17, 2024

The focus of this meeting will be to solicit input on and discuss the future forces and drivers shaping the future of California's creative economy.

INSIGHT: Creative Economy Workgroup Meeting 2

Tuesday, October 15, 2024

This meeting will focus on eliciting implications of the future forces and drivers developed in the first session. These insights will focus on impacts to industry, jobs, creative communities, education, and other aspects of California's creative economy.

ACTION: Creative Economy Workgroup Meeting 3

Friday, January 17, 2025

This meeting will use IFTF's Action frameworks to brainstorm and refine strategies California can champion to support the creative economy and the accessibility of jobs in creative industries for all Californians.

IFTF's PFIA process will yield a public Map of the Future of California's Creative Economy and a summary document that together will serve as a strategic framework for California to improve the competitiveness of its creative economy, attract creative businesses, retain talent, and provide pathways to good jobs for creative workers.

DEFINING THE CREATIVE ECONOMY

There is no stable or definitive definition of the creative economy. In our first session, IFTF will engage the CEW in a discussion about a framework for the creative economy that will best suit the CEW's aims and the intent of the authorizing legislation. Below is a sampling of definitions and descriptions of the creative economy from which we can draw.

National Arts Statistics and Evidence-based Reporting Center*

**See links in Supplemental Materials*

NASERC has created the Arts Indicators Project to track key measures across four domains: artists and other cultural workers, arts participation, arts and cultural assets, and arts and education.

Artists and Other Cultural Workers in the U.S. in 2021

- Artists: 2.6 million
- Other cultural workers: 1.1 million

Artists include designers, fine artists, architects, writers, producers, musicians, photographers, announcers, actors, entertainers, and dancers.

Other cultural workers are those whose occupation is not covered under the artist definition but are employed in a role that supports the arts.

*NASERC, like the National Assembly of State Arts Agencies, uses U.S. Bureau of Economic Analysis data to estimate the size of the creative economy.



National Assembly of State Arts Agencies [\(link\)](#)

According to the U.S. Bureau of Economic Analysis, arts and cultural production in the United States in 2022 accounted for

- \$1.1 trillion total value added to the economy
- 4.3% of the U.S. economy
- 5.1 million jobs

In California, cultural production accounted for

- \$2.9 billion total value added to the economy
- 7.97% of the state's economy
- 847,688 jobs

The value-added figure includes economic activity from 35 industries, including the five largest including: other information services, broadcasting, public cultural institutions, publishing, and motion pictures.

(See industry key in Supplemental Materials at the end of this document for a full list of included industries).

Otis College of Art and Design [\(link\)](#)

Otis College of Art and Design includes the following industries in its analyses of the creative economy: entertainment, architecture and related services, fashion, creative goods and products, fine and performing arts.

California's creative economy in 2021:

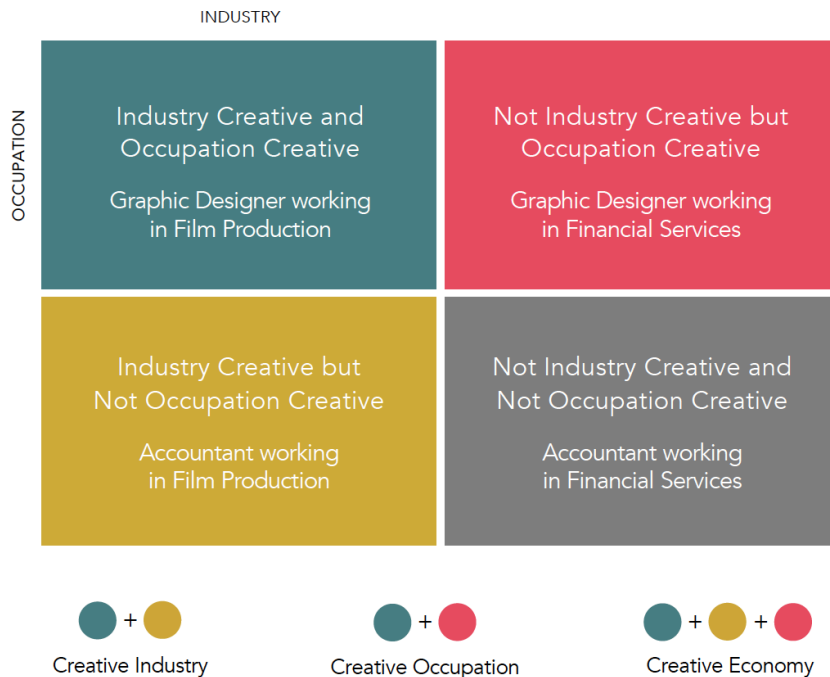
- \$507.4 billion direct gross value added
- 14.9% approximate share of GDP
- \$581.7 billion total labor income
- 1.8 million creative economy jobs

(See detailed breakdown of industries and sectors in Supplemental Materials at the end of this document).

CVL Economics

“The creative economy comprises organizations operating in creative sectors and individuals working in creative occupations. Intuitively, creative occupations are well represented in the creative sectors. But individuals working in creative occupations may work in non-creative sectors as well. A graphic designer, for instance, may begin their career as a contractor in the film production industry and eventually decide to pursue a full-time opportunity in the marketing department of a financial services firm.

Similarly, the creative sectors also employ workers in non-creative occupations. Many creative firms have management and finance departments whose staff are counted as creative sector workers since they contribute to the production and commercialization of creative goods and services. While an accountant working at a financial services firm is not considered a participant in the creative economy, an accountant working at a film production company would be.”



United Nations Conference on Trade and Development ([link](#))

“Definitions vary vastly between countries as there is no simple definition of ‘creativity’ that encompasses all the various dimensions of this phenomenon. Definitions cannot be considered set in stone. Today, creative activities have moved from including mainly traditional arts and crafts to encompassing designing smartphone applications.”

“In general, creativity can be broken down into the following (UNCTAD, 2008):

- **Artistic creativity** which involves imagination and a capacity to generate original ideas and novel ways of interpreting the world, expressed in text, sound and image;
- **Scientific creativity** which involves curiosity and a willingness to experiment and make new connections in problem solving; and
- **Economic creativity** which is a dynamic process leading towards innovation in technology, business practices, marketing, etc., and is closely associated with the concept of “knowledge economy”, a key driver of endogenous growth through investment in human capital.”

United Nations Conference on Trade and Development ([link](#))

“Looking closely at the creative industries, it can include a multitude of industries: advertising, architecture, arts and crafts, design, fashion, film, video, photography, music, performing arts, publishing, electronic publishing, research and development, software, computer games, and television and radio, which are the lifeblood of the creative economy. **These industries create employment and promote innovation. On the other hand, they produce a series of non-economic benefits by maintaining and promoting cultural and artistic values that contribute to societies’ well-being.**” (emphasis ours)

United Nations Economist Network [\(link\)](#)

“The creative economy ... embraces economic, cultural and social aspects interacting with technology, intellectual property and tourism objectives: **it is a set of knowledge-based, and thus more localized, economic activities with a development dimension and cross-cutting linkages at macro and micro levels to the overall economy.** There is not a single definition of creative economy, and the different definitions usually overlap. A common characteristic is that the creative economy has a multitude of dimensions, making contributions to economic, social, cultural development and has a potential for contributing to achieving the sustainable development goals.” (emphasis ours)

Intuit [\(link\)](#)

“The simplest way to explain the creative economy is as follows: **It’s an economy where artists and creatives start a business, sell their work to the public at large, and are supported by local and federal governments.**” (emphasis ours)

“Artists, who work in all kinds of mediums—from performing arts to handcrafted goods—create and finish their work, then sell it on the open market through various outlets. People and organizations buy the work. Governments provide support for the arts at the individual, group, and community levels through various programs.”

Upstart Co-Lab [\(link\)](#)

“**The creative economy is defined as a set of art, culture, design and innovation industries, and the economic contribution of those industries within a geographic region.** A unique set of industries defines each local creative economy, reflecting the culture, traditions and heritage of that place.” (emphasis ours)

“Upstart Co-Lab identified 145 industries that states and regions across the U.S. use to define their local creative economy, and grouped these industries into five categories to describe the inclusive creative economy for the benefit of impact investors: ethical fashion, sustainable food, social impact media, other creative businesses, creative places.”

Americans for the Arts [\(link\)](#)

“While there isn’t one single definition, Americans for the Arts uses these four to describe different aspects of the creative economy, and the aspiration of an inclusive creative economy.

- **Economic ecosystem:** The creative economy is an economic ecosystem of for-profit and nonprofit creative industries, artists and artist workforce, educators, entrepreneurs, vendors, policy makers and funders that produce and distribute creativity- and artistic-based goods and services.
- **Economic Activity:** The creative economy consists of economic activity that depends on individuals and organizations using their creativity to drive jobs, revenue, community resources, and cultural engagement.
- **Inclusive Creative Economy:** We define an inclusive creative economy as one that centers marginalized individuals in the pursuit of economic and restorative justice using creativity and the arts as the vehicle to reach individual and community potential.
- **Creative economy practices:** Creative economy practices are activities or methods used in policy, research, programmatic, academic, or funding spaces that are designed to amplify and advance the inclusive creative economy in local communities, as is applicable to the uniqueness of each community.”



Supplemental Materials

- **National Arts Statistics and Evidence-based Reporting Center**

Artists and Other Cultural Workers info page ([link](#))

Indicator A.1: Who Are the Artists? ([link](#))

Arts and Cultural Assets info page ([link](#))

Indicator C.1: What Do the Arts Contribute to the U.S. Economy? ([link](#))

- **National Assembly of State Arts Agencies**

Key to Arts and Cultural Industries, 2022 (*attached*) ([link](#))

- **Otis College of Art and Design**

Detailed breakdown of industries and sectors (*attached*) ([link](#), see pg. 157-158)

Key to Arts and Cultural Industries U.S., 2022						
Industry Group	Arts and cultural value added to U.S. GDP (In millions)	Percent of industry's total production composed of arts and cultural goods and services	Change in real value added: 2021-2022	Arts and cultural employment (thousands)	Change in arts and cultural employment 2021-2022	Example establishments
All arts and cultural industries	\$1,102,085		4.8%	5,176	6.4%	n/a
Performing arts organizations	\$17,780	97.3%	76.5%	122	43.5%	Theater companies; dance companies; symphony orchestras; opera companies; circuses. Includes taxable and tax-exempt organizations.
Performing arts presenters	\$20,964	79.3%	70.0%	118	43.9%	Live theater and art center operators; music festivals. Labeled "Promoters of performing arts and similar events" in the national income and product accounts.
Independent artists, writers, and performers	\$47,279	98.1%	18.4%	59	18.0%	Independent artists; independent authors; independent songwriters.
Agents and managers	\$5,945	51.5%	55.3%	15	15.4%	Agents, theatrical talent; literary agents.
Museums (non-government)	\$12,857	91.2%	6.9%	146	14.1%	Non-government museums; non-government botanical gardens and zoos; non-government nature parks.
Creative advertising	\$51,324	42.9%	5.8%	209	9.4%	Advertising agencies.
Architectural services	\$30,622	73.7%	10.9%	149	6.4%	Architectural services.
Landscape architectural services	\$4,299	93.5%	13.9%	33	3.1%	Landscape design services; garden-planning services.
Interior design services	\$18,721	99.4%	10.8%	54	12.5%	Interior design services; decorator consulting services.
Industrial design services	\$3,666	99.2%	7.2%	18	-18.2%	Industrial design services; automobile design services; furniture design services.
Graphic design services	\$10,921	98.5%	9.6%	59	5.4%	Graphic design services; commercial art studios; commercial illustrators.
Other specialized design services	\$1,672	62.9%	13.4%	12	20.0%	Jewelry design services; lighting design services; textile design services.
Computer systems design	\$3,676	1.7%	46.0%	21	40.0%	Computer integration systems design services supporting sound recording and motion picture production.
Photography and photo-finishing services	\$8,585	98.6%	-3.3%	57	14.0%	Photography studios, portrait; photography studios, commercial. Excludes one-hour photo-developing services.
Fine arts schools	\$3,767	39.6%	24.0%	141	8.5%	Dance studios; ceramics instruction; ballet schools; photography schools.
Private education services	\$6,964	2.9%	7.3%	79	1.3%	Referred to as "education services.;" Private, K-12 and postsecondary art classes.
Rental and leasing	\$5,696	23.1%	2.8%	19	11.8%	Theatrical costume rental; motion picture wardrobe rental.
Grant-making and giving services	\$1,159	4.0%	5.7%	10	11.1%	Establishments engaged in raising funds for a wide range of social and welfare activities.
Unions	\$871	1.4%	-1.6%	9	-10.0%	Establishments engaged in promoting the interests of organized labor and union employees.
Government	\$129,944	8.3%	4.3%	1,189	2.4%	Federal, state, local: K-12, postsecondary art classes; public museums; public libraries; cultural agencies; public nature parks.
Theatrical ticket agencies	\$611	2.8%	43.8%	5	25.0%	Referred to as "Other support services" in the national income and product accounts. Real value added not calculated due to relatively large subsidies in 2020.
Publishing	\$112,495	31.6%	4.6%	271	-16.9%	Book publishers; newspaper publishers; art print publishers; arts-related software publishing.
Motion picture and video industries	\$78,747	98.1%	6.5%	413	20.8%	Motion picture production and distribution; television show production; cartoon production and distribution; cinemas; film festivals.
Sound recording	\$19,925	99.2%	18.9%	20	11.1%	Record producers; music publishers; sound recording studios.
Broadcasting	\$154,520	51.6%	3.2%	370	0.5%	Radio, television, and cable broadcasting--excluding sports.
Web publishing and streaming	\$171,671	85.0%	-1.4%	296	35.2%	Referred to in the national income and product accounts as "other information services"; internet publishing and broadcasting; music archives; film archives; comic syndicates; news photo distribution services.
Musical instrument manufacturing	\$1,191	92.9%	-1.2%	11	10.0%	Violins and parts manufacturing; keyboards, piano, and organ manufacturing; guitars and parts, electric and non-electric, manufacturing.
Custom architectural woodwork and metalwork manufacturing	\$3,800	13.7%	-16.6%	39	8.3%	Architectural woodwork and fixtures manufacturing; custom architectural millwork manufacturing.
Jewelry and silverware manufacturing	\$3,054	91.3%	10.5%	21	10.5%	Manufacturing, engraving, chasing, or etching precious metal solid or precious metal clad jewelry.
Other goods manufacturing	\$3,745	14.2%	-0.2%	32	0.0%	Pottery manufacturing; stained and blown-glass manufacturing; motion picture equipment.
Printed Goods Manufacturing	\$5,853	13.9%	-6.5%	52	2.0%	Book printing; lithographic printing; screen printing.
Arts-related construction	\$15,553	22.0%	-14.3%	142	3.6%	Construction of new arts and cultural structures, e.g., libraries, museums.
Arts wholesale and transportation industries	\$56,840	2.5%	-4.0%	244	3.4%	Wholesale trade and trade margins of arts-related goods.
Arts retail trade	\$59,966	3.7%	-7.3%	578	-1.7%	Art dealers/galleries; music/music instrument stores; art-supply stores; book stores, including internet retail; florist shops.
All Other Industries	\$27,403	0.2%	4.7%	162	7.3%	Refers to arts and cultural goods and services produced by non-arts industries. For example, a sawmill producing custom architectural woodwork or an engineering firm offering industrial design services.

¹ "Real" refers to estimates adjusted for inflation.

Definitions of Creative Sectors and Subsectors

INDUSTRY GROUP 1: ENTERTAINMENT

Subsector 1.1: Print Publishing

- 511110 Newspaper Publishers
- 511120 Periodical Publishers
- 511130 Book Publishers
- 511191 Greeting Card Publishers
- 511199 All Other Publishers

Subsector 1.2: Digital Media

- 511210 Software Publishers
- 518210 Data Processing, Hosting, and Related Services
- 519130 Internet Publishing and Broadcasting and Web Search Portals
- 519110 News Syndicates
- 519120 Libraries and Archives
- 519190 All Other Information Services
- 541511 Custom Computer Programming Services
- 541512 Computer Systems Design Services
- 541921 Photography Studios, Portrait
- 541922 Commercial Photography

Subsector 1.3: Motion Picture and Video

- 512110 Motion Picture and Video Production
- 512120 Motion Picture and Video Distribution
- 512131 Motion Picture Theaters (except Drive-Ins)
- 512132 Drive-In Motion Picture Theaters
- 512191 Teleproduction and Other Postproduction Services
- 512199 Other Motion Picture and Video Industries

Subsector 1.4: Sound Recording

- 512230 Music Publishers
- 512240 Sound Recording Studios
- 512250 Record Production and Distribution
- 512290 Other Sound Recording Industries

Subsector 1.5: Cable and Broadcasting

- 515111 Radio Networks
- 515112 Radio Stations
- 515120 Television Broadcasting
- 515210 Cable and Other Subscription Programming

Subsector 1.6: Marketing, Advertising, and Public Relations

- 541810 Advertising Agencies
- 541820 Public Relations Agencies
- 541830 Media Buying Agencies
- 541840 Media Representatives
- 541890 Other Services Related to Advertising
- 541910 Marketing Research and Public Opinion Polling
- 711410 Agents and Managers for Artists, Athletes, Entertainers, and Other Public Figures

INDUSTRY GROUP 2: FINE & PERFORMING ARTS

Subsector 2.1: Fine Arts Schools

- 611610 Fine Arts Schools

Subsector 2.2: Performing Arts Companies

- 711110 Theater Companies and Dinner Theaters
- 711120 Dance Companies
- 711130 Musical Groups and Artists
- 711190 Other Performing Arts Companies

Subsector 2.3: Performing Arts and Live Event Promotion

- 711310 Promoters of Performing Arts, Sports, and Similar Events with Facilities
- 711320 Promoters of Performing Arts, Sports, and Similar Events without Facilities

Subsector 2.4: Museums, Galleries, and Historical Sites

- 453920 Art Dealers
- 712110 Museums
- 712120 Historical Sites

Subsector 2.5: Independent Artists, Writers, and Performers

- 711510 Independent Artists, Writers, and Performers

INDUSTRY GROUP 3: ARCHITECTURE & RELATED SERVICES

Subsector 3.1: Architectural Services

541310 Architectural Services

Subsector 3.2: Landscape Architectural Services

541320 Landscape Architectural Services

Subsector 3.3: Related Architectural Services

541330 Engineering Services

541340 Drafting Services

332323 Ornamental and Architectural Metal Work Manufacturing

Subsector 3.4: Specialized Design Services

541410 Interior Design Services

541420 Industrial Design Services

541430 Graphic Design Services

541490 Other Specialized Design Services

INDUSTRY GROUP 4: CREATIVE GOODS & PRODUCTS

Subsector 4.1: Print Production

323113 Commercial Screen Printing

323117 Books Printing

323120 Support Activities for Printing

Subsector 4.2: Glassware, Metalware, and Ceramic Goods

327110 Pottery, Ceramics, and Plumbing Fixture Manufacturing

327212 Other Pressed and Blown Glass and Glassware Manufacturing

332215 Metal Kitchen Cookware, Utensil, Cutlery, and Flatware (except Precious) Manufacturing

Subsector 4.3: Furniture

337121 Upholstered Household

Furniture Manufacturing

337122 Nonupholstered Wood Household

Furniture Manufacturing

337124 Metal Household Furniture Manufacturing

337125 Household Furniture (except Wood and Metal) Manufacturing

337211 Wood Office Furniture Manufacturing

337212 Custom Architectural Woodwork and Millwork Manufacturing

337214 Office Furniture (except Wood) Manufacturing

811420 Reupholstery and Furniture Repair

Subsector 4.4: Dolls, Toys, and Games

339930 Doll, Toy, and Game Manufacturing

Subsector 4.5: Musical Instruments

339992 Musical Instrument Manufacturing

INDUSTRY GROUP 5: FASHION

Subsector 5.1: Textiles and Fabrics

313210 Broadwoven Fabric Mills

313220 Narrow Fabric Mills and Schiffli Machine Embroidery

313310 Textile and Fabric Finishing Mills

314910 Textile Bag and Canvas Mills

Subsector 5.2: Apparel

315110 Hosiery and Sock Mills

315190 Other Apparel Knitting Mills

315210 Cut and Sew Apparel Contractors

315220 Men's and Boys' Cut and Sew Apparel Manufacturing

315240 Women's, Girls', and Infants' Cut and Sew Apparel Manufacturing

315280 Other Cut and Sew Apparel Manufacturing

315990 Apparel Accessories and Other Apparel Manufacturing

Subsector 5.3: Leather Goods

316110 Leather and Hide Tanning and Finishing

316210 Footwear Manufacturing

316992 Women's Handbag and Purse Manufacturing

316998 All Other Leather Good and Allied Product Manufacturing

811430 Footwear and Leather Goods Repair

Subsector 5.4: Jewelry and Personal Goods

339910 Jewelry and Silverware Manufacturing

Subsector 5.5: Cosmetics

325620 Toilet Preparation Manufacturing