## ne Businessof Creativity

Industry Skills Survey Results 2019

Spoke



### Research Methodology

### WHAT

15 minute online survey
Optimised across devices (mobile, tablet, laptop and desktop)

### **WHO**

Companies and individuals in the creative business sector with a focus on media content production





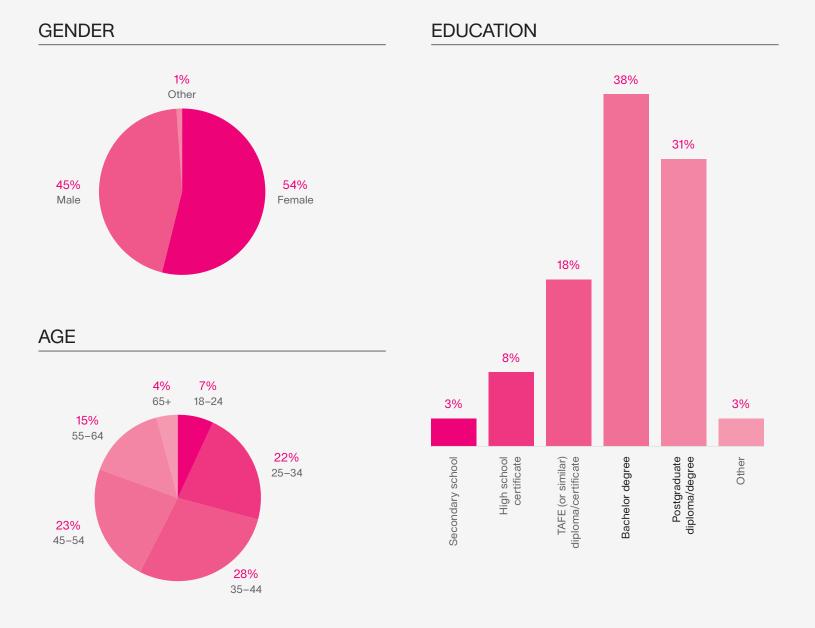
Company responses n=75

Individual responses n=534

### **WHEN**

Fieldwork started: May 2019 Fieldwork closed: June 2019 Just over half of those surveyed were female and have a bachelor or postgraduate degree

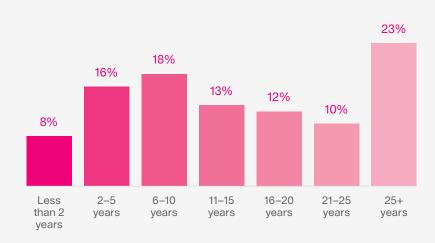
Individual



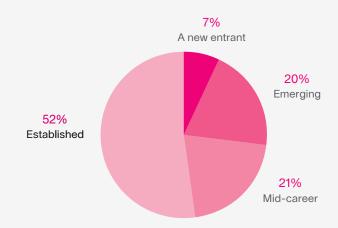
Around half of those surveyed were considered established with more than three professional credits



### NUMBER OF YEARS IN INDUSTRY

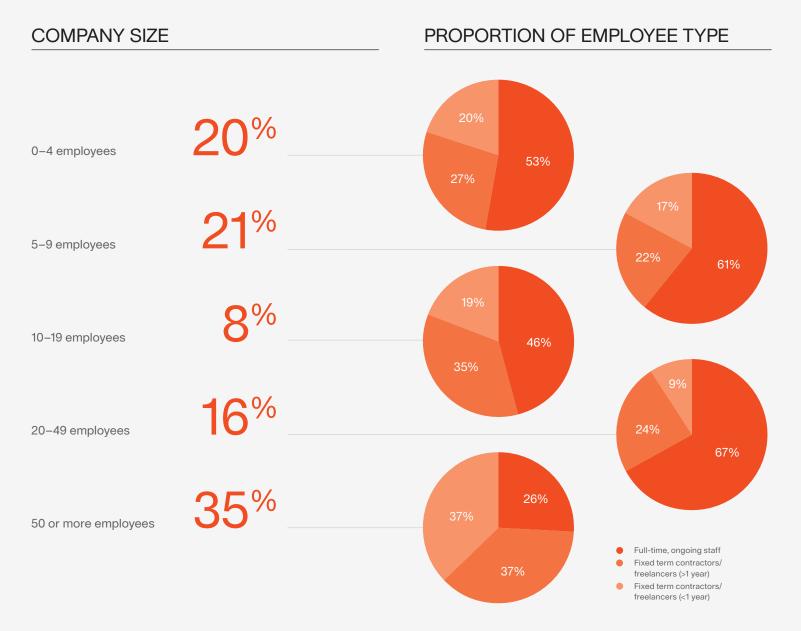


### CAREER CLASSIFICATION



Companies ranged from small to large, with most staff working full time



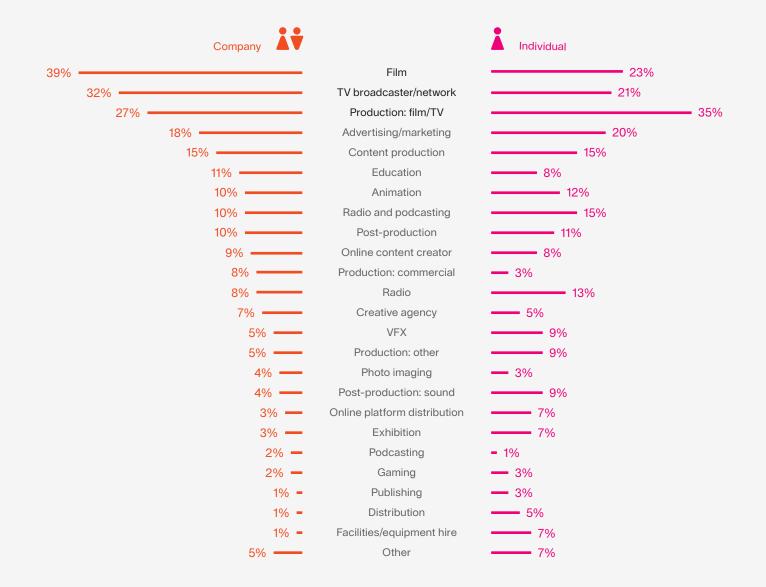


Caution: Low Base Size

S5. In which state/territory is your primary place of work based? S6. And how would you classify the area in which your primary place of work is based? Q2. How many people does your company currently employ? Q3. Approximately how many are... [Full-time, ongoing staff / Fixed term contractors / freelancers (1yr+) / Fixed term contractors / freelancers (-1yr)]? | Base: Company n=75

Production,
film and TV
were the most
dominant
creative
business
sectors
surveyed

### **CREATIVE BUSINESS SECTORS (%)**





There are considerable recognised skills gaps within the industry

### SKILLS GAPS: AWARENESS AND MAIN SKILLS GAPS

	Company	Individual
Skills gaps awareness	69%	77%
Difficulty hiring specific roles/skill sets	65%	n/a
By career classification	n/a	87% New/emerging
		86% Mid-tier
		69% Established

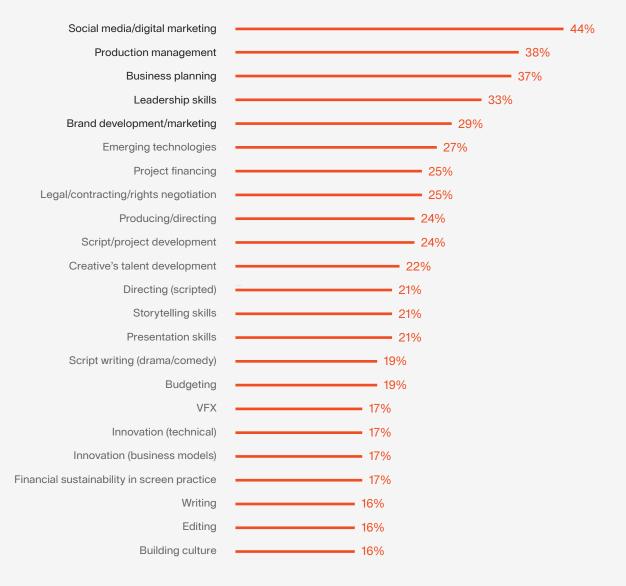
### Caution: Low Base Size

Individual/Company: Q11. Do you feel there are any gaps in your current skill base or knowledge? Q12a. What would you consider to be the main gap in your current skill base or knowledge? Q7a. Are you aware of any gaps in your company's current skill base or knowledge? Do you have difficulty hi ring for a particular role or skillset? Q8. What would you consider to be the main skills gap in your company's current skill base or knowledge? What would you consider to be the main skills gap in your company's current skill base or knowledge? | Base (Individual/Company): n=534/75

Company skills gaps are broad, with digital marketing at the top of the list



### AVAILABLE/APPLICABLE TRAINING (%)



### Business planning and social media/ marketing are the largest skills gaps



### TOP FIVE SKILLS GAPS

	Film	TV	Advertising/marketing	Radio and podcasting
1	56%	31%	54%	78%
	Legal/contracts	Business planning	Business planning	Social media/digital
2	38%	31%	54%	56%
	Directing	Social media/digital	Social media/digital	Leadership skills
3	38%	25%	46%	56%
	Business planning	Legal/contracts	Project development	Interview skills
4	38%	25%	38%	44%
	Emerging technology*	Leadership skills	Legal/contracts	Building culture
5	31% Project financing	25% Producing/directing	38% Production management	44% Presentation skills
Average number of employees	49	643	656	260

<sup>\*</sup>Note: 'Emerging technology' referenced as 'Emerging technologies (e.g. VR, AR)' in survey

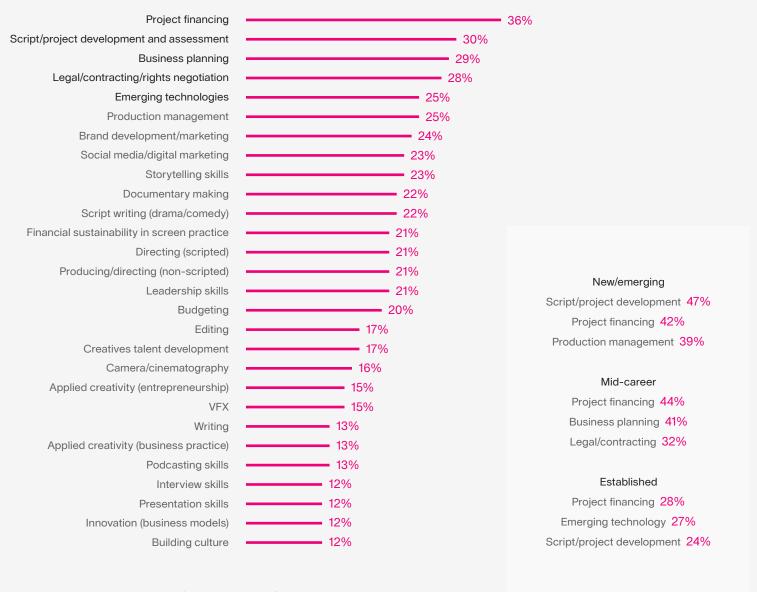
### Caution: Low Base Size

Q9. What other areas may be most applicable/relevant to you company? \*Production=Film/TV Prod., Content, Commercial, Other. \*\*Audio=Radio, Podcasting Q3. Approximately how many are Full-time, ongoing staff, Fixed term contractors / freelancers (less than 1-year contracts)? | Base: Film n=16, TV n=16, Advertising/Marketing n=13, Production n=28, Audio n=9

# Skills gaps for individuals are equally broad, with financing the largest



### **AVAILABLE/APPLICABLE TRAINING (%)**



Even for individuals, financing leads, but storytelling is key for audio



### TOP FIVE SKILLS GAPS

	Film	TV	Advertising/marketing	Radio and podcasting
1	<b>41</b> % Project financing	32% Project financing	38% Project financing	36% Storytelling skills
2	33%	31%	32%	33%
	Legal/contracts	Emerging technology*	Script/project development	Social media/digital
3	31%	28%	30%	33%
	Script/project development	Script/project development	Emerging technology*	Business planning
4	31%	25%	30%	33%
	Business planning	Legal/contracts	Project management	Brand development
5	31%	23%	30%	33%
	Emerging technology*	Business planning	Social media/digital	Leadership skills

<sup>\*</sup>Note: 'Emerging technology' referenced as 'Emerging technologies (e.g. VR, AR)' in survey

Lower commitment, short courses are the preferred way to educate

### TRAINING/EDUCATION PREFERENCE (%)

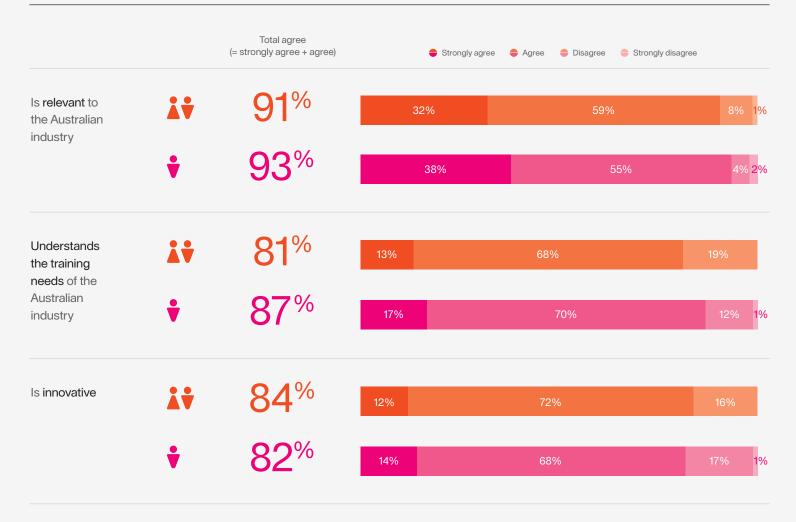


Caution: Low Base Size

What About AFT AFTRS' Industry Skills Survey 2019

The vast majority of those in creative industries recognise AFTRS' positive contribution

### AFTRS' KPIS: IMPACT ON INDUSTRY (%)



84% of individuals have also applied the knowledge and skills learnt in their AFTRS course in their work



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