

SEATTLE'S CREATIVE ECONOMY CONTRIBUTES \$119.2 BILLION TO THE STATE'S GDP - 10.3% - THE LARGEST IN THE NATION.

The Creative Economy employs more than 180,000 workers.

The largest creative sectors are:

1. Creative technology
2. Architecture and living spaces
3. Fashion
4. Culinary arts/beverage and
5. Performing arts (music, theater, dance, visual)

The video game industry is the second largest in the U.S with nearly 50,000 in the workforce.

Source - Wa State Dept. of Commerce

... SO WHY ARE ARTIST WAGES NOT REFLECTING THIS MAJOR IMPACT?

Our #1 creative sector, deemed "Creative Technology", means jobs like software engineers and similar corporate sector jobs. This means artists working with technology, using the same types of software, get paid 4X less.

- \$11.87/hr

Seattle has the lowest earnings in arts, design, entertainment, and media-related occupations.

- \$48.88/hr

Seattle has the highest earnings in computer-related occupations.

Source - 2019 Seattle Creative Economy Report