9.12 Arts, Sports & Tourism Occupations

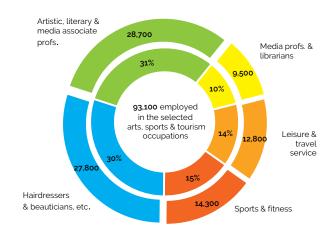
Overall employment: Approximately 93,100 persons (61% female) were employed in the selected arts, sports & tourism occupations, representing 4.1% of the national workforce

- Sector: 57% of overall employment was concentrated in the arts & entertainment sector
- Employment growth (5-year): Between 2013 and 2018, overall employment increased by 16,800 (4.1% on average annually compared to 3.1% nationally). The strongest rate of employment growth was observed for leisure & travel service occupations (7.4%) during the period.
- Age: The 25-54 age group accounted for the majority of persons employed, at 74%. The share of
 employees aged 55 and over was 9%, well below the national average of 17%.
- Education: The share of persons employed in the selected arts, sports & tourism occupations who had attained higher secondary/FET qualifications was in line with the national average share of 37%.
 Those who had attained third level qualifications (54%) was above the national average share (48%).
- Full-time/part-time: Over 68% of arts, sports & tourism workers were in full-time employment
- Nationality: The share of non-Irish workers was in line with the national average of 16%, while 84% of workers were Irish nationals

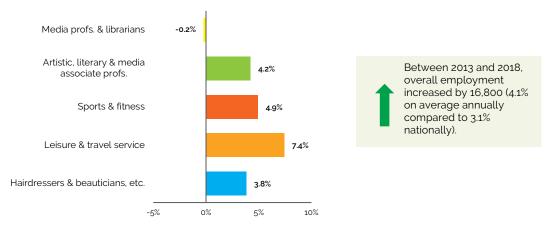
Overall outlook for these occupations:

Employment growth in these occupations is likely to be linked to Ireland's strong economic performance in recent years; growth in the demand for these occupations (e.g. beauty therapists) will be dependent on a thriving tourism sector as well as on the level of disposable incomes for individuals in Ireland.

Numbers employed, 2018



Average growth rates (%) 2013-2018



Source: SLMRU (SOLAS) analysis of CSO data

Occupation	Economic summary	Shortage	Occupation shortage details
Media profs. & librarians	No shortages have been identified for this occupation.	•	
Artistic, literary & media associate profs.	Although the data does not allow for a detailed analysis, employers have highlighted difficulties in sourcing suitably qualified staff to work in animation. As a result, a postgraduate level apprenticeship for a CGI Technical Artist for animation, games and VFX has been introduced.	•	— Animators
Sports & fitness occupations	Employment growth in this occupation has been above the national average, although no shortages have been identified in this area.	•	
Leisure & travel service occupations	Employment growth in this occupation has been above the national average. However, part-time roles account for almost a half of all employed. The recent job hires also outnumber growth in this occupation indicating that job churn is occurring.	•	
Hairdressers & beauticians, etc.	Employment growth in this occupation was slightly above the national average. Part-time roles account for over two fifths of all employed. The recent job hires also outnumber growth in this occupation indicating that job churn is occurring. There is a relatively large number of learners enrolled in FET sector training for these occupations.	•	

^{*}For detailed table see Appendix A