



# SPECIAL RELEASE

## 2021 Annual Survey of Philippine Business and Industry Arts, Entertainment and Recreation Section Final Results

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Table A. Comparative Summary Statistics for Arts, Entertainment and Recreation Section: Philippines, 2020 and 2021

Particulars	2020 <sup>f</sup>	2021 <sup>f</sup>	Growth Rate (%)
Total Number of Establishments	1,738	2,845	63.7
Total Employment	47,700	55,181	15.7
Average Number of Workers per Establishment	27	19	(29.6)
Total Compensation (in thousand pesos)	15,204,126	19,943,709	31.2
Average Annual Compensation per Paid Employee (in pesos)	322,839	368,006	14.0
Total Revenue (in thousand pesos)	67,387,865	126,340,432	87.5
Total Expense (in thousand pesos)	80,682,403	119,566,219	48.2
Revenue per Expense Ratio	0.84	1.06	26.2
Sales from E-Commerce Transactions (in thousand pesos)	31,694	59,526	87.8

*f* – final

( ) – negative value

Sources: Philippine Statistics Authority, 2020 and 2021 ASPBI (Final Results)



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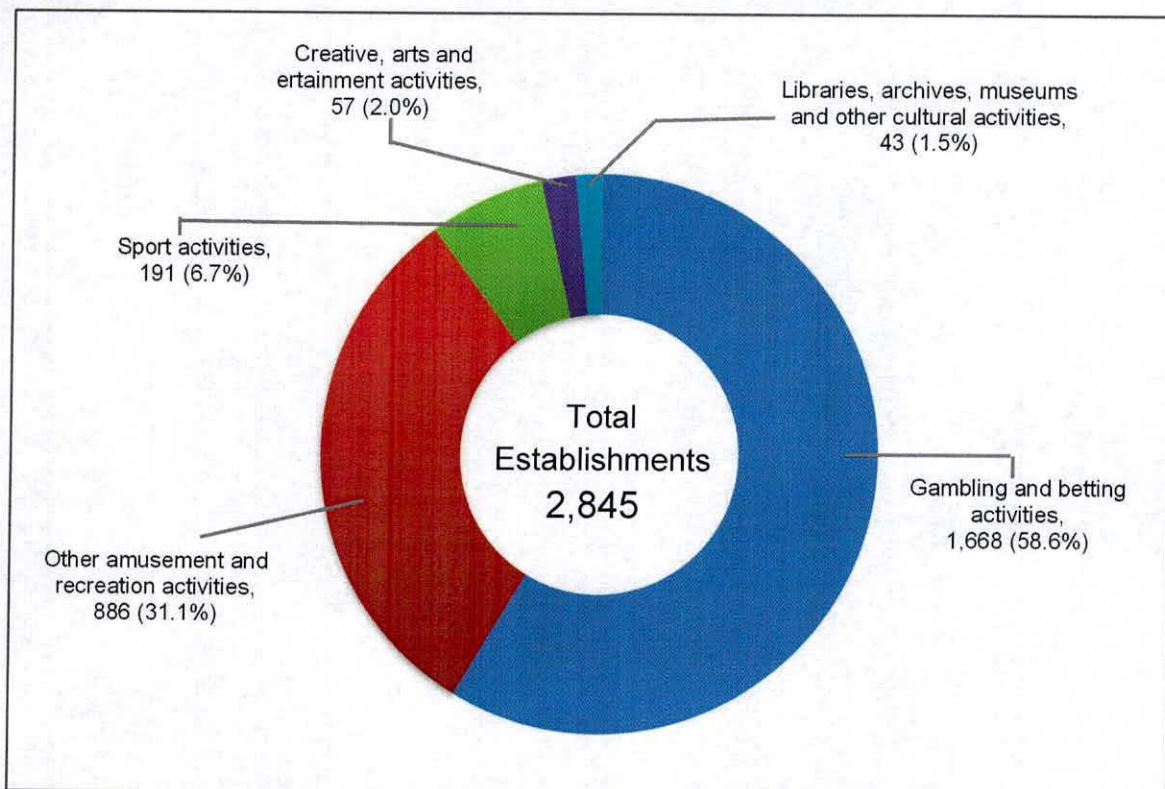


## Gambling and betting activities industry group led the section in terms of the total number of establishments

The 2021 Annual Survey of Philippine Business and Industry (ASPBI) final results showed that a total of 2,845 establishments in the formal sector of the economy were engaged in arts, entertainment and recreation activities. This indicates an increase of 63.7 percent from the 1,738 establishments reported in 2020. (Figure 1, and Tables A and 1)

Among industry groups, gambling and betting activities reported the highest number of 1,668 establishments or 58.6 percent of the total establishments for the section in 2021. This was followed by other amusement and recreation activities with 886 establishments (31.1%) and sports activities with 191 establishments (6.7%). On the other hand, libraries, archives, museums and other cultural activities recorded the least number of 43 establishments (1.5%). (Figure 1 and Table 1)

Figure 1. Distribution of Establishments Under Arts, Entertainment and Recreation Section by Industry Group: Philippines, 2021



Note: Details may not add up to totals due to rounding and/or statistical disclosure control.  
Source: Philippine Statistics Authority, 2021 ASPBI (Final Results)



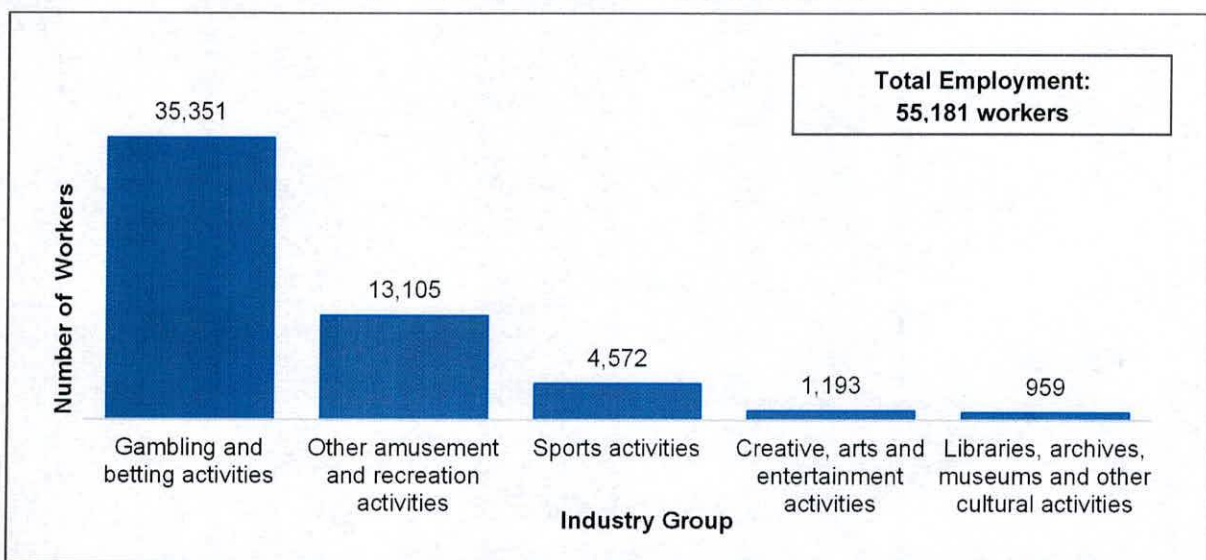
By region, CALABARZON led the section in terms of number of establishment with 364 establishments or 12.8 percent of the total number of establishments in 2021. National Capital Region (NCR) and Davao Region ranked second and third with 344 establishments (12.1%) and 332 establishments (11.7%), respectively. (Table 3)

**Gambling and betting activities industry group employed the highest number of workers**

The section employed a total of 55,181 workers in 2021, indicating an increase of 15.7 percent from the recorded total employment of 47,700 workers in 2020. Of the total employment in 2021, 54,194 workers (98.2%) were paid employees, while the rest were working owners and unpaid workers. (Tables A and 1)

Among industry groups, gambling and betting activities employed the highest number of 35,351 workers (64.1%). This was followed by other amusement and recreation activities with 13,105 workers (23.7%) and sports activities with 4,572 workers (8.3%). (Figure 2 and Table 1)

Figure 2. Distribution of Employment for Arts, Entertainment and Recreation Section by Industry Group: Philippines, 2021



Note: Details may not add up to totals due to rounding and/or statistical disclosure control.  
 Source: Philippine Statistics Authority, 2021 ASPBI (Final Results)

At the regional level, NCR recorded the highest employment of 27,092 workers (49.1%). This was followed by CALABARZON with 7,921 workers (14.4%) and Central Luzon with 4,645 workers (8.4%). (Table 3)



## **NCR had the highest average number of workers per establishment**

The section recorded an average number of 19 workers per establishment in 2021, which indicates a decline of 29.6 percent from the average number of 27 workers per establishment posted in 2020. (Tables A, 2, and 4)

By industry group, sports activities posted the highest average number of 24 workers per establishment. Libraries, archives, museums and other cultural activities followed with an average number of 22 workers per establishment. On the other hand, other amusement and recreation activities recorded the lowest average number of 15 workers per establishment. (Table 2)

By region, NCR registered the highest average number of 79 workers per establishment in 2021. This was followed by Cagayan Valley and CALABARZON with recorded average number per establishment of 60 workers and 22 workers, respectively. (Table 4)

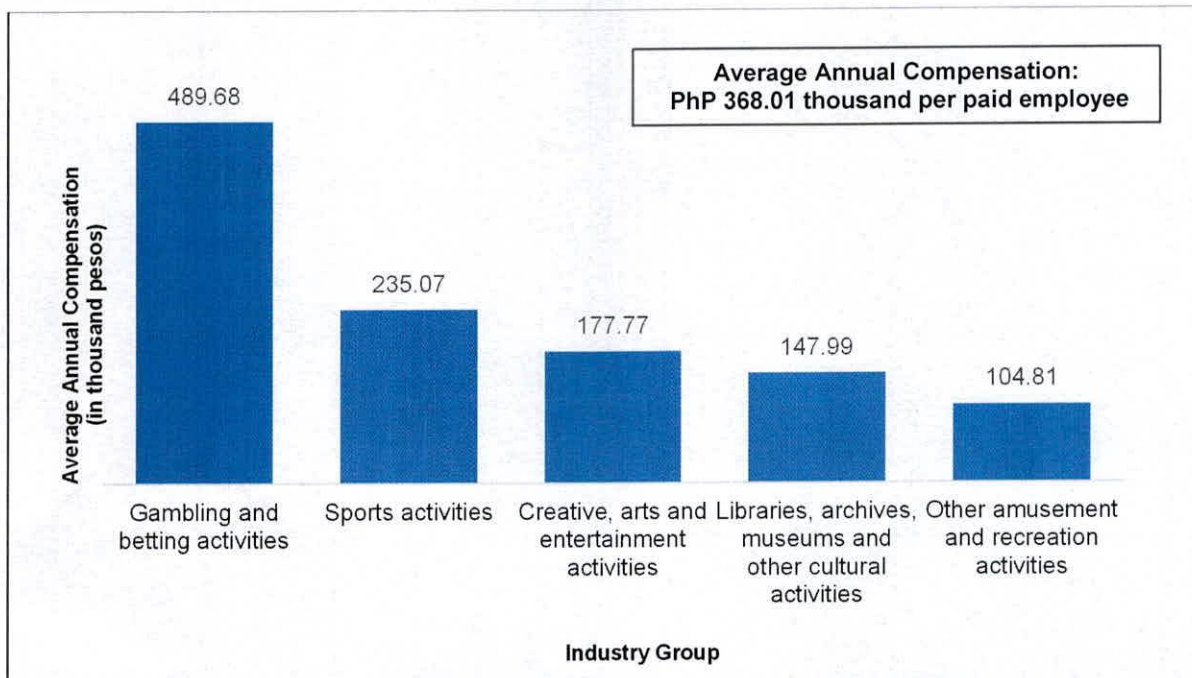
## **Gambling and betting activities industry paid the highest average annual compensation**

In 2021, the section paid a total compensation of PhP 19.94 billion to its employees. This translates to an average annual compensation of PhP 368.01 thousand per paid employee, indicating an increase of 14.0 percent from the average annual compensation of PhP 322.84 thousand per paid employee in 2020. (Tables A, 2, and 4)

Among industry groups, gambling and betting activities paid the highest average annual compensation of PhP 489.68 thousand per paid employee. This was followed by sports activities and creative, arts and entertainment activities, which paid average annual compensation per paid employee of PhP 235.07 thousand and PhP 177.77 thousand, respectively. (Figure 3 and Table 2)



Figure 3. Average Annual Compensation of Paid Employees for Arts, Entertainment and Recreation Section by Industry Group: Philippines, 2021



Source: Philippine Statistics Authority, 2021 ASPBI (Final Results)

Among regions, NCR paid the highest average annual compensation of PhP 556.35 thousand per paid employee. Cagayan Valley and Central Luzon ranked second and third, with average annual compensation per paid employee of PhP 273.28 thousand and PhP 240.52 thousand, respectively. (Table 4)

### **Gambling and betting activities registered the highest share to the total revenue and total expense**

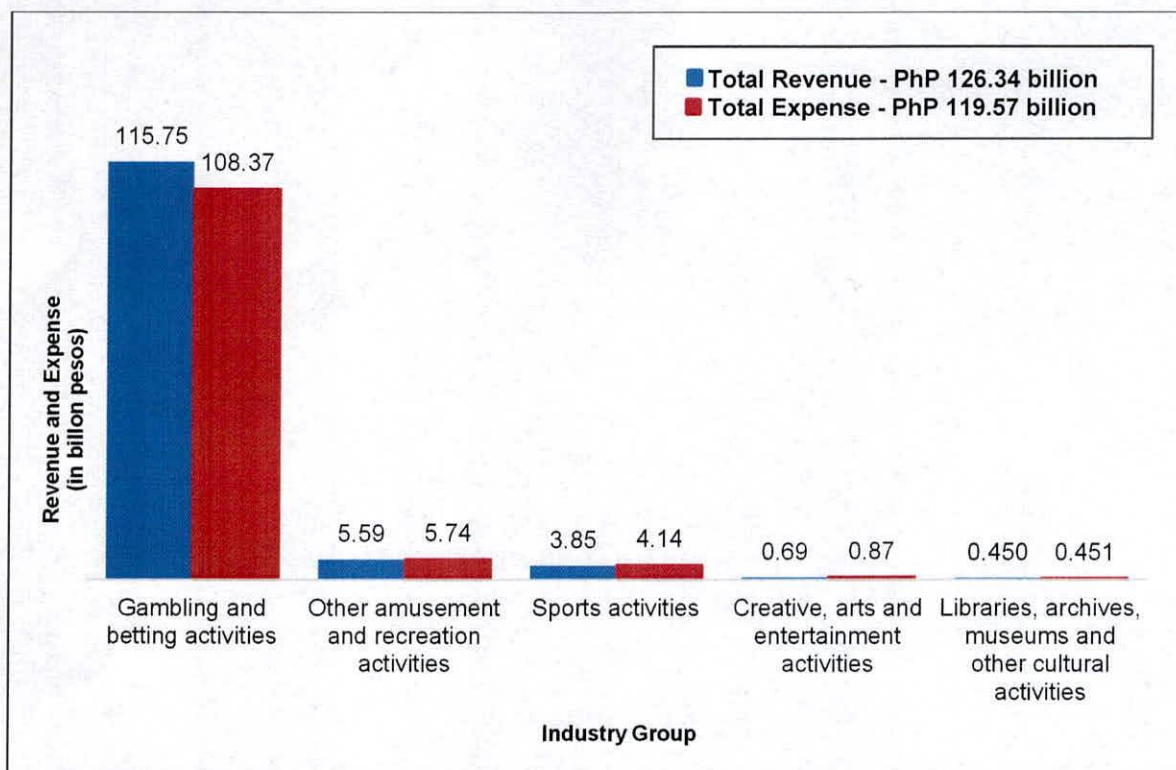
The section generated a total revenue of PhP 126.34 billion in 2021, indicating an increase of 87.5 percent from the total revenue of PhP 67.39 billion in 2020. Similarly, the total expense incurred by the section at PhP 119.57 billion in 2021 reflected an increase of 48.2 percent from the total expense of PhP 80.68 billion in 2020. (Figure 4, and Tables A and 1)

The revenue generated and expense incurred by the top three industry groups of the section were as follows:

1. Gambling and betting activities had the highest share with total revenue of PhP 115.75 billion (91.6%) and total expense of PhP 108.37 billion (90.6%);

2. Other amusement and recreation activities with total revenue of PhP 5.59 billion (4.4%) and total expense of PhP 5.74 billion (4.8%); and
3. Sports activities with total revenue of PhP 3.85 billion (3.0%) and total expense of PhP 4.14 billion (3.5%). (Figure 4 and Table 1)

Figure 4. Total Revenue and Total Expense for Arts, Entertainment and Recreation Section by Industry Group: Philippines, 2021



Note: Details may not add up to totals due to rounding and/or statistical disclosure control.

Source: Philippine Statistics Authority, 2021 ASPBI (Final Results)

By region, NCR generated the highest total revenue of PhP 103.77 billion (82.1%) and incurred the highest total expense of PhP 98.35 billion (82.3%). (Table 3)

### Gambling and betting activities registered the highest return

The section generated a revenue per peso expense ratio of 1.06 in 2021, which represents an increase of 26.2 percent from the revenue per peso expense ratio of 0.84 in 2020. This indicates that for every peso spent in 2021, the section generated a corresponding revenue of PhP 1.06.



Among industry groups, gambling and betting activities recorded the highest revenue per peso expense ratio of 1.07. On the other hand, creative, arts and entertainment activities had the lowest revenue per peso expense ratio of 0.80. (Table 2)

By region, Cagayan Valley generated the highest revenue per peso expense ratio of 1.28. This was followed by MIMAROPA Region and Eastern Visayas with revenue per peso expense ratios of 1.22 and 1.18, respectively. (Table 4)

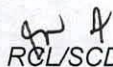
### **Gambling and betting activities generated more than fifty percent of sales from e-commerce transactions**

E-commerce transaction is the sale or purchase of goods or services, whether between businesses, households, individuals, government and other public or private organizations, conducted over the internet. The goods and services are ordered over the internet, but the payment and the ultimate delivery of the good or service maybe conducted on or offline.

The section generated a total sales of PhP 59.53 million from e-commerce transactions in 2021. Gambling and betting activities recorded the highest sales of PhP 31.67 million (53.2%), while creative, arts and entertainment activities registered the lowest sales of PhP 1.9 million (3.2%). (Tables A and 1)

Of the 17 regions, seven generated sales from e-commerce transactions, with Ilocos Region posting the highest sales of PhP 31.67 million (53.2%). This was followed by NCR with PhP 13.29 (22.3%) and Eastern Visayas with PhP 10.19 million sales from e-commerce (17.1%). (Table 3)

  
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