

Table 1a - Gross Value Added (GVA) of the Creative Industries, UK

	Advertising	Architecture	Art & Antiques	Designer Fashion	Video, Film & Photography	Music and the Visual & Performing Arts	Publishing	Software, Computer Games & Electronic Publishing	Radio & TV	TOTAL (excl. Crafts and Design) ¹	Crafts ²	Design ²
GVA at current prices (£ million)												
1997	3,400	3,100	260	280	1,900	2,700	6,500	9,800	3,500	31,500	n/a	n/a
1998	3,500	3,200	270	270	1,800	2,900	7,300	13,200	3,700	36,300	400	n/a
1999	5,500	3,200	320	300	2,100	3,100	8,000	13,900	4,600	41,000	n/a	n/a
2000	6,100	3,500	350	360	2,100	3,200	8,400	14,800	5,900	44,800	n/a	n/a
2001	5,500	3,600	390	320	1,800	3,100	8,800	16,300	6,700	46,600	n/a	n/a
2002	5,400	3,400	430	320	2,100	3,300	8,300	16,900	6,800	46,800	n/a	n/a
2003	5,200	4,000	470	330	2,400	3,600	8,600	19,800	6,200	50,500	n/a	n/a
2004	5,600	4,100	490	380	2,700	3,700	9,100	22,600	7,100	55,800	n/a	n/a
2005	6,500	4,700	480	420	2,900	3,300	9,800	24,700	8,000	60,800	n/a	11,600
% of UK GVA												
1997	0.6%	0.5%	0.04%	0.05%	0.3%	0.5%	1.1%	1.7%	0.6%	5.5%	n/a	n/a
1998	0.6%	0.5%	0.04%	0.05%	0.3%	0.5%	1.2%	2.2%	0.6%	6.1%	n/a	n/a
1999	0.9%	0.5%	0.05%	0.05%	0.3%	0.5%	1.3%	2.2%	0.7%	6.5%	n/a	n/a
2000	0.9%	0.5%	0.05%	0.05%	0.3%	0.5%	1.3%	2.3%	0.9%	6.8%	n/a	n/a
2001	0.8%	0.5%	0.06%	0.05%	0.3%	0.5%	1.3%	2.4%	1.0%	6.8%	n/a	n/a
2002	0.8%	0.5%	0.06%	0.05%	0.3%	0.5%	1.2%	2.4%	1.0%	6.7%	n/a	n/a
2003	0.7%	0.5%	0.06%	0.05%	0.3%	0.5%	1.2%	2.7%	0.9%	6.9%	n/a	n/a
2004	0.7%	0.5%	0.06%	0.05%	0.3%	0.5%	1.2%	2.9%	0.9%	7.1%	n/a	n/a
2005	0.8%	0.6%	0.06%	0.05%	0.4%	0.4%	1.2%	3.0%	1.0%	7.3%	n/a	n/a

Source: Annual Business Inquiry, Office for National Statistics, with the following exceptions:
Crafts - Creative Industries Mapping Document (1998) - turnover, see Annex B
Design - The Business of Design, Design Council - turnover for financial year, see Annex B

¹ Total excludes Crafts and Design as GVA figures are not available for these sectors

² Figures for crafts and design are for turnover, which is not directly comparable to GVA. See Annex B for more information. Design estimates may also include activity also included in other Creative Industry sectors, notably Architecture.

Table 1b - Growth in GVA of the Creative Industries, UK ¹

	Advertising	Architecture	Art & Antiques	Designer Fashion	Video, Film & Photography	Music and the Visual & Performing Arts	Publishing	Software, Computer Games & Electronic Publishing	Radio & TV	TOTAL (excl. Crafts and Design) ²
1997-1998	0%	3%	0%	-7%	-9%	4%	9%	31%	3%	12%
1998-1999	52%	-4%	17%	7%	13%	4%	7%	3%	21%	10%
1999-2000	9%	8%	8%	18%	3%	3%	3%	5%	27%	8%
2000-2001	-11%	3%	10%	-13%	-19%	-7%	3%	8%	10%	2%
2001-2002	-6%	-9%	6%	-2%	12%	4%	-9%	0%	-1%	-2%
2002-2003	-6%	13%	7%	1%	11%	4%	0%	14%	-11%	5%
2003-2004	5%	1%	1%	13%	13%	0%	4%	11%	10%	8%
2004-2005	13%	12%	-4%	8%	6%	-12%	4%	7%	11%	7%
Average 1997-2005	6%	3%	5%	3%	3%	0%	3%	10%	8%	6%

Source: as Table 1a.

¹ Estimates calculated from figures in Table 1a with implied GDP deflator (base = 2000) to remove the effect of inflation. Too much emphasis should not be placed on fluctuations between years (see note on interpretation of the figures)

² Total excludes Crafts and Design as annual GVA figures are not available for these sectors