



**SECTOR OVERVIEW** 

# Creative and Cultural Industries



#### **IN A NUTSHELL**

Includes activities related to the creative production, distribution, and dissemination of cultural products, as well as the preservation of heritage.

Two subsectors of activity:

- Multimedia and video games
- Film, television, and video Music and sound
- · Image and design
- · Performing arts
- · Books and press

· Cultural heritage

Intellectual property **Immersive** Multimedia experiences **On-demand Festivals** consumption **Artificial** Intelligence

## **DIGITAL TRANSFORMATION**







**Artificial** Intelligence

**Virtual** reality

**Streaming** 







Blockchain

**Virtual** reality

**3D** 

## **SECTOR STRENGTHS IN BARCELONA**



Important tradition in fields such as the publishing industry, architecture, or decorative arts



Powerful network of **cultural** facilities.



International reference in the musical field, with festivals such as Sónar and Primavera Sound.



Hub of startups in the creative and video game industry.

job positions in Barcelona

**180 mil** 

people employed in the cultural sector in Catalonia

1,9% of Catalonia's GDP

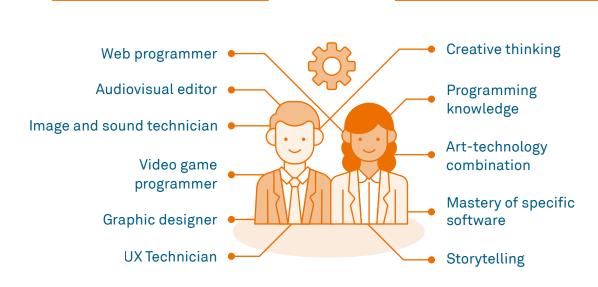
## THE MOST WANTED



### **Professional profiles**



**Skills** 





## THE FUTURE OF THE SECTOR

- Expansion of applications of new technologies in art and culture.
- Change in consumption patterns, with a greater weight of online formats.
- Increase in diversity and cultural representation in artistic productions.



Overcoming patterns of temporality and job instability through the professionalization and valorization of **CHALLENGE** creative and cultural occupations.