

Western Australian creative industries: COVID-19 impacts

Film, TV and games production

Respondent profile

132

film, TV and games organisations shared their experiences on how COVID-19 has impacted their work.

Respondent type

47% Sole traders **25%** Freelancers **22%** Companies **6%** Other

Industry sub-category (top responses)

52% Film and TV production **33%** Games development and design **11%** Film and video post-production services

The following findings are based on respondents' reported impacts from 1 April to 30 June 2020.

Number of jobs



Jobs in film, TV and games operations fell 24%. This was based on expected versus actual number of employees reported by partnerships, companies and not-for-profits operating in the film, TV and games sector. **There were significant decreases in casual jobs (down 55%), freelance and contract jobs (down 30%) and permanent part time jobs (down 30%).**

Actual versus expected revenue



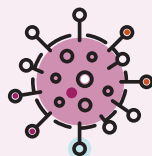
% of expected revenue earned **BEFORE** COVID-19 support

20%

% of expected revenue earned **AFTER** COVID-19 support

26%

COVID-19 support



Received COVID-19 support

33%

Average value of support

\$4,453

JobKeeper - % of business entities that received JobKeeper assistance for employees



Freelancer

N/A

Sole trader

21%

Partnership

0%*

Company

33%

Not-for-profit

0%*

Alternative revenue sources

% of business entities that needed to draw on alternative revenue sources to cover lost revenue

Revenue Sources	Freelancer	Sole trader	Partnership	Company	Not-for-profit
Multiple responses allowed (sum may be greater than 100%)	88%	73%	100%*	73%	25%*
Business reserves	-	-	0%	65%	25%
Personal savings	79%	61%	100%	35%	0%
Superannuation	17%	10%	50%	15%	0%
Credit cards	8%	14%	0%	31%	0%
Family and friends	29%	16%	0%	23%	0%
Bank loan	0%	0%	0%	8%	0%
Other	8%	6%	0%	8%	0%
Did not need	13%	27%	0%	27%	75%

Methodology — This fact sheet was compiled from a survey conducted in 2020 by CATALYSE® Pty Ltd on behalf of the Department of Local Government, Sport and Cultural Industries. To view the full survey report visit the Research Hub on the DLGSC website.

* Small sample size (<5 respondents)