7 December 2023 Culture Statistics - 2022

LIVE PERFORMANCES WITH A GREAT RECOVERY: NUMBER OF SESSIONS, SOLD TICKETS, AND REVENUES HIGHER THAN IN PRE-PANDEMIC YEARS

In 2022, 41,388 live performances sessions were held (24,469 in 2021). These were attended by 14.9 million spectators (3.6 million in 2021) and corresponded to 6.6 million paid tickets (2.0 million in 2021) that generated €147.3 million ticket revenues (€28.0 million in 2021).

The museums had 15.8 million visitors (8.3 million more than in 2021), of which 7.7 million were foreign visitors (4.8 million more than in 2021). Cinema had 9.6 million spectators (+75.4%) and raised €55.4 million box office revenues (+80.9%).

Cultural participation decreased in 2022 compared to 2016, except for reading books, with the proportion of residents aged 18 to 69 years that indicated having read books in the last 12 months increasing from 38.8% to 41.3%. The proportion of the population of the same age group that, in 2022, attended live performances shows or cinema sessions, or visited cultural sites was 52.8%; 40.5% and 36.8%, respectively.

In 2022, periodical publications' total circulation (newspapers and magazines) was 338.9 million, of which 30.9% was paid circulation and 69.1% was free circulation. In that year there were edited-printed 11,449 books (provisional data), which corresponds to a decrease of 5.2% compared to 2021.

The prices of cultural goods and services increased by 1.5% compared to 2021, of which the rise in prices of newspapers and other publications (+11.0%) stood out.

The imports of cultural goods surpassed exports, leading to a €231.6 million deficit in the trade balance (€208.7 million in 2021). The number of enterprises (75,388) and turnover (€8.1 thousand million) of the cultural and creative sector increased in 2022, 10.0% and 21.2%, respectively.

In 2022, the cultural employment was estimated at 190.6 thousand people, accounting for 3.9% of total employment. The gross monthly earnings per employee in cultural and creative activities was \leq 1,417 (+4.0% than in 2021).

The Local government expenditure on cultural and creative activities reached €582.0 million, corresponding to an increase of 18.4% (more €90.6 million) when compared to 2021.

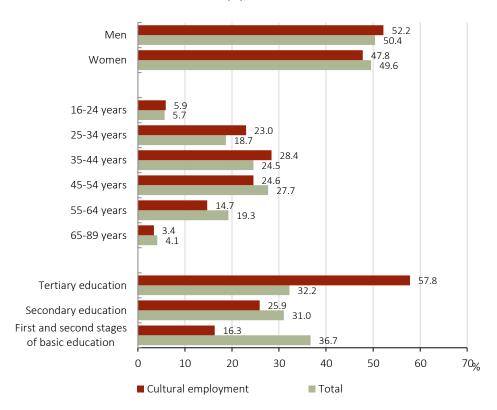
Statistics Portugal releases on its website – www.ine.pt – the publication "Culture Statistics 2022". The publication includes statistical information on several cultural themes: education; employment; Consumer Price Index on cultural goods and services; enterprises of the cultural and creative sector; international trade on cultural goods; cultural participation; cultural heritage; art galleries; books and periodical publications; cinema; live performances; video distribution; broadcasting; expenditures of cultural and creative activities by municipalities.



The cultural employment represented 3.9% of the employed population

In 2022, according to the Labor Force Survey, 190.6 thousand people were employed in cultural activities¹, accounting for 3.9% of the total employed population. Out of the total cultural employment, 52.2% were men and 75.9% were from the age group 25 to 54 years old, with the 35 to 44 age group standing out with 28.4%. Employment in cultural and creative activities was characterized by a higher education level than the one in the total economy. 57.8% had completed tertiary education, whereas only 32.2% of the total employed population had completed that education level.

Figure 1. Employed population, total and cultural employment, by sex, age group, and completed level of education (%), 2022



Source: Statistics Portugal, Labor Force Survey.

The estimates from 2020 to 2022 were revised following the revision of the results of Labor Force Survey 2^{nd} quarter of 2020 to the 2^{nd} quarter of 2023. For a more detailed information it is suggested the consultation of the explanatory note in Press release "Employment statistics – 3^{rd} quarter of 2023" available at Statistics Portugal's website.

 $^{^{\}rm 1}$ Cultural employment is calculated considering:

a) Cultural activities (NACE Rev.2): 181, 182, 322, 581, 591, 592, 601, 602, 741, 742, 743, 900, 910.

b) Cultural occupations (CPP-10):

[•] For the years 2011 to 2020 (CPP-10; 3 digits): 216, 262, 264, 265.

[•] Since 2021 (CPP-10; 4 digits): 2161, 2162, 2163, 2164, 2165, 2166, 2353, 2354, 2355, 2621, 2622, 2641, 2642, 2643, 2651, 2652, 2653, 2654, 2655, 2656, 2659, 3431, 3432, 3433, 3435, 3521, 4411, 7312, 7313, 7314, 7315, 7316, 7317, 7318 and 7319, no longer being possible direct comparison of 2021's series with the 2011-2020's series estimates.

In 2022, 29.2% of cultural employment were self-employed; 87.1% worked full time; 54.7% had a permanent occupation and 91.5% had only one occupation (without secondary activity). For the economy as a whole, the figures for each one of the referred situations were 14.4%; 92.2%; 83.5% and 95.2%, respectively.

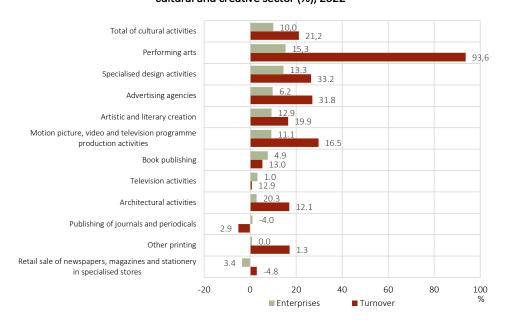
Prices of newspapers and other periodicals increased by 11.0%

In 2022, the price of cultural goods and services increased by 1.5%, compared to the previous year. This increase was due, in particular, to changes in the price of the following goods: newspapers and periodicals (+11.0%), photographic services (+8.3%), musical instruments (+5.9%), and books (+2.0%). In cultural services (+1.1%), the increase of the prices for the museums, libraries, and zoological gardens (+1.3%), and for the cinema, theatres and concerts (+0.6%) stood out. In the opposite direction, there was a decrease in television and radio license fees (-4.7%), pre-recorded media (-4.0%), audiovisual, photographic and data processing equipment (-3.3%).

The number of enterprises in the cultural and creative sector increased by 10.0% and the turnover increased by 21.2%

In 2022, according to the Integrated Business Accounts System preliminary data, there were 75,388 enterprises in the cultural and creative sector, corresponding to more 6,868 enterprises than 2021 (+10.0%). The following activities recorded the highest increases in the number of enterprises: performing arts (+2,627), specialised design activities (+1,182), and artistic and literary creation (+563), which, together, accounted for more 4,372 new enterprises in 2022.

Figure 2. Annual change in the number of enterprises and turnover of some activities in the cultural and creative sector (%), 2022



Source: Statistics Portugal, Integrated Business Accounts System.

The turnover of enterprises in the cultural and creative sector increased by 21.2%, reaching \in 8.1 thousand million in 2022 (it had been 6.7 thousand million in the previous year). The activities that recorded the biggest increases were advertising agencies (more \in 241.5 million), other printing (more \in 127.9 million), support activities to performing arts (more \in 127.4 million), motion picture, video, and television programme production activities (more \in 125.8 million), and specialised design activities (more \in 105.3 million). The following activities recorded decreases in turnover, compared to 2021: publishing of journals and periodicals (\in 7.2 million), reproduction of recorded media (\in 491.8 thousand), and manufacture of musical instruments (\in 246.9 thousand).

Gross monthly earnings per employee in cultural and creative activities increased by 4.0%

In 2022, the total gross monthly earnings per employee in the activities of the cultural and creative sector was \le 1,417 (4.0% more than in 2021). The regular component of those earnings increased by 3.4%, to \le 1,169, and the base component increased by 3.6%, to \le 1,092.

In the economy as a whole, the average total gross earnings were practically the same (\le 1,412), as well as the regular component (\le 1,141) and the base earnings (\ge 1,070), although having registered smaller increases when compared to 2021 (3.7%, 3.2%, and 3.0% respectively).

Figure 3. Average gross monthly earnings per employee (total, regular and base) in the total of economy and in the cultural and creative sector²

	Total economy			Cultural and creative sector		
Year	Total gross earnings	Regular gross earnings	Base gross earnings	Total gross earnings	Regular gross earnings	Base gross earnings
	Euros			Euros		
2022	1,412	1,141	1,070	1,417	1,169	1,092
2021	1,362	1,106	1,039	1,363	1,131	1,055
2020	1,315	1,073	1,009	1,304	1,087	1,014
2019	1,277	1,039	976	1,287	1,068	997
2018	1,241	1,012	953	1,261	1,049	979

Note: The total earnings received in a year (includes holiday and Christmas allowance) divided by the number of months worked (a full year of work determines the division of the total earnings received in the year by 12).

Source: Calculations and analysis performed by Statistics Portugal on the information from the Monthly Statement of Earnings (Declaração Mensal de Remunerações) from Social Security (DMR/SS) and the Contributory Relation (Relação Contributiva) of Caixa Geral de Aposentações (RC/CGA).

The highest gross monthly earnings per employee were recorded in the motion picture, video, and television programs distribution (\leq 3,364), followed by the publishing of computer games (\leq 2,858), news agency activities (\leq 2,691), and the television programming and broadcasting activities (\leq 2,688).

The cultural and creative activities that recorded the lowest gross monthly earnings per employee were retail sale of music and video recordings in specialised stores (\in 774) and renting of video tapes and disks (\in 779).

Cultural goods trade balance deficit: imports higher than exports, by €231.6 million

According to International Trade statistics, in 2022 the cultural goods trade balance was negative, -€231.6 million (€23 million more than in the previous year). Exports of cultural goods reached €238.1 million, corresponding to an increase of 19.4% from the previous year. The main exported goods were craft-handmade fabrics and ornamental articles (43.3% of total), followed by jewellery (32.1%), and books (12.3%), which, together, accounted for 87.7% of the total value of cultural goods exported.

The imports of cultural goods were €469.7 million, which corresponded to an increase of 15.1% from 2021. The main cultural goods imported were jewellery (29.1% of the total), newspapers and periodicals (15.0%), books (13.7%), audio-visual goods and Interactive media (9.6%), and musical instruments (9.5%), accounting, together, for about 76.9% of the total imported cultural goods.

² includes the following classes of activities of NACE Rev.2: 1811, 1812, 1813, 1814, 1820,3212, 3220, 4761, 4762, 4763, 5811, 5813, 5814, 5821, 5911, 5912, 5913, 5914, 5920, 6010, 6020, 6391, 7111, 7311, 7410, 7420, 7430, 7722, 8552, 9001, 9002, 9003, 9004, 9101,9102, 9103.

The European Union (EU-27) remained the most important commercial partner: 87.8% of imports of cultural goods and 66.8% of exports came from and went to EU countries, respectively.

Thousand € 600,000 408,143 500,000 417,469 376,883 352,194 424,293 400,000 300,000 199.465 168,763 167,956 180,097 195,415 200,000 100,000 -100,000 -200,000 -228,878 -183,431 -300,000 -249,513 -208.677 -196,786 2018 2019 2020 2021 2022 ■ Imports ■ Exports ■ Balance

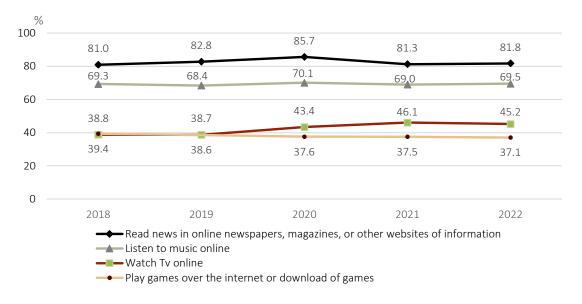
Figure 4. International trade on cultural goods (thousand €), 2018-2022

Source: Statistics Portugal, International trade statistics.

Increase in the internet use to buy cultural products and services, except on newspapers and magazines

In 2022, 81.8% of internet users (people from 16 to 74 years old) indicated having read news in online newspapers, magazines, or other websites of information (0.5 p.p. more than in 2021), in the 3 months before the interview, 69.5% listened to music over the internet (+0.5 p.p.), and 45.2% watched television online (0.9 p.p. less than in 2021). The share of people who played on the internet or downloaded games was 37.1% (0.4 p.p. less than in 2021).

Figure 5. Proportion of people from 16 to 74 years old w used the internet in the prior 3 months to the interview, in cultural activities, 2018-2022



Source: Statistics Portugal, Survey on ICT usage in private households.

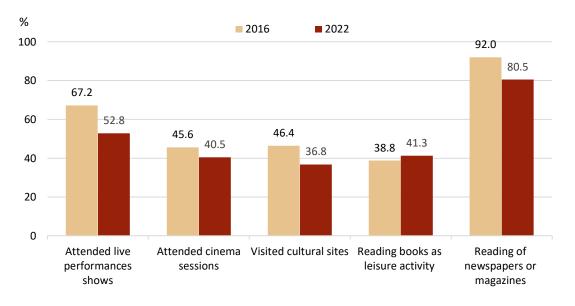
Regarding e-commerce of cultural goods and services^{3,} the following results stand out for 2022: 43.3% of internet users who have placed orders in the previous 3 months to the interview indicated that they have purchased films and music (physical and digital products, as well as streaming), more 3.6 p.p. than in 2016; 29.0% (-0.2 p.p.) have purchased books, magazines, and newspapers (paper and digital, as well as online subscriptions); and 34.8% (+19.8 p.p.) have purchased tickets to cultural or sports events. In the latter category, those who bought tickets for cultural events or others like cinema or concerts were 32.0%.

The participation in cultural activities decreased in 2022 compared to 2016, except for reading books, which increased from 38.8% to 41.3%

The proportion of persons aged 18 to 69 that, in 2022, attended live performances shows or cinema sessions, or that visited cultural sites were, respectively, 52.8%; 40.5% and 36.8%. Compared to 2016, these proportions declined 14.4 p.p., 5.1 p.p., and 9.6 p.p. In 2022, 41.3% of the population aged 18 to 69 read books as a leisure activity (38.8% in 2016) in the previous 12 months. 80.5% read newspapers or magazines (92.0% in 2016).

³ Cultural goods and services included in the survey: Books, magazines, and newspapers (paper and digital, as well as online subscriptions); Films and music (physical and digital products, as well as streaming) and Tickets to cultural and sports events. For more information related to the breakdown of the categories, refer to the technical note.

Figure 6. Proportion of the population aged 18 to 69 who, in the last 12 months, read books as a leisure activity and newspapers or magazines according to frequency, 2016 and 2022



Source: Statistics Portugal, Adult education survey

In 2022, 8.4% of the population aged 18 to 69 played video games "every day or almost every day"; 4.1% "3 or 4 days per week"; 6.5% "1 or 2 days per week" and 4.6% "1 or 3 days per month". Those who "rarely" or "never" played video games were 13.6% and 58.9% respectively.

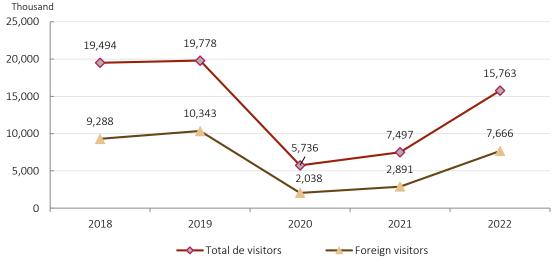
Museums with 8.3 million more visitors, of which 4.8 million were foreign visitors

In 2022, the total number of museum visitors was 15.8 million, representing an increase of 8.3 million (+110.3%) compared to 2021. Regardless of the strong recovery recorded in the period under analysis, the number of visitors was lower than in pre-pandemic years (19.8 million in 2019).

The number of foreign visitors reached 7.7 million (4.8 million more than the previous year). Foreign visitors represented 48.6% of total visitors (38.6% in 2021).

The number of visitors integrated into school groups was 1.2 million, 786.5 thousand more (+294.3%) than in 2021.

Figure 7. Museums' visitors, total and foreign (thousand), 2018-2022



Source: Statistics Portugal, Museum's survey.

In 2022, the total number of assets from the museum collection reached 20.3 million, which corresponds to a decrease of 2.3% compared to 2021.

Temporary exhibitions, authors, and exhibited works increased, but were still lower than in 2019

The Art galleries and other temporary exhibition spaces (977) held, in 2022, 6,178 temporary exhibitions (34.9% more than in 2021), in which 52,719 authors (+29.3%) exhibited a total of 236,029 works (+26.3%). Despite the increase registered in 2022, the figures were still below those of the pre-pandemic years: in 2019, 6,959 exhibitions had been held, in which 56,424 authors had exhibited 273,045 works.

Out of the total works exhibited in 2022, painting (16.6% of the total), photography (14.7%), documentary (10.6%), drawing (7.7%), decorative/handicraft (6.8%), and collectors works (6.7%) continued to stand out.

Figure 8. Number of authors, exhibits, and exhibited works in art galleries and other temporary exhibitions spaces,

2018-2022

Thousands No. 277.0 300 10,000 273.0 236.0 250 8,000 186.9 200 7,136 6,959 158.5 6,000 6,178 150 4,000 100 3,748 2,000 50 56.4 52.7 40.8 0 0 2019 2018 2020 2021 2022 Exhibits (right axis) -----Works (left axis) -Authors (left axis.)

Source: Statistics Portugal, Art galleries, and other temporary exhibitions spaces survey.

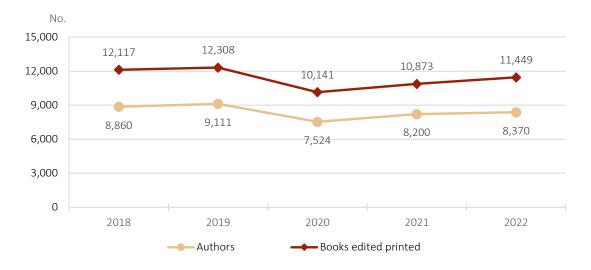
Number of books edited-printed decreased by 5.2%

According to the data from the Nacional Library of Portugal based on the Legal Deposit Number, in 2022 (provisional data) 11,449 books were edited-printed, of which 9,554 were first editions (83.4%) and 1,895 were reissues (16.6%). Of the total books, 8,141 (71.1%) were published in the original language and 3,279 (28.6%) were translations.

Compared to the previous year, edited-printed books decreased by 5.2% (17.6% in 2021), resulting from an increase in reissues (+18.4%) since the number of first editions decreased 8.9%.

The number of authors of edited-printed books, in 2022, was 8,370, which represented a decrease of 6.6% compared to 2021.

Figure 9. Authors and Books edited-printed, No., 2018-2022



Note: 2021 and 2022's data are provisional and 2020's was revised.

Source: Nacional Library of Portugal, Legal Deposit Number.

Periodical publications with a total circulation of 338.9 million and revenues of €264 million

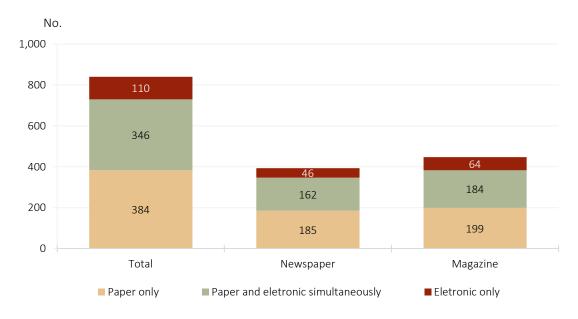
In 2022, of the 840 periodical publications, 447 were magazines and 393 were newspapers, representing 53.2% and 46.8%, respectively, of the total publications. In the same year, the diffusion, 45.7% were in "paper only" support, 41.2% in "paper and electronic simultaneously" and 13.1% had "electronic only" as diffusion support.

The total circulation was 338.9 million, of which 30.9% was paid circulation and 69.1% free circulation. Of the total circulation, 50.8% belonged to the newspapers and 49.2% to magazines.

The largest proportion of paid circulation belonged to the printed edition of newspapers and magazines with 93.5 million (89.3%). Only 11.2 million of the paid circulation (10.7%) were from electronic publications.

In 2022, the total revenues and expenses of the periodical publications reached €264.0 million and €165.4 million, respectively. By type of publication, newspapers accounted for 51.1% of total revenues and 72.0% of total expenses, while the magazines accounted for 48.9% and 28.0%, respectively. The main sources of revenues were paid circulation (66.7%) and advertising (31.5%).

Figure 10. Periodical publications (No.) by diffusion support and type of publication, 2022



Source: Statistics Portugal, Periodical publications survey.

Cinema: number of spectators and box office revenues increased 75.4% and 80.9%, respectively

In 2022, 509,806 movie sessions were held, with a total of 9.6 million spectators and €55.4 million box office revenues. Vis-à-vis the previous year, there were 179,333 more sessions (+54.3%). The number of spectators increased by 4.1 million (+75.4%) and the box office revenues increased by €24.8 million (+80.9%).

Miillion € Million 90 83.2 20 78.7 75 16 55.4 15.5 60 14.8 12 45 30.6 8 9.6 30 20.6 4 15 5.5 3.8 0 2018 2021 2022 Box office revenues (left axis) Spectators (right axis)

Figure 11. Cinema spectators (million) and box office revenues (million €), 2018 - 2022

Source: Cinema and Audio-visual Institute, ICA, I.P.

In 2022, the predominance of North American movies was repeated, with 51.2% of cinema sessions, 61.2% of spectators, and 62.5% of box revenues. Co-productions of movies accounted for 33.8% of sessions, 27.8% of spectators, and 27.0% of box office revenues.

Still in 2022, 157 Portuguese films were exhibited, corresponding to 5.4% of sessions, 5.2% of spectators, and 4.8% of box office revenues.

The higher number of sessions (28.9% of the total) were held in the 3^{rd} quarter of the year, but the sessions held in the 4^{th} quarter (25.1%) had more spectators (29.7%) and generated 30.4% of the total box office revenues. On the contrary, it was in the 1^{st} quarter that the lower number of sessions (21.1%) were registered, with 16.0% of the spectators and of box office revenues.

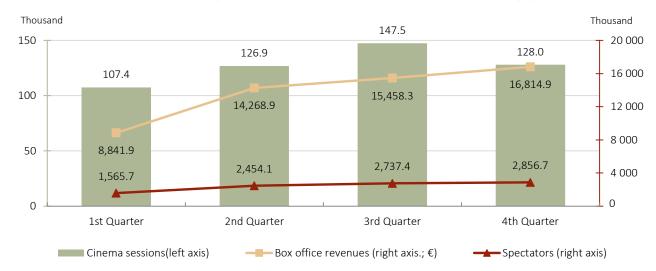


Figure 12. Cinema sessions, spectators (No.), and box office revenues (thousand €), by quarter, 2022

Source: Cinema and Audio-visual Institute, ICA, I.P.

Live performances with a strong recovery, more 11.3 million spectators and €119.3 million in ticket revenues In 2022, there were 41,388 live performances (24,469 in 2021) with a total of 14.9 million spectators (3.6

million in 2021), of which 6.6 million with paid tickets (2.0 million in 2021), generating €147.3 million in ticket revenues (€28.0 million than in 2021).

The average price per ticket increased by 56.3%, from €14.2, in 2021, to €22.2, in 2022.

8,162.5 Music 1,573.4 of which: 3,325.9 Pop/Rock 342.6 2,506.9 Other music 959.5 Folk music and portuguese tradicional 851.0 Classical music 470.5 2877 Fado 112.6 2315 Jazz/Blues 94.8 2,241.3 Theatre 962.2 1,485.2 Multidisciplinary 1,349.8 Others 361.4 873.9 Mixed (varieties) 453.6 Dance 161.6 312.2 Circus 173.1 2,000 4,000 6,000 8,000 10.000 Thousands **2022** 2021

Figure 13. Live shows spectators, by modality (thousands), 2021-2022

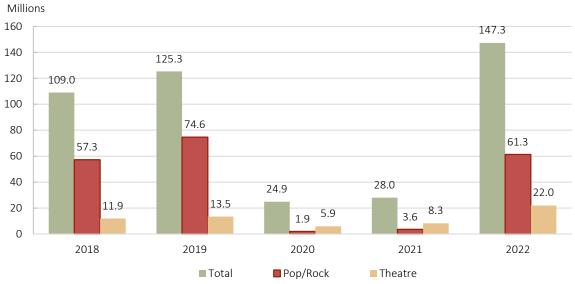
Source: Statistics Portugal, Live Shows Performance Survey.

In 2022, there was a strong recovery in live shows performances, in which the number of sessions, the number of sold tickets, and the amount of the revenues surpassed those recorded in the pre-pandemic years.

Pop/rock was once again the most popular genre in terms of spectators and ticket revenues from all live shows. In 2022, 2,580 sessions of pop/rock were held, with 3.3 million spectators, of which 1.7 million were paid tickets, thus originating €61.3 million in ticket revenues. Compared to the previous year, more 967 sessions (+60.0%) were held, with more 3.0 million spectators, and more €57.7 million in ticket revenues.

In 2022, 14,595 theatre sessions were registered, which had 2.2 million spectators, and collected $\ensuremath{\in} 22.0$ million in ticket revenues. Compared to the previous year, there were 4,759 more sessions (+48.4%), with 1.3 million more spectators and more $\ensuremath{\in} 13.7$ million from ticket revenues. In 2019, there were 13,516 theatre sessions with 2.2 million spectators and $\ensuremath{\in} 13.5$ million in ticket revenues.

Figure 14. Pop/rock and theatre ticket revenues (thousand €) and annual change (%), 2018-2022



Source: Statistics Portugal, Live Shows Performance Survey.

Local Government expenditure on cultural and creative activities increased by 18.4%

In 2022, Local Government expenditure on cultural and creative activities amounted to €582.0 million, €90.6 million more (+18.4%) than in the previous year. The share of Municipalities' expenditure on cultural and creative activities of the Local Governments expenditure was 5.5% in 2022 (5.0% in 2021).

The increase in expenditures was more pronounced in the following domains: performing arts (more €48.4 million; +45.2%), interdisciplinary activities (more €28.6 million; +22.1%) and cultural heritage (more €4.6 million; +3.7%).

By domain and sub-domain, expenditure allocated to Interdisciplinary activities stood out, with €157.8 million, of which 55.1% was for the support of cultural and creative entities and 20.7% for general administration. Compared to the previous year, Interdisciplinary activities continued to be the domain with the greatest share (27.1%) of total expenditure by Local Government on cultural and creative activities.

Figure 15. Local Governments expenditure in cultural and creative activities, by type of expenditure (thousand €),

2018-2022 700 582.0 Thousand € 600 519.0 491.4 469.8 470.5 500 492.5 400 453.7 414.6 396.5 385.6 300 200 94.9 89.6 84.9 65.3 55.2 100 0 2018 2019 2020 2021 2022 ★ Current expenditures Capital expenditures

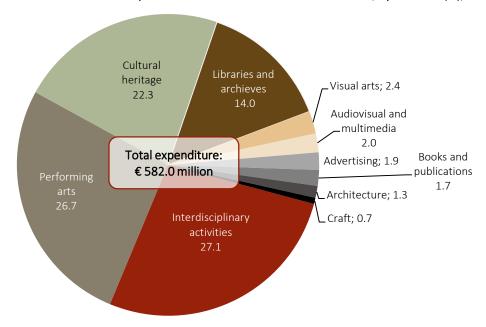
Source: Statistics Portugal, Local Government expenditure in cultural and creative activities and sports activities survey.

Performing arts absorbed €155.5 million (more 45.2% than in 2021), standing out the expenses of music (29.9% of total), theatre (14.6%), and multidisciplinary (17.2% of total). Construction and maintenance of art facilities accounted for 23.5% of the expenditures of this domain.

Of the €129.5 million allocated to Cultural heritage (+3.7%), 51.9% financed the expenses of museums and 23.5% was spent on monuments, historical centers, and protected sites.

Libraries and archives were given €81.5 million (more €1.4 million than in 2021; +1.8%). Of the total, 78.0% were given to libraries and 19.1% to archives.

Figure 16. Local Government expenditures in cultural and creative activities, by domains (%), 2022



Source: Statistics Portugal, Local Government expenditure in cultural and creative activities and sports activities survey.

TECHNICAL NOTE

The statistical information released results from a set of statistical operations conducted by Statistics Portugal (Labour force survey^a, consumer price index, Survey on Information and communication technologies usage in private households by individuals, Adult education survey, museums survey^b, survey on art galleries and other temporary exhibition spaces, periodical publications survey^c, art facilities survey, live performances survey^d, and survey on the financing of cultural, creative and sports activities by municipalities).

Information is also released on enterprises, originated in integrated business accounts which includes the creative and cultural activities classified according to NACE-Rev.2 (Printing and service activities related to printing, reproduction of recorded media, manufacture of musical instruments, Retail sale of books in specialised stores; Retail sale of newspapers and stationery in specialised stores; Retail sale of musical records, compact discs, DVDs, audiotapes, and cassettes in specialised stores; Publishing activities; Motion picture, video and television program production activities, sound recording and music publishing activities; radio and television broadcasting activities; news agency activities, architectural activities; advertising activities, design activities; photographic activities; translation and interpretation activities; renting of videotapes and disks; cultural education; theatre, music, dance and other artistic and literary activities; libraries, archives, museums, and other cultural activities), with the Integrated business accounts system as the source.

The statistics on "Gross monthly earnings per employee" are the result of the calculations and analysis performed by Statistics Portugal on the information from the Monthly Statement of Earnings (Declaração Mensal de Remunerações) from Social Security (DMR/SS), following a protocol celebrated between Statistics Portugal and the Instituto de Informática, I.P., and the Contributory Relation (Relação Contributiva) of Caixa Geral de Aposentações (RC/CGA).

Data on international trade refer to cultural goods, classified according to the Combined Nomenclature: Antiques collections and collectors 'pieces, Books, Newspapers, journals, and periodicals, maps and hydrographical and similar charts; works of art, photographic plates and films developed, crafts, jewelry of precious metals and stones; musical instruments, audio-visual and interactive media; recorded media with music; architecture plants and drawings.

Survey on Information and communication technologies usage in private households by individuals is an annual survey based on a representative sample of household residents in Portugal with at least one individual aged 16 to 74 years old.

The Adult education survey (AES) is a sample survey, with a periodicity of five years, it contains a module with specific questions on cultural and social activities of the individual. Its main objective is to analyze the participation of the adult population in education, training and learning activities. The 2022 statistical operation surveyed the resident population aged 18 to 69 living in household dwellings of usual residence.

The classifications of cultural and creative activities, domains and sub-domains, goods and services, and cultural occupations are in accordance with the Eurostat definitions in the ESSNet Culture – Final Report Project (September 2012) and the Guide to Eurostat culture statistics (2018 edition).

In addition, information is released from sources such as the ANACOM - National Regulatory Authority for Communications, the National Library of Portugal, the Directorate-General of Cultural Heritage, the Directorate-General for Education and Science Statistics, the General Inspection of Cultural Activities, and the Cinema and Audio-visual Institute, I.P.

Notes

^a Cultural employment is calculated considering 3-digit codes of the Cultural and creative activities from NACE Rev.2 and the 4-digit codes of cultural professions from ISCO/2010.

^b The entities considered in the computation of information on museums observe the following five criteria adopted:

Criterion 1: museums having at least one exhibition room;

Criterion 2: museums that are open to the public (on a permanent or seasonal basis);

Criterion 3: museums having at least one curator or specialist (including managers);

Criterion 4: museums with a budget (at least knowledge of total expenditure);

Criterion 5: museums with an inventory (at least a summary inventory).

^c In 2022 (reference year) the periodical publications survey had a methodologic change, by including only newspapers and magazines and, in addition to periodical publications in "paper only" and "paper and electronic simultaneously" support, were included publications in "electronic only" support.

^d The modalities included are theatre, opera, classical, baroque, ancient, classical, folk and traditional Portuguese music, fado, jazz/blues, pop/rock, choir recitals, classical and modern dance, folklore, circus, mixed / varieties, multidisciplinary, and other modalities (street animation, humor, magic illusionism, poetry recital, tunas, and dancing). The statistical operation (Live shows survey) from the reference year of 2018 also included the observation of bullfighting shows whose results are disclosed on the Statistics Portugal website.

More detailed information on classifications and data collection instruments is available at the Metadata system on Statistics Portugal's website.

Detailed methodological information is available at: www.ine.pt, option Products, Metadata system.

Detailed statistical information is available at: <u>www.ine.pt</u>, option <u>Products</u>, <u>Statistical data</u>, <u>database</u>, theme <u>Culture</u>, <u>sports</u>, and <u>recreation</u>.