

International Creative Industry/ Economic Comparisons and Reports

International Models

CREATIVE METROPOLES: Public Policies and Instruments in Support of Creative Industries

<http://www.baltmet.org/creative-metropoles>

This project showcases the key elements of what makes a well-functioning, focused, flexible and efficient support system for creative industries in 11 participating Central and Northern European cities. The partners looked at best practices in policy as well as practical tools that the public sector can use in support of the creative economy.

Industry Snapshot for Auckland: Creative Sector

http://www.americansforthearts.org/sites/default/files/pdf/2015/international/Creative_Sector.pdf

This report begins by defining creative industries as well as the total size of Auckland's creator sector. It goes on to compare Auckland to other creative sectors; analyze the employment shares, growth, and concentration of sub-sectors; and finally business concentrations.

The UK Department for Culture, Media, and Sport

http://www.americansforthearts.org/sites/default/files/pdf/2015/international/British_Council_CI_Toolkit.pdf

The British Council's *Mapping the Creative Industries: A Toolkit* defines creative industries as "those industries which have their origin in individual creativity, skill and talent which have a potential for job and wealth creation through the generation and exploitation of intellectual property."

UN--Creative Economy Report 2010

<http://www.un.org/apps/news/story.asp?NewsID=37079&Cr=unctad&Cr1=>

According to this UN survey, demand for products from the "creative industry" can help national economies, including those of developing countries, to recover from the global economic downturn, especially if supported by enlightened government policies.

UNESCO--Understanding Creative Industries

http://www.americansforthearts.org/sites/default/files/pdf/2015/international/UNESCO_Understanding_Creative_Industries.pdf

UNESCO offers cultural statistics for public-policy making, defining cultural industries as industries which combine the creation, production and commercialization of creative contents which are intangible and cultural in nature. Cultural industries generally include printing, publishing and multimedia, audiovisual, phonographic and cinematographic productions as well as crafts and design.