ESCO
European Classification of Skills, Competences, Qualifications and Occupations

Sectoral Reference Group:
Arts, culture, entertainment, sport and active leisure

1. What is ESCO – 11 "old" sectors

Agriculture, Forestry, Fishery
Arts, culture entertainment, sport and leisure activities
Hospitality and Tourism
Healthcare and social services activities
ICT service activities
Manufacturing of food, beverages and tobacco
Manufacturing of Textile, Apparel, Leather, Footwear and related products
Mining and heavy industry
Transportation and storage
Veterinary activities
Wholesale and retail trade, renting and leasing

1b. What is ESCO – 16 "new" sectors

Business administration

Chemical industry

Construction

Manufacturing of consumer goods

Education

Manufacturing of electrical equipment, computer, electronic and optical products

Energy and water supply, sewerages and waste management

Fabricated metal products

Finance, insurance and real estate

Healthcare and social work activities (remaining subsectors)

Machinery and equipment

Media

Personal service

Public administration and defence

Scientific and technical activities

Manufacturing of transport equipment

Wood processing and paper and printing

18/9/2015

1c. What is ESCO - pillars

Occupations

Skills

Qualifications

2a. ARTS: scope of the sector

NACE rev.2:

R - ARTS, ENTERTAINMENT AND RECREATION			
90			**Creative, arts and entertainment activities**
91			**Libraries, archives, museums and other cultural activities**
	91.04		**Botanical and zoological gardens and nature reserves acivities**
92			**Gambling and betting activities**
93			**Sports activities and amusement and recreation activities**
	93.2		Amusement and recreation activities
		93.21	▶ Activities of amusement parks and theme parks

2b. ARTS: occupation groups

Arts, entertainment, media and recreation	
Arts, culture, entertainment, sport and active leisure	**Media**
☐Amusement and recreation parks	
☐Art mediation and community arts	
☐Artistic creation	
☐Artistic policy of an organisation	
☐Exhibitions, colections and heritage organisations	
☐Gambling, betting and lottery	
☐**Live peformance**	
☐Sport and active leisure	
☐Zoological and botanical gardens	

2c. ARTS: - overlaps

41 overlaps - polyhierarchy		
ARTS	lyricist	MEDIA
ARTS	translator	SCIENCE
ARTS	digital games designer	ICT
ARTS	sport coach for performance	EDU
ARTS	set builder	SCIENCE
ARTS	political journalist	MEDIA
ARTS	jewellery artist	SCIENCE

2d. ARTS: content

Sources:

✓ **67 sources in several languages**

(EN, DE, ES, FR, RO)

including

NACE, ROME, Berufenet, O*NET

2d. ARTS: content

Essential components:

✓ **preferred term (PT)**
✓ **description**

Optional:
✓ **non-preferred term (NPT)**
✓ **scope note**
✓ **formal definition**

2d. ARTS: content

OCC pillar:

✓ **176 OCC (av. 5 per group)**

25% have a scope note
15 expert profiles
13 worker profiles
• OCC descriptions vary in terms of level of detail

2.d ARTS: content

KSC pillar
(Knowledge, skills, competences)

✓ **1459/1840 KSC (30.5per OCC)**

essential
optional

2.e ARTS: further steps

- ✓ **validation – check against guidelines**

- ✓ **cleanup process**

- ✓ **sending for translations**

3. Questions?