

Employment and Economic Impact Assessment of Covid-19 on the Arts Sector in Ireland

Arts Council

Executive note

Reliance restricted

12 June 2020

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Deidre Behan
The Arts Council
70 Merrion Square
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Dublin, 12th June 2020

Dear Deidre,

In accordance with the terms of our engagement agreement (the 'Agreement') dated 25 May 2020, we have assisted the Arts Council in a study of the economic impacts of COVID-19 on the Irish Arts sector. Our role is to provide you with our analysis and findings. We have not performed any management functions or made any management decisions.

Limitations of scope

We have not, except to such extent as you have requested and we have agreed to in writing, sought to verify the accuracy of the data, information and explanations provided by yourselves, and you are solely responsible for this data, information and explanations. We have therefore relied on the information provided by you to be accurate and complete in all material respects. This report has been provided to you for the above Purpose only and should not be used or relied upon for any other purpose, nor should it be disclosed to, or discussed with, any other party without our prior consent in writing.

Use and distribution of this report

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We appreciate the opportunity to have provided EY's Advisory services to you.

Should you have any queries or comments regarding this report or if we may be of any further assistance, please do not hesitate to contact me on +353 1 4750555.

Yours sincerely



Shane Mac Sweeney
Partner

Introduction

Forecasters and economists continue to debate and study the impacts of COVID-19 on the global economy. They are debating about what shape a recovery may take: the most optimistic scenario, a rapid bounce back (a 'V' curve), a longer recovery (a 'Tick' curve) or a double-dip crisis (a 'W' curve). It is increasingly apparent that a 'V' curve is now unlikely and that the recovery might take up to two years or longer depending on the evolution of the virus.

Discussion of curves and deficits can seem far-removed from the real, human impacts of what is happening. Behind this terminology, all sectors of society - families, business leaders and workers - are worrying about their health today, and their livelihoods tomorrow.

During these highly uncertain times, sectors are not feeling the burden equally. The Arts and Entertainment sector was one of the first and most severely hit, along with the tourism sector.

Arts is not only vital for our economy, but its development is at the heart of the Project Ireland 2040 aspirations to build a more sustainable and resilient economic model which is less dependent on Dublin. With a higher focus on indigenous SMEs rather than big multinational companies, the Arts sector provides a unique and locally embedded complement to Ireland's more widely publicised sectors multilateral benefit.

The Arts sector is a job-intensive sector, with many jobs classified as pillars of the Irish economy, such as in aviation, hotels, B&Bs, pubs and restaurants, festivals, museums, exhibitions, and conferences.

The Arts could act during the crisis as a *civic force field*¹ *enriching our cultural lives*². It provides joy and inspiration; it helps to energise us; it is a gateway for people to experience our society and all it has to offer. Covid-19 has brought the importance and value of community into focus and in many ways the arts sector is synonymous with community as a place and an expression of positivity. For this reason and the ones presented thereafter, it should be at the heart of our recovery strategy.

¹ Director of the Arts Council, Maureen Kenneally, 25 May 2020

² Minister for Culture, Heritage and the Gaeltacht, Josepha Madigan, 3 April 2020

Methodology and approach

EY were commissioned by the Arts Council in May 2020 to support the work of the COVID-19 Arts Council Advisory Group. It aims to assess at a high level the potential economic impact of COVID-19 on Arts Council-funded organisations and the core Arts sector in Ireland³.

This assessment is based on the latest data available and following the methodological guidelines of the Government of Ireland⁴.

The Economic Impact Assessment is based on the latest input-output tables published by the CSO as well as EY Ireland Economic Forecasts. It is based on the direct contribution of the core Arts sector to the Irish economy (e.g. creative, arts and entertainment activities). This means that the figures quoted in this report only refer to direct GVA and direct full-time equivalent jobs. Indirect and induced impacts are not taken into account so as to not overestimate the impact of COVID-19 and allow decision-makers to have more sector-specific information at their disposal.

The three scenarios have been built in conjunction with the Arts Council to assess all negative impacts generated by COVID-19:

- A health crisis creating restrictions to the way businesses operate and spend and the way people move
- An economic crisis reducing consumer purchasing power
- A behavioural shift changing consumer spending

In order to account for the diversity of the Arts sector, it may be helpful to carry out a more detailed analysis at a sub-sector level in the coming weeks, both from an economic and strategic perspective.

This analysis should integrate the particular the financial situation of Arts sector companies prior to COVID-19, the new sanitary restrictions and the potential impact at a regional level. This analysis should support decision-making by identifying strategic recommendations and assessing their costs and benefits for the Exchequer and the different stakeholders impacted.

Finally, this analysis should consider the wider impact on the creative industries sector⁵. This analysis would aim to maximise the efficiency of the plan in the short term and leave a positive legacy by making the Arts sector more resilient in the long-term.

³ The core Arts sector is based on the latest CSO data. It corresponds to Division 90 "Creative, Arts and entertainment activities" and includes the activity of performing arts, support activities to performing arts, artistic creation, operation of Arts facilities.

⁴ Government of Ireland, *Economic Considerations for Reinstating Economic Activity*, May 2020

⁵ According to the UK British Council, Creative industries refer to: Literature and publishing, Radio and television, Advertising, Film and Video, Library, archives, museums, and other cultural activities, Software, Performing arts, Support activities to performing arts, Artistic creation, Operation of Arts facilities.

1. The development of the Arts sector is essential to making Ireland a better country for all

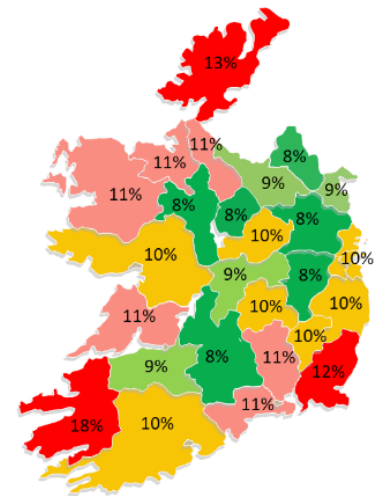
The Arts Council, local authorities, the Department of Culture, Heritage and the Gaeltacht (DCHG) and many other local stakeholders play a key role in the development of the Arts sector. Over the past three years, the Arts Council and its partners have successfully implemented an ambitious strategy *Making Great Art Work*, perfectly aligned with *Project Ireland 2040*.

1.1 The Arts sector is job-intensive and supports balanced regional development, as well as Ireland's international attractiveness

The wider Arts sector (e.g. Arts, Entertainment and Recreation) is fostering the development of regional economies through employment, enabling Ireland to become more balanced. With almost two thirds (67%) of all jobs in the Arts sector located outside of Dublin, the sector directly supports the ambition of balanced regional development within the Irish economy. The Arts sector also contributes directly to the wider economy. In Q4 2019 this sector contributed over €1.16 billion in GVA, directly supporting almost 55,000 jobs. The wider Arts sector is two times more job-intensive than the average sector in Ireland. Public investment in this sector is particularly relevant to fight unemployment⁶.

The Arts are essential to the development of other sectors of the economy, in particular, tourism. Arts and events attract tourists from all over the world. The number of overseas visitors coming to Ireland to attend a festival was projected to reach 300,000 by 2022 according to Fáilte Ireland.

The core of the Arts sector (e.g. creative, arts and entertainment activities) sustains roughly 10,000 jobs and is part of a wider supply chain. The key sectors which benefit the most from the indirect impact of the Arts sector include computing and consultancy services (16%), administration and support services (13%) and activities of membership organisations (8%).



Proportion of Arts, entertainment and tourism jobs per county in 2019
(source: CSO, 2019, EY Analysis 2020)

1.2 The Arts sector keeps our heritage alive by bringing together people of all backgrounds

The Arts sector has the unique ability to bring people together from varying demographic types to enjoy one common purpose. This can create a sense of social cohesion and community. The existence of Arts centres provides a physical place where community members can gather to learn, experience, teach and enjoy the arts. As of 2016, a total of 488 venues were identified to be involved in the presentation of the Arts to the public. Without such access to the Arts, it can be difficult for communities to find a central hub that everyone can enjoy, thus contributing to local quality of life and attractiveness by keeping vibrant communities together.

The Arts sector has a significant impact on rural communities. Often Dublin and the larger cities receive much of the funding and development made available. However, the Arts sector strives for inclusivity, both on a local level in terms of individual access, and on a national level in terms of regional funding. In 2019 only 32% of Arts funding was allocated to local authorities in Dublin. The remaining 68% of funding was spread across local authorities in 25 different counties throughout Ireland.

The Arts sector supports and promotes the development, education and inspiration of young people and children. The Arts sector works in tandem with the Department of Education and Skills developing art-related educational schemes, such as the 'Arts in Education Charter', while direct investment in schools enables children to engage in and produce ambitious original work together.

⁶ GVA per job in the Arts sector is €60,000 versus €134,200 in the rest of the economy. CSO 2019, EY Analysis 2020

2. The Arts sector was one of the first to be hit and is likely to be one of the last to recover from COVID-19

The Arts sector, along with the tourism sector, has been more affected than others and will be, for the foreseeable future, given the nature of its activity (public-facing), the size of its companies (SMEs), the seasonality of its activity (summer dependent) and the nature of the services offered (non-essential consumer spending).

There are three main mechanisms through which the COVID-19 crisis will have a lasting effect on the economy:

1. The actual economic and operational impact of legally restricting the opening of Arts venues
2. The ensuing recession's downward pressure on consumer spending and disposable income
3. The potentially most damaging, but hardest to quantify impacts are the behavioural changes which will result from this crisis, in terms of individuals' propensity to consume Arts products and services.

2.1 The impact of restrictions on the Arts sector could be irreversible

The Arts is the least confident of all sectors in its ability to operate through COVID-19⁷. Restrictions will have a negative and long-lasting effect on its activity.

- Government plans will reduce drastically the activity of the Arts sector until at least August 10th and social distancing could apply until 2021.
- The negative impact of restrictions will be amplified by the seasonality of some cultural sub-sectors, such as festivals.
- Spending that did not occur will not be compensated for later in the year.
- Being comprised mostly of SMEs, the Arts sector is particularly subject to cash flow issues.

2.2 The Arts sector has been significantly impacted by COVID-19 despite support from public stakeholders

The current impact of COVID-19 is hard to quantify due to its rapidly evolving nature. However, the magnitude of the effect will be unparalleled, as shown by early indicators. According to the Arts Council, more than 2.4m audiences were impacted by COVID-19 in Ireland, with 91% of organisations reporting cancelled or postponed events since March 2020⁸.

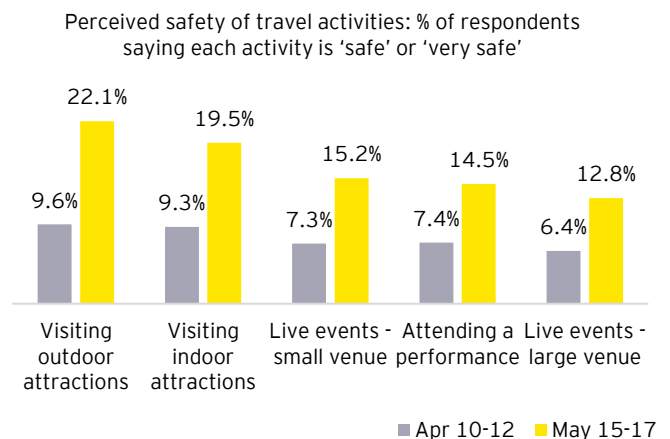
Arts sector workers have been impacted by COVID-19. 43% of sectoral employees were in receipt of the Temporary Wage Subsidy Scheme or the Pandemic Unemployment Payment (as of 28/05/2020). If some can work from home (e.g. painters, writers, administrative), others (e.g. performers, technicians) might be left with no revenue. Often it is difficult for some artists to access Government schemes.

2.3 Customers' behaviours will be key to the recovery of the sector

The concept of saving for a rainy day has never been more pertinent, with households increasing their savings and reducing non-essential expenditure, such as on the Arts, in anticipation of job insecurity. In April 2020, deposits from Irish resident households more than tripled and increased by €3.0 billion⁹.

People will also fear for their health and safety in the context of COVID-19 and a potential second peak. Previous crises demonstrated that countries affected (e.g. N1H1 in Mexico, SARS in Thailand or EU terror attacks) could take 9 months or longer to go back to pre-crisis level. The International Air Travel Association (IATA) do not foresee air travel returning to pre-Covid levels until 2023 which will reduce overseas demand.

Behavioural effects will differ between demographics, countries and backgrounds. This analysis remains highly volatile: despite its low level, perceived safety of cultural activities doubled between April 2020 and May 2020¹⁰.



⁷ ONS 'Coronavirus and the economic impacts on the UK, 21 May 2020'

⁸ Arts Council, *Survey of artists on COVID-19 impact*, April 2020

⁹ Central Bank of Ireland, Statistical release, 29 May 2020

¹⁰ Destination Analysts' Coronavirus Travel Sentiment Index Report, Released May 18 2020

3. The Economic Impact Assessment highlights that the effects of COVID-19 could last until 2022

3.1 Modelling different scenarios is the most effective way to prepare for what might lie ahead

COVID-19 will generate three interlinked crisis following their own timeline, over the coming weeks and months:

- A health crisis creating restrictions to the way businesses operate and the way people move
- An economic crisis reducing consumer spending and investment
- A behavioural shift changing consumer preferences

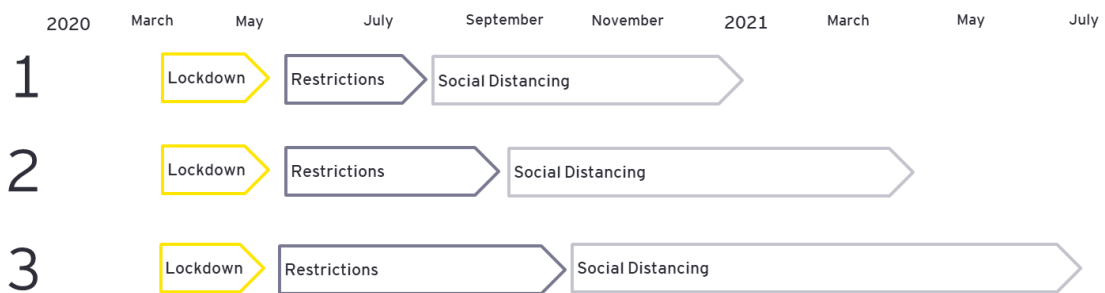
Given the evolving nature of these crisis, the Economic Impact Assessment was built around different scenarios. These scenarios are based on the latest CSO data and focused on the Creative, Arts and Entertainment activities in Ireland which represents the core of the Arts sector (e.g. performing Arts, support activities to performing Arts, artistic creation, operation of Arts facilities). A case study has also been carried out to assess the specific impact on Arts council funded organisations.

These three scenarios are built on different types of impacts, detailed in the Appendix of this document and in particular:

- The impact on activity, driven by government restrictions and social distancing guideline
- The impact on consumer spending, driven by evolving customer behaviours and purchasing power
- The impact on exports, driven by oversea visitors
- The impact on investment, driven by public and private stakeholders

As agreed with the COVID-19 working Group, the three scenarios are based on the following assumptions regarding restrictions applying to the Arts sector specifically (e.g. closed venues, closed borders, restricted businesses operations, social distancing guidelines).

The Arts sector will have to adapt over the coming months to the evolving nature of this pandemic and follow government guidelines. This situation might last until a vaccine is found.

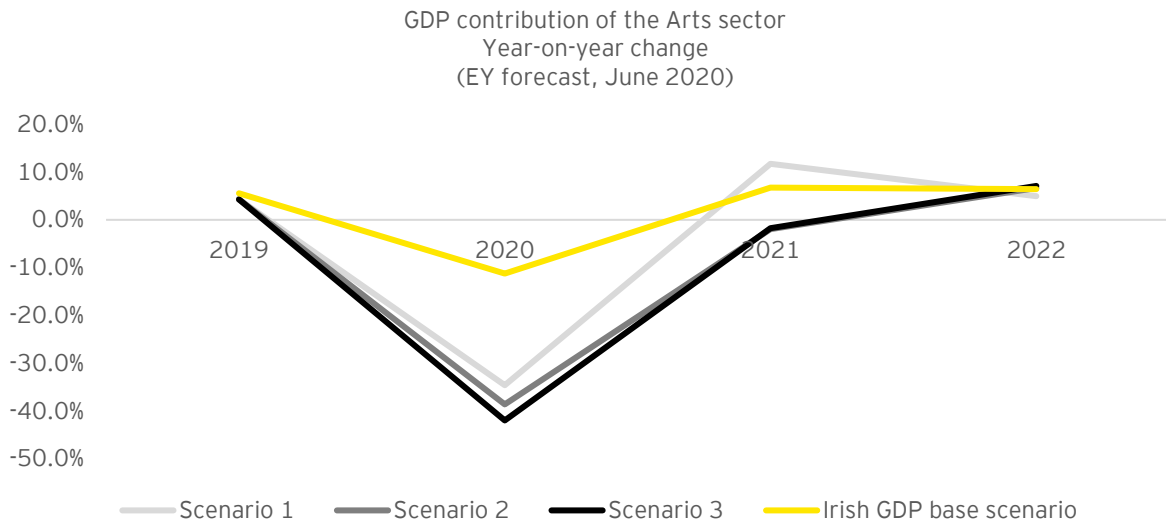


Impact assessment of COVID-19 on the Irish Arts sector, Overview of the three scenarios
Source: EY Analysis, June 2020

3.2 The Arts sector will be more impacted than the rest of the Irish economy in 2020

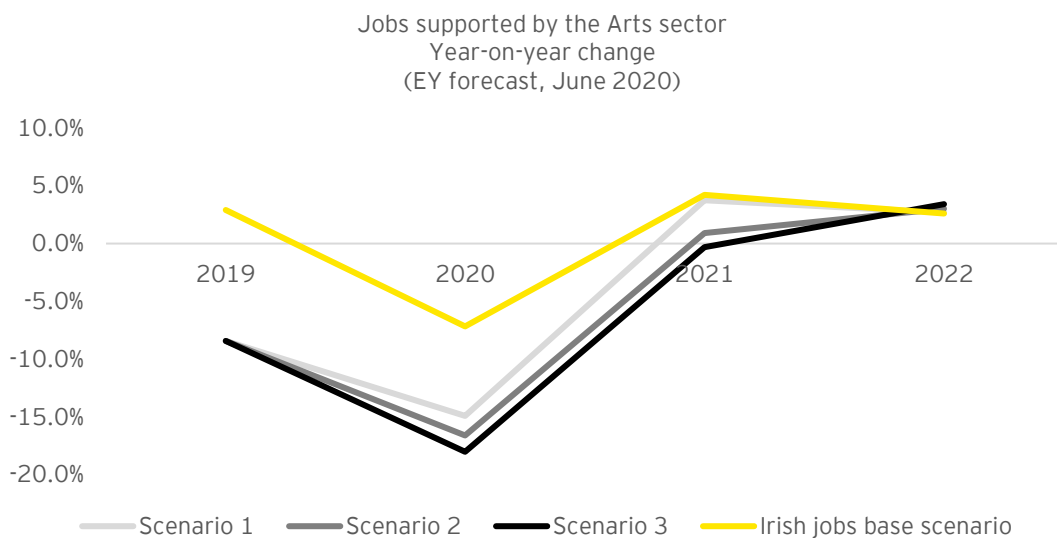
The economic impact of COVID-19 on the Irish Arts sector will be felt mainly in 2020. It should be more substantial than in the rest of the economy due to the specific nature of Arts activities and the restrictions that will keep applying to this sector during the coming months.

In 2020, the recession in the Arts sector will be between **-34.6% and -42%** compared with **-11%** in the Irish economy as a whole. This is projected to cost between €250m and €300m to Irish GDP.



The impact in terms of jobs will also be more substantial for the Arts sector due to the scale of the recession but also the fact that it is more job-intensive than the rest of the economy. The scale of the loss may be sufficiently severe to push many organisations into bankruptcy - this may mean they are not there to lead a recovery and the bounce may be much less in 2021 with a diminished sector. These downside risks could weaken this outlook further.

In 2020, the decrease in the number of jobs supported by the core Arts sector is projected to be between **-14.9% and -18.0%** compared with **-7%** in the Irish economy. COVID-19 is forecast to put between **1,500 and 1,900 arts jobs at risk**.



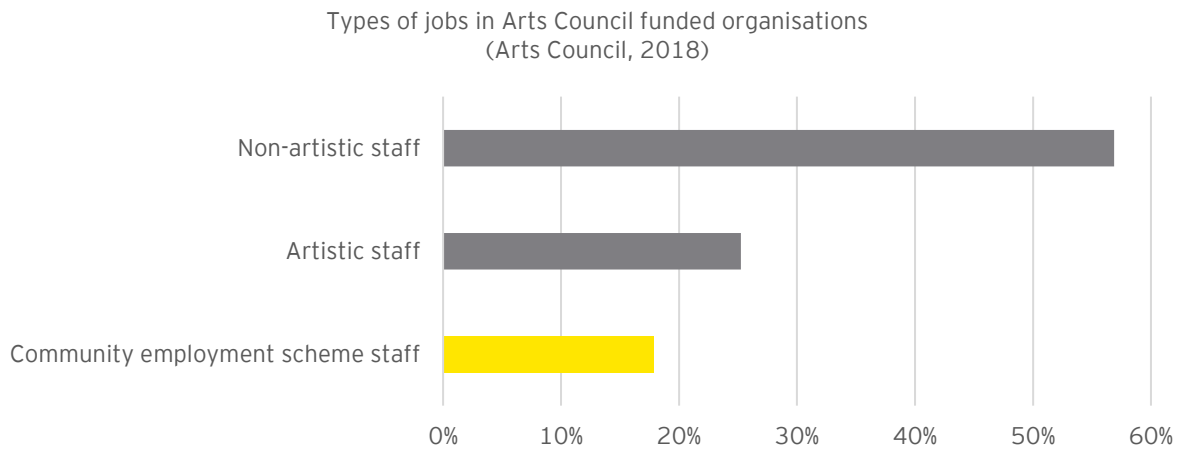
Case study - The economic impacts of COVID-19 should be significantly lower for Arts Council funded organisations in 2020

The reliance on public sector funding rather than other sources of income such as sponsorship, sales or donations will make Arts Council funded organisations more resilient to COVID-19 impact in the short term.

In 2018, the 311 Arts Council funded organisations spent €166m¹¹ directly employing 1,725 staff. The Arts Council, the local authorities and other grant funding covered 41% of this amount. These organisations are dependent on public support. In 2020, the Arts Council forecasts that they should continue to benefit from it. The organisations who had arrangements with the Arts Council or local authorities will continue to be supported. Of the 46% of artist contracts which have been postponed, 92% of local authorities intend to honour commitments to artists through alternative work or postponement of activities¹².

Because of the specificities of this business model, the economic impacts on Arts Council funded organisations should be between 40% and 50% less severe than in the rest of the Arts sector. The GVA generated by these organisations should decrease by 15% to 20%¹³ which could put between 80 and 120 jobs at risk in 2020.

The job structure of Arts Council funded organisations is quite specific with a relatively high proportion of staff on the community employment scheme (18%). Despite their positive social impacts locally, these jobs are likely to be particularly impacted as a result of the COVID-19 crisis. The situation should go back to normal a year sooner than the rest of the Arts sector in 2022 or 2023 because of a higher reliance on public funding.



¹¹ Arts Council, AAR, 2018

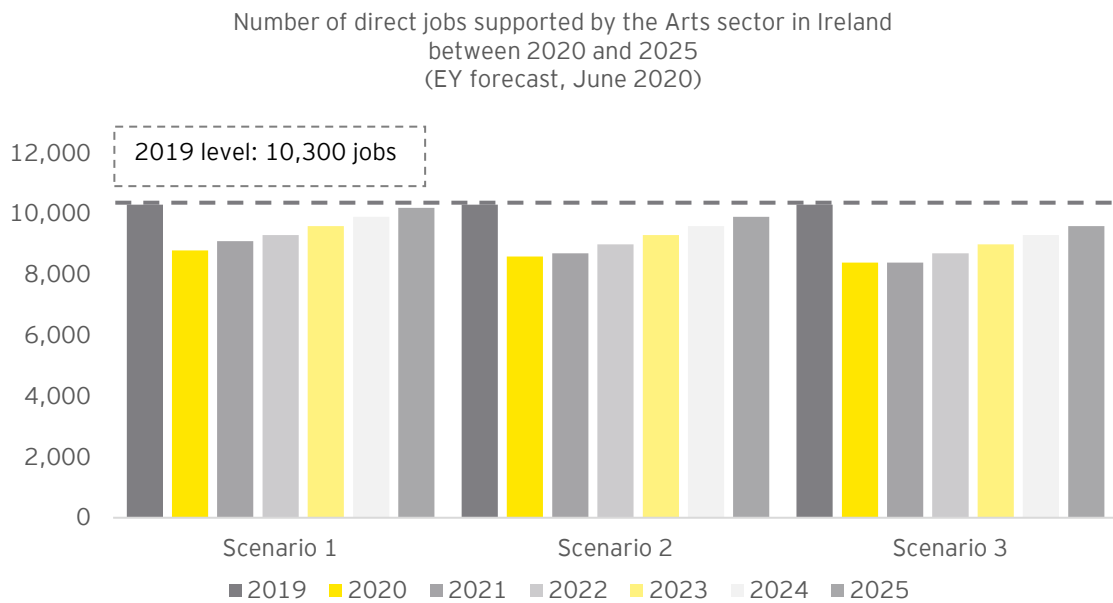
¹² Arts Council, *Survey of local authorities on COVID-19 impact*, March 2020

¹³ A more granular analysis is needed to assess in which arts sub-sector each of the 311 organisations is operating and how likely they are to be impacted by COVID-19

3.3 The recovery of the Arts sector may take until 2025 if nothing is done to mitigate the impacts of COVID-19

The recovery of the Arts sector to pre-crisis levels will not follow a V curve due to the specificities of this sector. What has not been spent during the first months of 2020 will not be compensated later in the year due to cancelled events, fewer overseas visitors, rainy day savings, reduced private investment, prolonged social distancing guidelines and the apprehension of people regarding social gatherings.

While it is hard to assess impacts until 2025 not knowing how the pandemic will evolve over the coming months, the data currently available predicts that the arts sector will not go back to 2019 levels in terms of jobs until 2025. Changes in public consumption of and spending on the arts, currently unknown, will likely have a further negative impact on this forecast because some organisations could close down and not be there to support a potential recovery after 2023.



4. Next steps: an ambitious plan to support creative industries, today and tomorrow

4.1 An ambitious plan is needed to answer one of the greatest threats in the history of the Irish Arts sector

The high-level economic impact assessment of COVID-19 on the Arts sector reveals the damage this health, economic and behavioural crisis could cause in terms of jobs, tourism attractiveness and balanced regional development throughout Ireland.

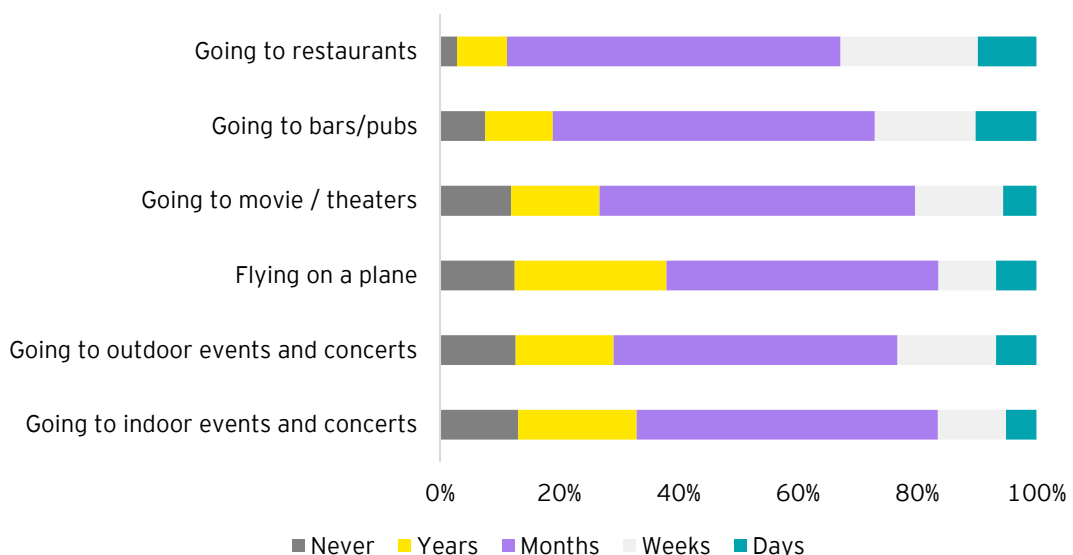
More than any other sector, the Arts sector will be impacted harder and longer for five main reasons:

1. Social interactions are within its DNA
 - Restrictions will apply to this sector for longer than others and paralyse its activity. Social distancing measures will be particularly difficult to implement while remaining profitable.
2. Lost income to date is lost for good
 - We cannot expect expenditure in the coming months to compensate for the exhibitions, plays or festivals that were cancelled due to COVID-19.
3. Arts events are highly seasonal
 - Restrictions during spring and summer season disproportionately effects revenues.
4. SMEs are at the crux of the sector
 - Profitability, cash flow and investment capacity are limited which reduces the sector survival rate.
5. Arts & leisure spending is considered non-essential
 - In the context of an economic downturn, this spending would be most likely cut first.

Thankfully, just over 10% of the sector will continue to benefit from public support but the remaining 90% are primarily dependent on consumer spending.

For the Arts sector, a V shape recovery is highly unlikely because the crisis will have long-lasting effects on people's minds and purchasing power. 13% of people are still saying in May 2020 that they will never feel comfortable going back to a concert and another 20% say it will take them a year.

How long will it take for you to feel comfortable doing the following? (UK)
 (source: EY Future Consumers' Index, UK data, May 2020)



It is very likely that incentives will have to be put in place to bring people back to Arts venues when it is considered safe to do so by those in authority. Otherwise, the 43% of Arts sector employees in receipt of TWSS or PUP will be at great risk once Government supports begin to weaken or are removed.

4.2 An objective, tailored and coordinated recovery plan for Creative Industries could maximise efficiency and leave a positive legacy

During the next few months, every sector will assess the impact of COVID-19 to demonstrate that support mechanisms should be put in place. It will be key to provide unbiased information to the government in order to build trust and support decision-making. Every recommendation should assess potential costs and benefits at a national and regional level, from a social and economic point of view.

This assessment objectively demonstrates that the COVID-19 crisis will not only have negative economic impacts, but would present challenges for the delivery of the tourism, culture and heritage component of Project Ireland 2040. To this extent, it is aligned with government guidelines detailed in the report *Economic Considerations for Reinstating Economic Activity*.

An efficient plan should consider two imperatives in order to be efficient:

1. The diversity of the different Arts sub-sectors should be taken into account to ensure an efficient use of public spending

Given the extreme diversity of the Arts sector, and to ensure an efficient use of public funding by putting in place the correct incentives, it will be crucial to implement a plan tailored to the needs and difficulties of the different sub-sectors (e.g. cash flow, insurance, demand, skills, etc.).

The diversity of stakeholders should also be considered (e.g. organisations supported by the Arts Council, businesses depending on advertising and sponsorship, suppliers of services relying partly on the activity of the sector, individual artists with no source of income, foreign companies needing to fly to Ireland).

During COVID-19, some activities such as live events will suffer more than others. No strategy would be consummate if it did not account for this diversity.

2. The coordination with the wider Creative Industries sector could be a positive legacy of an ambitious and coordinated recovery plan

Lessons can be learnt from France and the UK regarding their holistic approach of the creative industries sector (including in particular film, video, software, museums, library, literature, archives, radio, television and advertising). A recovery strategy could not only be used to support the Arts sector but to serve as a tool to have a more coordinated approach to make the Arts sector more resilient in the long term.

Before COVID-19, not all the sub-sectors were in the same financial situation. In order to be more precise in estimating the number of jobs at risk and the recovery potential, it would be useful to co-construct an assessment methodology with key industry stakeholders and government officials. It could also be an opportunity to share strategic findings regarding best practice, identified in other sectors of the Creative industries.

Not only will the sector be supported in the short-term, it will be more resilient in the long-term (e.g. skills, partnerships, clusters, export strategy, innovation, resources).

Appendix 1 - Economic impact figures

Scenario 1					
% Change	2018	2019	2020	2021	2022
Intermediate consumption		5.4%	-3.5%	9.7%	5.6%
Consumer spending		2.8%	-42.8%	8.0%	3.1%
Investment		1.3%	-32.2%	28.2%	7.5%
Exports		11.1%	-52.8%	6.8%	5.5%
Value €m	2018	2019	2020	2021	2022
GVA	688.7	718.1	469.6	524.6	550.5
Change YoY		4.3%	-34.6%	11.7%	4.9%
Intermediate consumption	175.1	184.5	178.1	195.4	206.3
Consumer spending	421.9	433.7	248.1	267.9	276.3
Investment	141.6	143.4	97.2	124.6	134.0
Exports	125.2	139.0	65.6	70.1	73.9
Total output	863.8	900.6	589.0	658.0	690.5
Change YoY		4.3%	-34.6%	11.7%	4.9%
Loss of revenue (output)		36.8	-311.6	69.0	32.4
Scenario 2					
% Change	2018	2019	2020	2021	2022
Intermediate consumption		5.4%	-4.4%	7.8%	7.1%
Consumer spending		2.8%	-47.7%	-7.5%	3.1%
Investment		1.3%	-35.8%	20.0%	9.3%
Exports		11.1%	-58.8%	4.9%	6.8%
Value €m	2018	2019	2020	2021	2022
GVA	688.7	718.1	440.8	432.1	460.8
Change YoY		4.3%	-38.6%	-2.0%	6.7%
Intermediate consumption	175.1	184.5	176.5	190.2	203.7
Consumer spending	421.9	433.7	227.0	210.0	216.6
Investment	141.6	143.4	92.0	110.4	120.7
Exports	125.2	139.0	57.3	60.1	64.2
Total output	863.8	900.6	552.8	570.8	605.2
Change YoY		4.3%	-38.6%	3.2%	6.0%
Loss of revenue (output)		36.8	-347.8	17.9	34.4
Scenario 3					
% Change	2018	2019	2020	2021	2022
Intermediate consumption		5.4%	-5.1%	5.9%	8.5%
Consumer spending		2.8%	-51.8%	-15.0%	3.1%
Investment		1.3%	-38.8%	12.0%	11.1%
Exports		11.1%	-63.6%	2.9%	8.1%
Value €m	2018	2019	2020	2021	2022
GVA	688.7	718.1	416.7	409.4	438.4
Change YoY		4.3%	-42.0%	-1.7%	7.1%
Intermediate consumption	175.1	184.5	175.2	185.4	201.2
Consumer spending	421.9	433.7	209.0	177.7	183.2
Investment	141.6	143.4	87.8	98.3	109.2
Exports	125.2	139.0	50.6	52.1	56.3
Total output	863.8	900.6	522.6	513.5	549.9
Change YoY		4.3%	-42.0%	-1.7%	7.1%
Loss of revenue (output)		36.8	-378.0	-9.1	36.4

Appendix 2 - Arts sector jobs in Ireland

	2019	2020	2021	2022	2023	2024	2025
Scenario 1	10,300	8,800	9,100	9,300	9,600	9,900	10,200
Scenario 2	10,300	8,600	8,700	9,000	9,300	9,600	9,900
Scenario 3	10,300	8,400	8,400	8,700	9,000	9,300	9,600

Note: 2019-2022 figures are based on EY forecast models of the Irish Economy. 2023-2025 figures assume that jobs will grow by 3% per year (Oxford Economics Model of the British Arts sector +1 percentage point due to a sharper decline in EY model in 2020 so the bounce back effect would be stronger).

Appendix 3 - Key assumptions for the three scenarios

		2020	2021	2022	Rationale
Number of weeks of lockdown	Scenario 1	7	0	0	Under scenario 1: Number of COVID-19 daily cases declines regularly from June 2020
	Scenario 2	7	0	0	
	Scenario 3	7	0	0	
Number of weeks of restriction (activity of the arts sector is stopped)	Scenario 1	12	0	0	Under scenario 2: Number of COVID-19 daily cases declines regularly from June 2020 but social distancing measures still apply to avoid a second peak in the autumn
	Scenario 2	15	0	0	
	Scenario 3	19	0	0	
Number of weeks of social distancing	Scenario 1	21	0	0	Under scenario 3: There are major concerns regarding a second peak which justifies restrictions and social distancing measures to be extended until a vaccine is found
	Scenario 2	21	13	0	
	Scenario 3	17	26	0	
Cost of one day of lockdown	All scenarios	-84%	-84%	-84%	Source: Copenhagen Economics, 2020 quoted by the Irish Government in <i>Economic Considerations for Reinstating Economic Activity</i> , March 2020
Cost of one day of restrictions	All scenarios	-84%	-84%	-84%	
Cost of one day of social distancing	All scenarios	-30%	-30%	-30%	EY Assumption based on the impact of social distancing guidelines on UK restaurants attendance during the two weeks before COVID-19 (Source: Davis Coffey Lyons; RSM UK; CGA, March 2020)
Exports impact	Scenario 1	-57%	+6.8%	+8.1%	In 2020, exports are falling due to travel restrictions. Forecasts are replicating the most optimistic scenario from the UNWTO (May 2020). In 2021 and 2022, exports are replicating the rest of the Irish economy.
	Scenario 2	-57%	+6.8%	+8.1%	
	Scenario 3	-57%	+6.8%	+8.1%	
Public spending impact	All scenarios	0	0	0	It is assumed that public spending will not be affected by the COVID-19 crisis
Investment	Scenario 1	-35%	+28%	+8%	It is assumed that investment in the arts sector will be aligned with the rest of the Irish economy. Figures are based on EY Ireland forecast, May 2020
	Scenario 2	-35%	+28%	+8%	
	Scenario 3	-35%	+28%	+8%	

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