



APES WEEK 2019

ASIA-PACIFIC ECONOMIC STATISTICS WEEK

Integrating economic statistics in monitoring the 2030 Agenda

Emerging Creative Economy in Indonesia: Updating IO Table and Measuring Regional Contribution of Creative Economy

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Key Issues of the Paper

1. Targets in SDGs Goal 8 is to promote development-oriented policies that support activities based on creativity and innovation, hence comprehensive statistical data is needed as information so that the right policies can be made. Resource limitation has often become the problem when it comes to developing a country or a region, so policy makers have to choose which creative industries will be the focus or concentration for development.

Main Findings/Results

1. The result shows from Updating IOT 2014 that **craft** is the industry with the highest interrelationship with other industries, **culinary** is industry with the largest output and income multiplier, and **performing arts** is industry with the largest employment multiplier.
2. GRDP of creative economy shows that **culinary** is the industry with the largest contribution and highest growth during 2014-2016 in 5 provinces. GRDP also shows that some industries that require technology for their production process in fact contribute smallest amongst others, those industries are **visual design, product design, and interior design industry**.

Conclusion

1. Based on result of output multiplier analysis, if government wants development reach a high economic growth, every unit of money should be spent on **culinary, craft, and publishing** industry so maximum effect in escalating production will occur.
2. Based on result of income multiplier analysis, if government wants to increase people's income, very unit of money should be spent on **culinary, music, and application and game developer** industry.
3. Based on result of employment multiplier analysis, if government wants to make policy for more effective labor absorption, then industry of **performing art, fine art, and film, animation, and video** should gain more concerns as they need many labors for production.
4. Based on result of linkage analysis, **craft** is industry with the most potential for increased output as its output significantly increase other industries. Craft industry is seen as superior industry amongst others because of its ability to spur national economy.
5. Based on comparability between GDP and GRDP of the five provinces, industry of visual communication design, film, animation and video, television and radio as well as performing art are four creative industries whose **contribution and growth are still under national's**. Furthermore, architecture, product design, interior design, photography, and music are also industries with **only one province whose contribution and growth are above national's**. In order to compete in the global markets closely related to the advanced technology, government should concern more about those creative industries as they are also closely related to the technology for their production process.