Research reflections:
Four key drivers of change in the arts in Canada

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1: Survival

- The arts sector has probably been the hardest hit of any Canadian industry during the COVID-19 pandemic.
  - Tough to measure “the arts” with precision, but broad indicators point in this direction.
- Consequences
  - Pre-pandemic issues of precarity / vulnerability / inequity have been exacerbated.
  - High stress levels in the sector.
  - Unclear how many artists, arts organizations, music venues, other cultural businesses will remain in the sector.

Pandemic revenue and employment challenges

(“Arts, entertainment, and recreation” organizations or businesses vs. average for all industries)

The broad industry group “Arts, entertainment and recreation” contains many arts sectors plus various other industries (spectator sports, amusement, gambling, and recreation).

	Arts, entertainment, recreation	All industries
Percentage of organizations or businesses whose revenues decreased by more than 50% from 2019 to 2020	36% *	13%
Business or organization shut down temporarily and remained shut down	30% *	4%
Actual change in employment levels from 2019 to 2020	-25% *	-5%

** worst result among 16 broad industry sectors tracked by Statistics Canada*

Sources: Statistics Canada, Table 33-10-0317-01 Business or organization revenue from 2020 compared with 2019, by business characteristics, Table 33-10-0309-01 COVID-19 impact on business or organization status, by business characteristics, and CAPACOA’s analysis of the Labour Force Survey

Permanent layoffs and closures are a strong possibility

(Percentage of "arts, entertainment, and recreation" organizations or businesses vs. average for all industries)

	Arts, entertainment, recreation	All industries
Business or organization can continue to operate at current level of revenue and expenditures for <12 months …		
… before considering laying off staff	33% **	21%
… before considering closure or bankruptcy	23% **	10%

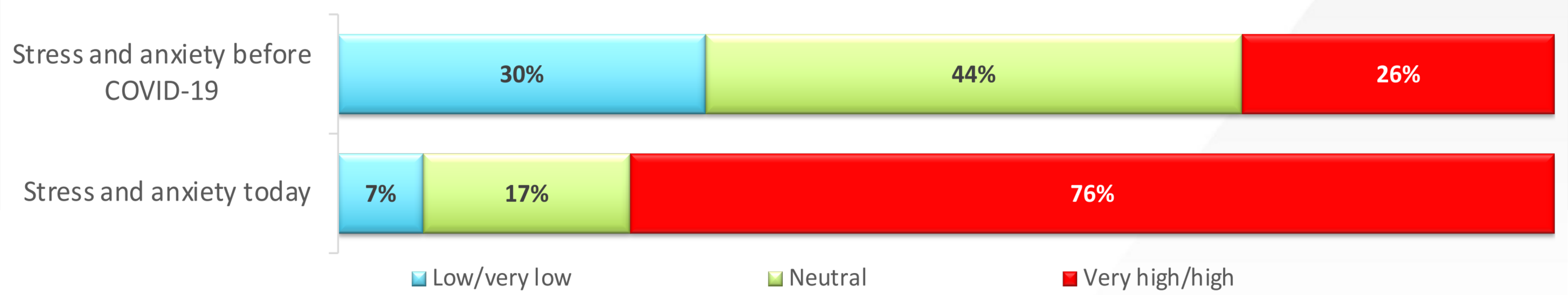
*** second worst result among 16 broad industry sectors tracked by Statistics Canada*

The broad industry group "Arts, entertainment and recreation" contains many arts sectors plus various other industries (spectator sports, amusement, gambling, and recreation).

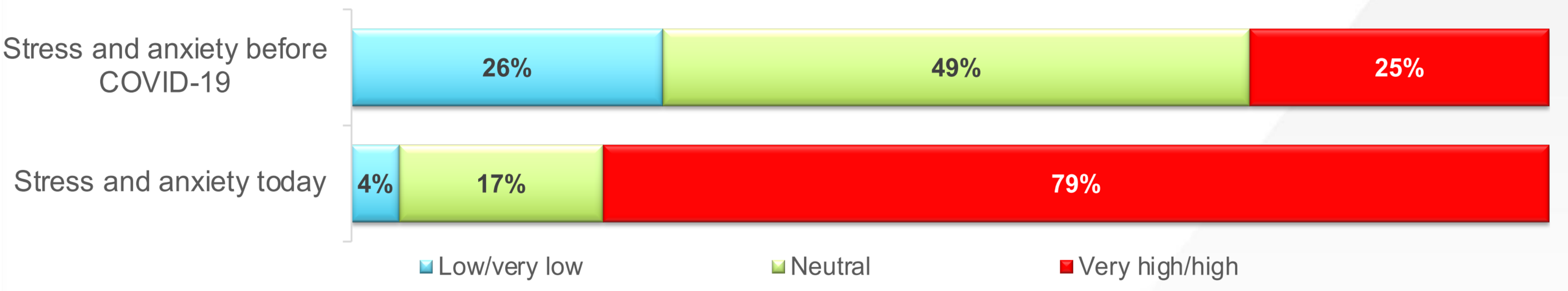
Sources: Statistics Canada, Table 33-10-0330-01 Length of time businesses or organizations expect to continue to operate at current level of revenue and expenditures, by business characteristics

High levels of stress and anxiety

Individual artists and arts workers



Arts organizations



Source: PRA Inc., *National Arts and Culture Impact Survey: Individual Report* and *Organizational Report*, January 2021

2: The re-start?

- Unclear what post-pandemic consumer activities and spending in the arts will be like.
  - Arts activities: “first to close, last to open”
- Is the digital shift permanent (and viable)?
  - For how many artists and organizations?
- Are issues of precarity / vulnerability going to be dealt with? How?

Digital shift

Many artists and arts organizations have pivoted to digital programming and practices, but one-half or more believe that they don't have the abilities and resources required to go digital.

	Individual artists and arts workers	Arts organizations
Interested in or already exploring opportunities	71%	82%
Going digital is NOT right for me / my organization	36%	28%
Believe it will advance my / our artistic practice	45%	54%
Have the …………… required to go digital		
knowledge	50%	50%
capacity	48%	43%
necessary equipment and technology	42%	37%
Women are less likely than men to believe that they have the knowledge / necessary equipment and technology required to go digital.		

Source: PRA Inc., *National Arts and Culture Impact Survey: Individual Report* and *Organizational Report*, January 2021

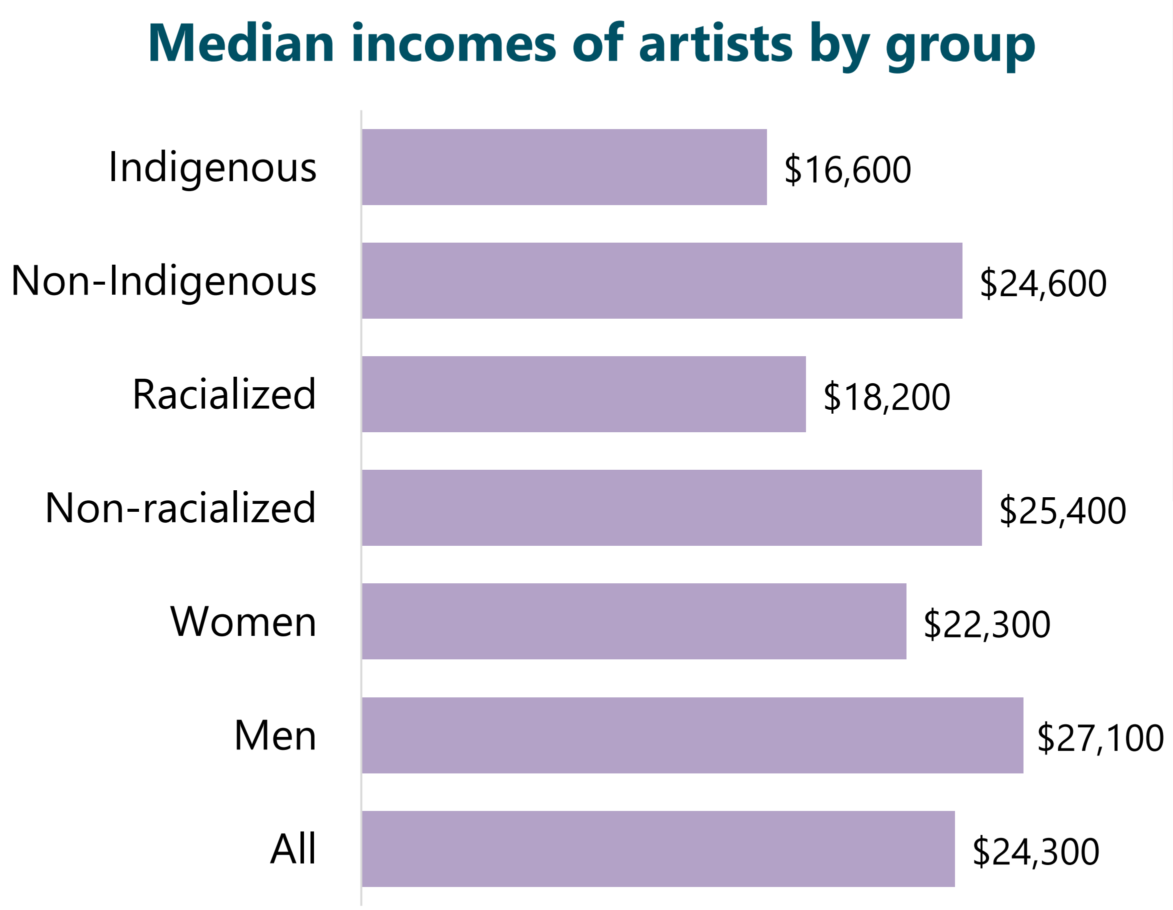
3: Decolonization

- Some of the most vulnerable artists and arts organizations are Indigenous.
- What might Indigenous self-direction in the arts look like?

4: Equity issues

- Heightened precarity of …
  - Black artists and cultural workers
  - People of colour
  - Women in the arts
  - Artists and arts workers who are d/Deaf and/or have a disability

Inequities among artists

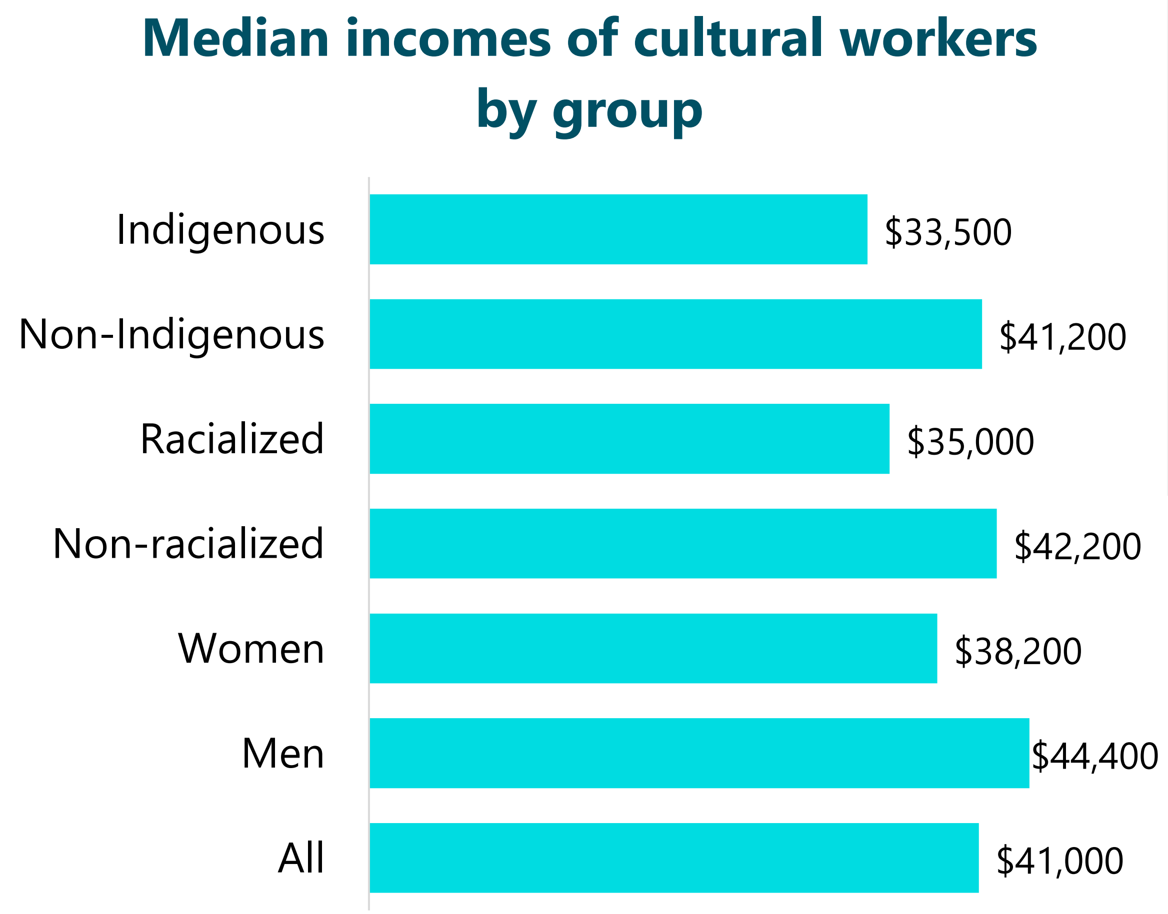


Source: 2016 census custom data request. Income figures relate to the 2015 calendar year.

"Artists" = people working in 9 occupations: musicians and singers; authors and writers; producers, directors, choreographers, and related occupations; visual artists; artisans and craftspeople; actors and comedians; dancers; other performers; conductors, composers, and arrangers.

Source: Hill Strategies Research, *Demographic Diversity of Artists in Canada in 2016*, SIA report 51, January 2020

Inequities among cultural workers



Source: 2016 census custom data request. Income figures relate to the 2015 calendar year.

"Cultural workers" = people working in 50 occupations in performing arts, libraries, archives, heritage, broadcasting, film and video, sound recording, publishing, printing, design, and architecture. Includes artists.

Data from: Hill Strategies Research, *Demographic Diversity of Artists in Canada in 2016*, SIA report 51, January 2020

Equity issues: Arts and culture workers with a disability

	Workers with a disability
Arts, entertainment, and recreation industry group	20.5%
All occupations	16.2%

Notes:

- Disability: The Canadian Survey on Disability identifies persons with disabilities using the Disability Screening Questions (DSQ), which are based on the social model of disability. The DSQ first measure the degree to which difficulties are experienced across 10 domains of functioning, then ask how often daily activities are limited by these difficulties. Only persons who report a limitation in their day-to-day activities are identified as having a disability.
- A recent Statistics Canada survey found that Canadians living with long-term conditions and disabilities "are reporting decreases in their health and mental health" as well challenges meeting basic needs during the pandemic. This information is not available for different occupations or industry groups.
- The broad industry group "Arts, entertainment and recreation" contains many arts sectors plus various other industries (spectator sports, amusement, gambling, and recreation).

Source: Statistics Canada. Table 13-10-0757-01 Industry of employment for persons with and without disabilities aged 25 to 64 years, by sex

Equity issues: Arts and culture workers with a disability (measured by occupations, not industries)

	Workers with a disability
Occupations in arts, culture, recreation, and sport	15.0%
All occupations	16.2%

Notes:

* Disability: The Canadian Survey on Disability identifies persons with disabilities using the Disability Screening Questions (DSQ), which are based on the social model of disability. The DSQ first measure the degree to which difficulties are experienced across 10 domains of functioning, then ask how often daily activities are limited by these difficulties. Only persons who report a limitation in their day-to-day activities are identified as having a disability.

* The broad occupation group "Occupations in arts, culture, recreation, and sport" contains various types of arts and culture occupations, plus "Athletes, coaches, referees and related occupations".

Source: Statistics Canada. Table 13-10-0752-01 Occupations of persons with and without disabilities aged 25 to 64 years, by sex

Thanks!

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