



KEMENTERIAN EKONOMI
JABATAN PERANGKAAN MALAYSIA

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AES

STATISTIK EKONOMI TAHUNAN

Annual Economic Statistics

2022

Perkhidmatan Kesenian, Hiburan dan Rekreasi
Arts, Entertainment and Recreation Services

JABATAN PERANGKAAN MALAYSIA
DEPARTMENT OF STATISTICS MALAYSIA

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**KEMENTERIAN EKONOMI
JABATAN PERANGKAAN MALAYSIA**

STATISTIK EKONOMI TAHUNAN *ANNUAL ECONOMIC STATISTICS* **2022**

PERKHIDMATAN KESENIAN, HIBURAN DAN REKREASI
ARTS, ENTERTAINMENT AND RECREATION SERVICES

Pemakluman

Jabatan Perangkaan Malaysia (DOSM) akan menjalankan Banci Ekonomi pada tahun 2023. DOSM amat menghargai kerjasama daripada responden untuk memberikan maklumat kepada DOSM serta menjayakan banci ini. Sila layari www.dosm.gov.my untuk maklumat lanjut.

DOSM telah melancarkan OpenDOSM NextGen sebagai platform yang menyediakan katalog data dan visualisasi bagi memudahkan pengguna menganalisis pelbagai jenis data. OpenDOSM NextGen ialah medium perkongsian data sumber terbuka dan boleh diakses melalui portal <https://open.dosm.gov.my>.

Dimaklumkan bahawa Kerajaan Malaysia telah mengisytiharkan Hari Statistik Negara (MyStats Day) pada 20 Oktober setiap tahun. Tema sambutan MyStats Day adalah “Connecting the World with Data We Can Trust”.

Announcement

The Department of Statistics Malaysia (DOSM) will conduct the Economic Census in 2023. DOSM greatly appreciates the cooperation from respondents to provide information with DOSM and make this census a success. Please visit www.dosm.gov.my for more information.

DOSM has launched OpenDOSM NextGen as a platform that provides a catalogue of data and visualisation that facilitates users in analysing various types of data. OpenDOSM NextGen is an open source data sharing medium and accessible through <https://open.dosm.gov.my> portal.

Please be informed that the Government of Malaysia has declared National Statistics Day (MyStats Day) on October 20 each year. MyStats Day theme is “Connecting the World with Data We Can Trust”.

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“Sumber: Jabatan Perangkaan Malaysia”

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KATA PENGHANTAR

Penerbitan Statistik Ekonomi Tahunan (AES) Perkhidmatan Kesenian, Hiburan dan Rekreasi 2022 bagi perkhidmatan kesenian, hiburan dan rekreasi memaparkan statistik utama hasil daripada Survei Ekonomi Tahunan 2022 bagi tahun rujukan 2021. Klasifikasi industri yang digunakan adalah merujuk Piawaian Klasifikasi Industri Malaysia (MSIC) 2008 Versi 1.0, selaras dengan *International Standard Industrial Classification of All Economics Activities (ISIC), Rev. 4*.

Statistik yang dilaporkan dalam penerbitan ini adalah nilai output kasar, nilai input perantaraan, nilai ditambah, bilangan pekerja, gaji & upah dan nilai harta tetap. Statistik ini juga boleh digunakan sebagai sumber rujukan oleh kerajaan, ahli ekonomi, ahli akademik, pihak swasta serta individu.

Penerbitan ini mengandungi tiga bahagian utama. Bahagian pertama membentangkan infografik dan ringkasan penemuan. Bahagian kedua memuatkan jadual terperinci manakala di bahagian ketiga menerangkan aspek teknikal bagi skop & liputan, konsep & definisi untuk memudahkan pengguna memahami statistik yang diterbitkan.

Jabatan Perangkaan Malaysia merakamkan setinggi-tinggi penghargaan atas kerjasama dan sumbangan yang diberikan oleh semua pihak dalam menjayakan survei ini. Setiap maklum balas dan cadangan untuk penambahbaikan penerbitan ini pada masa akan datang amatlah dihargai.

DATO' SRI DR. MOHD UZIR MAHIDIN

Ketua Perangkawan Malaysia

Mac 2023

PREFACE

This Annual Economic Statistics (AES) Arts, Entertainment and Recreation Services 2022 presents statistics for the arts, entertainment and recreation services resulted from the Annual Economic Survey 2022 for reference year 2021. The classified industries refer to Malaysia Standard Industrial Classification (MSIC) 2008 Ver. 1.0, in accordance with the International Standard Industrial Classification of All Economic Activities (ISIC), Rev. 4.

Statistics reported in this publication are value of gross output, intermediate input, value added, numbers of persons engaged, salaries & wages and value of fixed assets. These statistics are also useful as a source of reference by government agencies, economists, academicians, private sectors and individuals.

This publication is divided into three main parts. The first part displays the infographic and summary of findings. The second part shows the detailed statistical table, meanwhile the third part describes technical aspects on scope & coverage and concepts & definitions to assist users in understanding the published statistics.

Department of Statistics Malaysia (DOSM) gratefully acknowledges the co-operation and contribution rendered by all parties in making this publication a success. Every feedback and suggestion towards improving future publications is highly appreciated.

DATO' SRI DR. MOHD UZIR MAHIDIN

Chief Statistician Malaysia

March 2023

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BAHAGIAN 1
PART 1

**PENEMUAN UTAMA &
RINGKASAN PENEMUAN**

*MAIN FINDINGS &
SUMMARY OF FINDINGS*

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AS 2022

STATISTIK EKONOMI TAHUNAN 2022 KESENIAN, HIBURAN & REKREASI

PENEMUAN UTAMA

Nilai Output Kasar



2021: RM11.0 bilion
2020: RM14.6 bilion

▼ -24.6%

Nilai Input Perantaraan



2021: RM6.6 bilion
2020: RM8.5 bilion

▼ -22.8%

Nilai Ditambah



2021: RM4.5 bilion
2020: RM6.1 bilion

▼ -27.1%

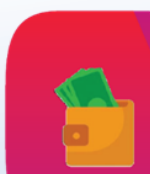
Bilangan Pekerja



2021: 43,574 orang
2020: 61,214 orang

▼ -28.8%

Gaji dan Upah Dibayar



2021: RM1.2 bilion
2020: RM1.6 bilion

▼ -23.9%

Nilai Harta Tetap



2021: RM4.9 bilion
2020: RM6.8 bilion

▼ -26.9%

Perubahan Peratusan (%): Tahun ke Tahun



Sumber: Statistik Ekonomi Tahunan, Perkhidmatan Kesenian, Hiburan dan Rekreasi, 2022,
Jabatan Perangkaan Malaysia (DOSM)



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AS 2022

ANNUAL ECONOMIC STATISTICS 2022 ARTS, ENTERTAINMENT AND RECREATION

MAIN FINDINGS

Value of Gross Output



2021: RM11.0 billion
2020: RM14.6 billion
▼ **-24.6%**

Value of Intermediate Input



2021: RM6.6 billion
2020: RM8.5 billion
▼ **-22.8%**

Value Added



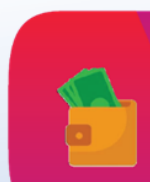
2021: RM4.5 billion
2020: RM6.1 billion
▼ **-27.1%**

Number of Persons Engaged



2021: 43,574 persons
2020: 61,214 persons
▼ **-28.8%**

Salaries & Wages Paid



2021: RM1.2 billion
2020: RM1.6 billion
▼ **-23.9%**

Value of Fixed Assets



2021: RM4.9 billion
2020: RM6.8 billion
▼ **-26.9%**

Percentage Change (%): Year-on-Year



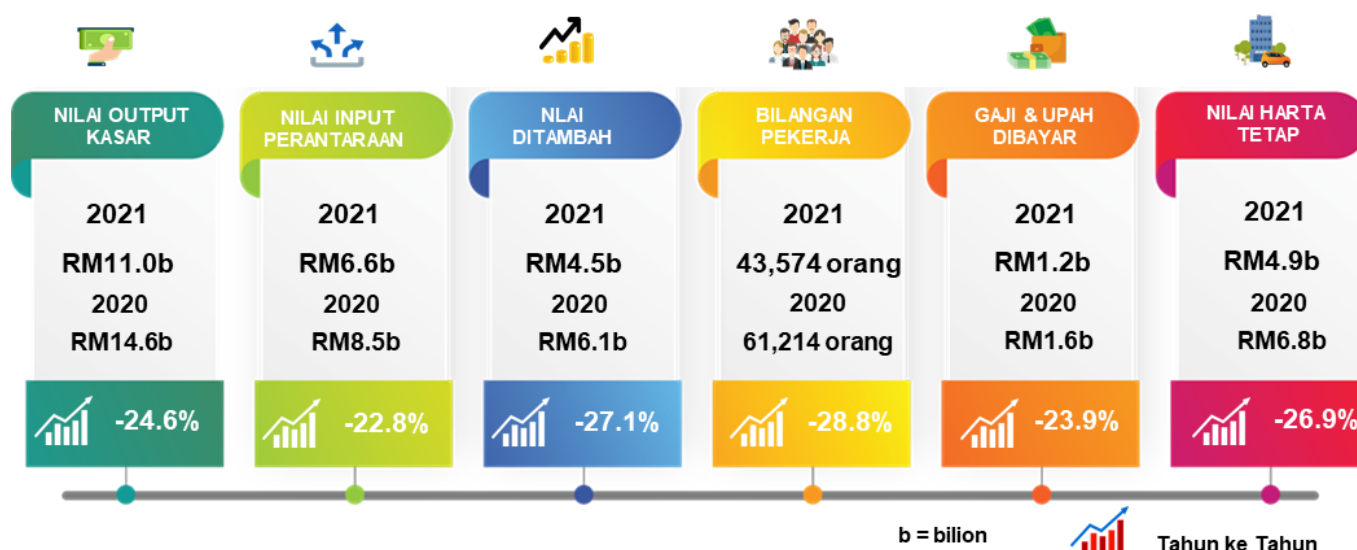
Source: Annual Economic Statistics, Arts, Entertainment and Recreation Services, 2022,
Department of Statistics Malaysia (DOSM)

1. PENGENALAN

Penerbitan ini memaparkan statistik bagi perkhidmatan kesenian, hiburan dan rekreasi yang diperoleh daripada Survei Ekonomi Tahunan 2022 bagi tahun rujukan 2021. Perkhidmatan kesenian, hiburan dan rekreasi merangkumi aktiviti kesenian, hiburan dan kreatif; aktiviti muzium, hiburan dan kebudayaan dan aktiviti sukan dan rekreasi. Statistik utama seperti nilai output kasar, nilai input perantaraan, nilai ditambah, bilangan pekerja, gaji & upah yang dibayar dan nilai harta tetap yang dimiliki turut dipaparkan dalam penerbitan ini.

2. PRESTASI PERKHIDMATAN KESENIAN, HIBURAN DAN REKREASI

Paparan 1: Statistik Utama bagi Perkhidmatan Kesenian, Hiburan dan Rekreasi, 2020 dan 2021

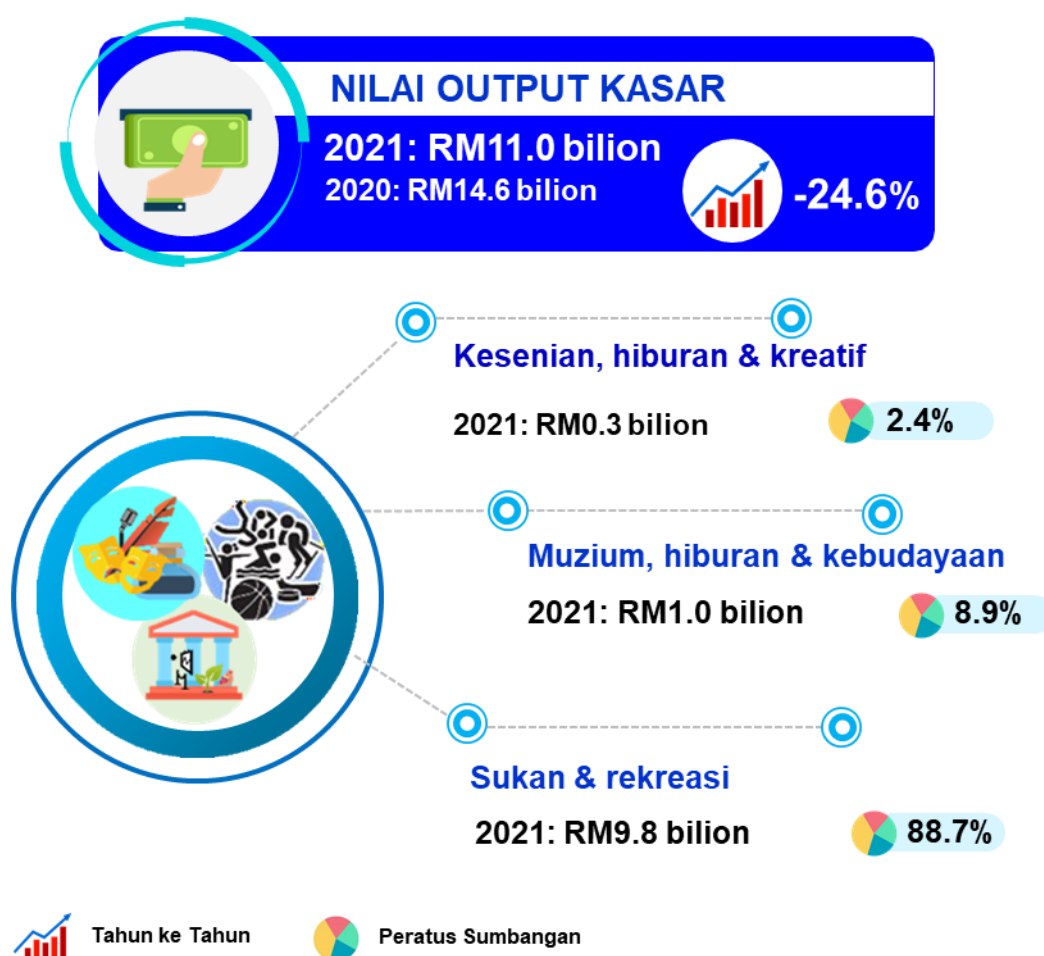


Perkhidmatan kesenian, hiburan dan rekreasi menjana nilai output kasar sebanyak RM11.0 bilion pada tahun 2021 (2020: RM14.6 bilion) dengan pertumbuhan negatif iaitu -24.6 peratus tahun ke tahun. Selari dengan nilai output kasar, nilai input perantaraan pada tahun 2021 turut merosot 22.8 peratus kepada RM6.6 bilion (2020: RM8.5 bilion), menghasilkan nilai ditambah RM4.5 bilion mencatatkan kejatuhan 27.1 peratus. Sektor ini memberi peluang pekerjaan kepada 43,574 orang, menyusut 28.8 peratus dengan bayaran gaji dan upah berjumlah RM1.2 bilion (2020: RM1.6 bilion) mencatatkan pertumbuhan negatif 23.9 peratus berbanding tahun 2020. Nilai harta tetap yang dimiliki oleh pertubuhan dalam perkhidmatan kesenian, hiburan dan rekreasi pada tahun 2021 adalah RM4.9 bilion berbanding RM6.8 bilion pada tahun 2020. Nilai ini menguncup 26.9 peratus bagi perbandingan tahunan seperti yang ditunjukkan dalam **Paparan 1**.

3. NILAI OUTPUT KASAR

Nilai output kasar perkhidmatan kesenian, hiburan dan rekreasi pada 2021 merekodkan RM11.0 bilion (2020: RM14.6 bilion) menurun 24.6 peratus berbanding tahun lepas. Aktiviti sukan dan rekreasi merupakan penyumbang tertinggi nilai output kasar dengan nilai RM9.8 bilion (88.7%) pada Survei Ekonomi Tahunan 2022 bagi tahun rujukan 2021, diikuti aktiviti muzium, hiburan dan kebudayaan, RM1.0 bilion (8.9%) dan aktiviti kesenian, hiburan dan kreatif, RM0.3 bilion (2.4%) seperti yang ditunjukkan dalam **Paparan 2**.

Paparan 2: Nilai Output Kasar bagi Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Aktiviti, 2021



3.1 NILAI OUTPUT KASAR MENGIKUT NEGERI

Nilai output kasar yang dijana menunjukkan W.P. Kuala Lumpur mencatatkan nilai tertinggi iaitu RM6.7 bilion dengan sumbangan 60.3 peratus, disusuli oleh Pahang (RM2.3 bilion; 20.9%) dan Selangor (RM0.8 bilion; 7.6%). Nilai sumbangan ketiga-tiga negeri ini adalah RM9.8 bilion (88.8%).

4. NILAI DITAMBAH

Paparan 3 menunjukkan nilai ditambah perkhidmatan kesenian, hiburan dan rekreasi pada tahun 2021 adalah RM4.5 bilion berbanding RM6.1 bilion pada tahun 2020 menunjukkan kejatuhan 27.1 peratus berbanding setahun lalu. Aktiviti sukan dan rekreasi merekodkan nilai ditambah tertinggi pada tahun 2021, RM3.9 bilion (87.5%). Aktiviti muzium, hiburan dan kebudayaan dan aktiviti kesenian, hiburan dan kreatif mencatatkan nilai ditambah masing-masing RM0.4 bilion (9.9%) dan RM0.1 bilion (2.6%).

Paparan 3: Nilai Ditambah bagi Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Aktiviti, 2021



4.1 NILAI DITAMBAH MENGIKUT NEGERI

Nilai ditambah pada 2021 didominasi oleh W.P. Kuala Lumpur iaitu RM2.8 bilion dengan sumbangan sebanyak 62.1 peratus, disusuli oleh Pahang (RM0.7 bilion; 16.4%) dan Selangor (RM0.4 bilion; 8.3%). Sumbangan nilai ditambah bagi ketiga-tiga negeri ini kepada perkhidmatan kesenian, hiburan dan rekreasi secara kolektif ialah RM3.9 bilion (86.8%).

5. BILANGAN PEKERJA DAN KATEGORI PEKERJA

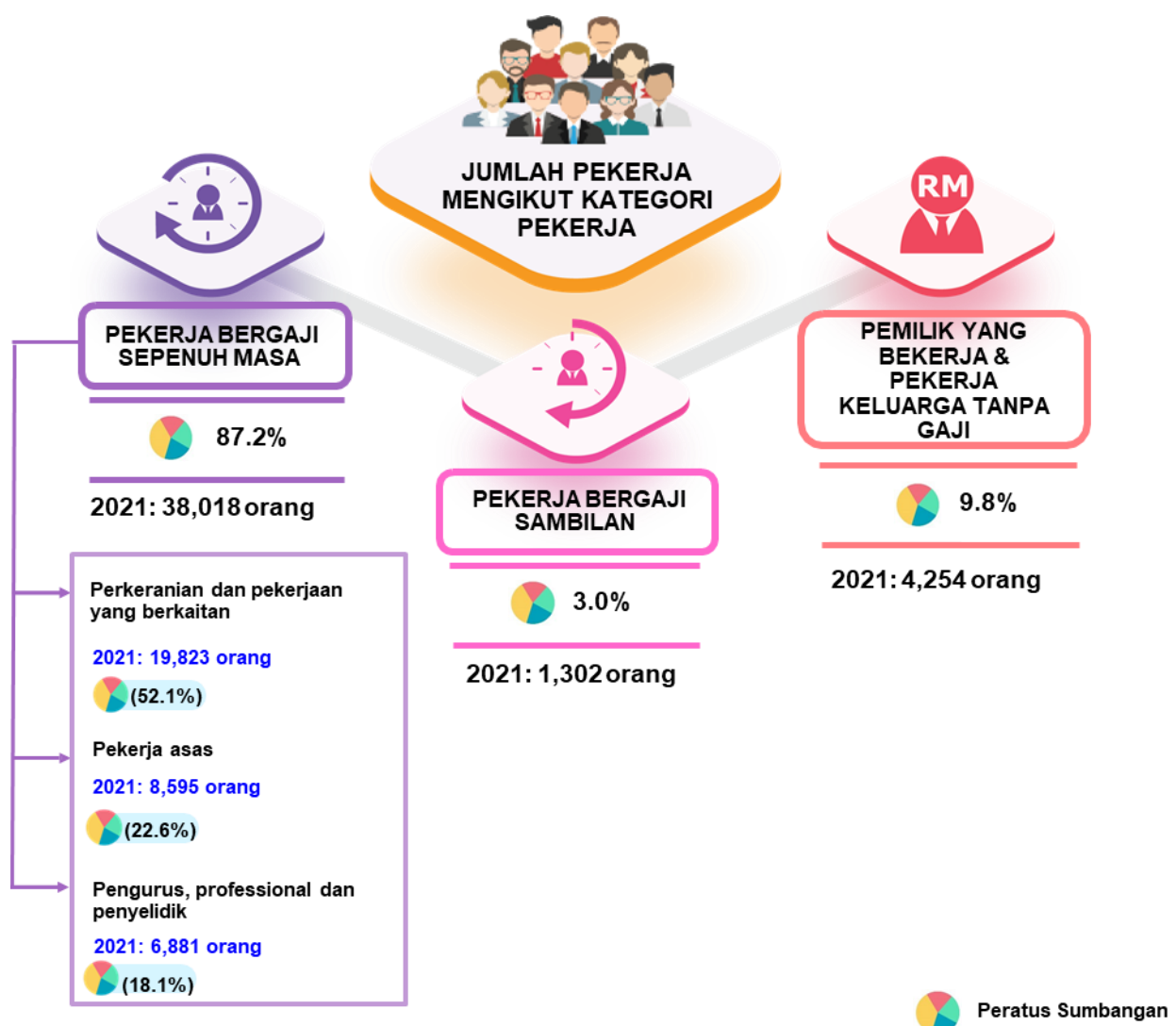
Bilangan pekerja pada tahun 2021 berjumlah 43,574 orang berbanding 61,214 orang pada tahun 2020 dengan kadar pertumbuhan tahunan -28.8 peratus. Aktiviti sukan dan rekreasi merekodkan bilangan pekerja tertinggi iaitu 27,555 orang atau 63.2 peratus. Penyumbang kedua tertinggi adalah aktiviti muzium, hiburan dan kebudayaan dengan 12,922 orang atau 29.7 peratus, diikuti aktiviti kesenian, hiburan dan kreatif, 3,097 orang atau 7.1 peratus seperti yang ditunjukkan di **Paparan 4**.

Paparan 4: Bilangan Pekerja bagi Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Aktiviti, 2021



Pekerja bergaji sepenuh masa merekodkan 38,018 orang dengan sumbangan 87.2 peratus, berbanding pemilik yang bekerja dan pekerja keluarga tanpa gaji (4,254 orang; 9.8%) dan pekerja bergaji sambilan (1,302 orang; 3.0%) seperti yang ditunjukkan di **Paparan 5**. Berdasarkan jumlah keseluruhan pekerja bergaji sepenuh masa, kategori pekerjaan dan pekerjaan yang berkaitan merekodkan bilangan pekerja yang tertinggi (19,823 orang; 52.1%), diikuti oleh pekerja asas (8,595 orang; 22.6%) dan pengurus, profesional dan penyelidik (6,881 orang; 18.1%).

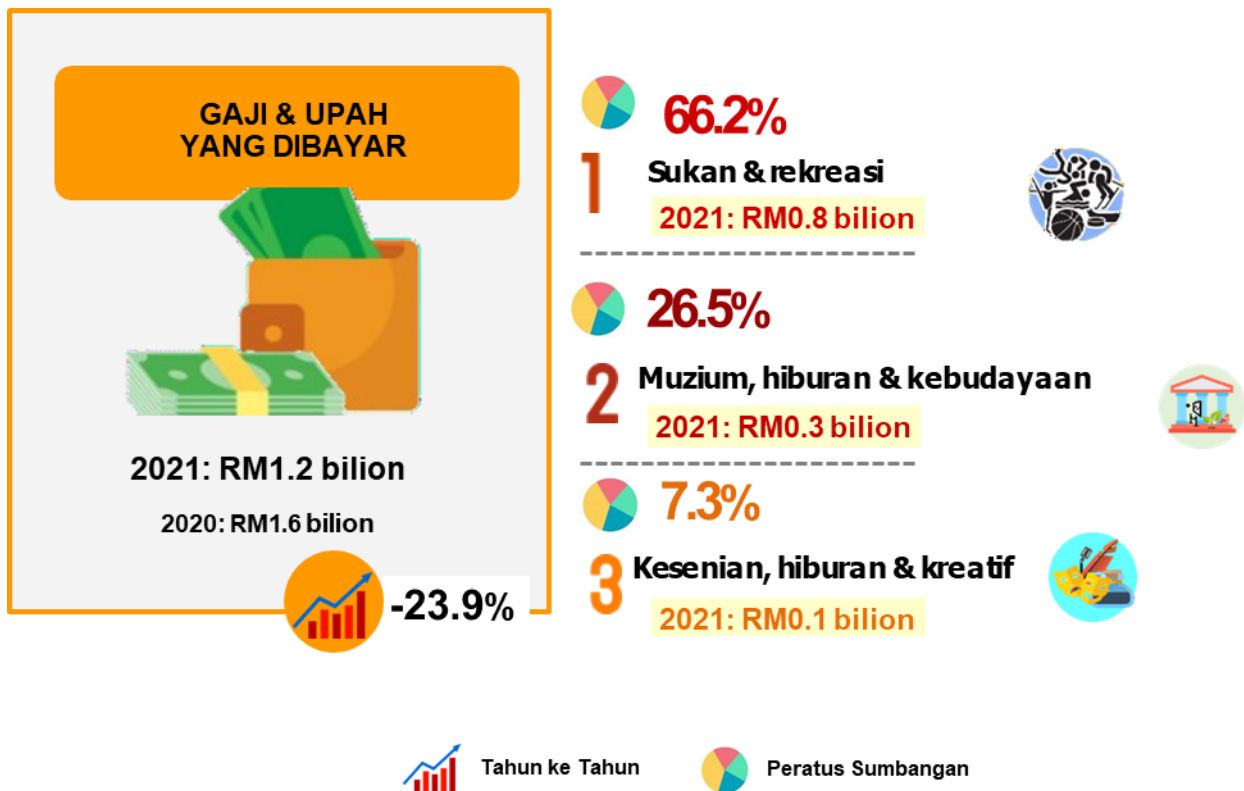
Paparan 5: Bilangan Pekerja bagi Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Kategori Pekerja, 2021



6. GAJI & UPAH

Jumlah gaji & upah yang dibayar bagi perkhidmatan kesenian, hiburan dan rekreasi pada tahun 2021 adalah RM1.2 bilion jatuh 23.9 peratus berbanding tahun lalu. Aktiviti sukan dan rekreasi merekodkan gaji & upah tertinggi iaitu RM0.8 bilion atau 66.2 peratus daripada keseluruhan gaji & upah yang dibayar. Ini diikuti oleh aktiviti muzium, hiburan dan kebudayaan (RM0.3 bilion; 26.5%) dan aktiviti kesenian, hiburan dan kreatif (RM0.1 bilion; 7.3%) seperti di **Paparan 6**. Secara purata, pekerja bagi perkhidmatan kesenian, hiburan dan rekreasi menerima gaji & upah RM2,359 sebulan.

Paparan 6: Gaji & Upah bagi Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Aktiviti, 2021

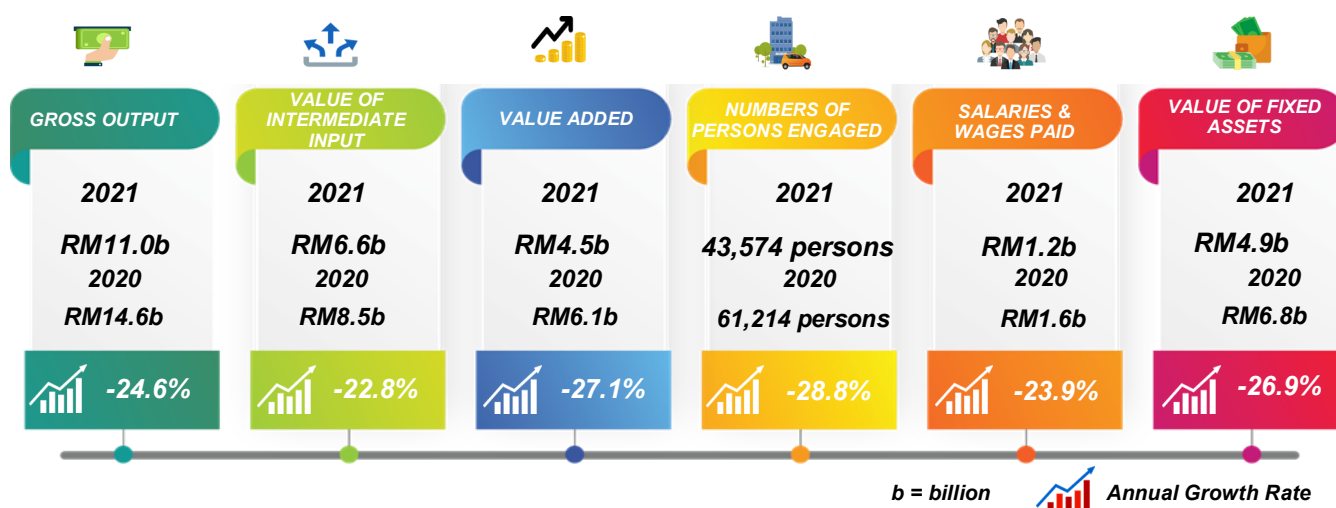


1. INTRODUCTION

This publication presents statistics on the arts, entertainment and recreation services which obtained from the Annual Economic Survey 2022 for reference year 2021. Arts, entertainment and recreation services comprise of creative, arts and entertainment activities; museums, amusement and cultural activities and sports and recreation activities. The main statistics such as the value of gross output, value of intermediate input, value added, number of persons engaged, salaries & wages paid as well as value of fixed assets owned are also presented in this publication.

2. PERFORMANCE OF ARTS, ENTERTAINMENT AND RECREATION SERVICES

Exhibit 1: Principle Statistics of Arts, Entertainment and Recreation Services, 2020 and 2021

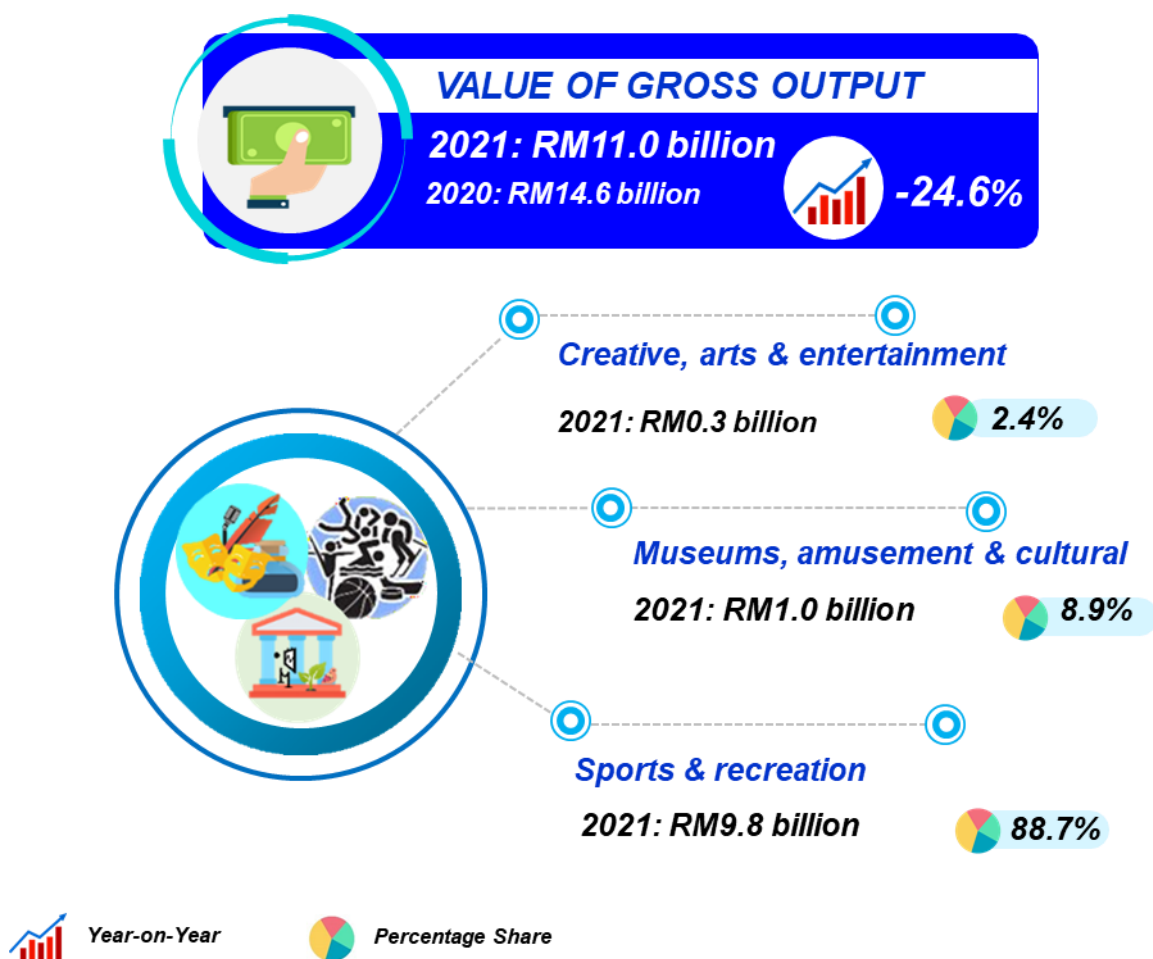


The arts, entertainment and recreation services generated gross output value of RM11.0 billion in 2021 (2020: RM14.6 billion) with a negative growth of -24.6 per cent year-on-year. In line with the value of gross output, the value of intermediate input in 2021 also contracted 22.8 per cent to RM6.6 billion (2020: RM8.5 billion), thus resulting a value added of RM4.5 billion registered a decline of 27.1 per cent. This sector provides job opportunities to 43,574 persons, went down 28.8 per cent with salaries & wages paid amounting to RM1.2 billion (2020: RM1.6 billion) registered negative growth of 23.9 per cent as compared to 2020. Value of fixed assets owned by establishments for arts, entertainment and recreation services in 2021 was RM4.9 billion as compared to RM6.8 billion in 2020. This value recorded a fall of 26.9 per cent for yearly comparison as shown in **Exhibit 1**.

3. VALUE OF GROSS OUTPUT

The gross output value of arts, entertainment and recreation services in 2021 recorded RM11.0 billion (2020: RM14.6 billion) went down 24.6 per cent as compared to last year. Sports and recreation activities accounted the highest value of gross output value with RM9.8 billion (88.7%) in Annual Economic Survey 2022 for reference year 2021, followed by museums, amusement and cultural activities, RM1.0 billion (8.9%) and creative, arts and entertainment activities, RM0.3 billion (2.4%) as shown in **Exhibit 2**.

Exhibit 2: Value of Gross Output for Arts, Entertainment and Recreation Services by Activity, 2021



3.1 VALUE OF GROSS OUTPUT BY STATE

Value of gross output indicated that W.P. Kuala Lumpur recorded the highest value of RM6.7 billion with 60.3 per cent share, followed by Pahang (RM2.3 billion; 20.9%) and Selangor (RM0.8 billion; 7.6%). The total value of gross output for the three states amounted to RM9.8 billion (88.8%).

4. VALUE ADDED

Exhibit 3 shows total value added in arts, entertainment and recreation services for 2021 was RM4.5 billion as compared to RM6.1 billion in 2020 declined 27.1 per cent as compared to a year ago. Sports and recreation activities recorded the highest value added in 2021 with RM3.9 billion (87.5%). Museums, amusement and cultural activities and creative, arts and entertainment activities recorded value added at RM0.4 billion (9.9%) and RM0.1 billion (2.6%) respectively.

Exhibit 3: Value Added for Arts, Entertainment and Recreation Services by Activity, 2021



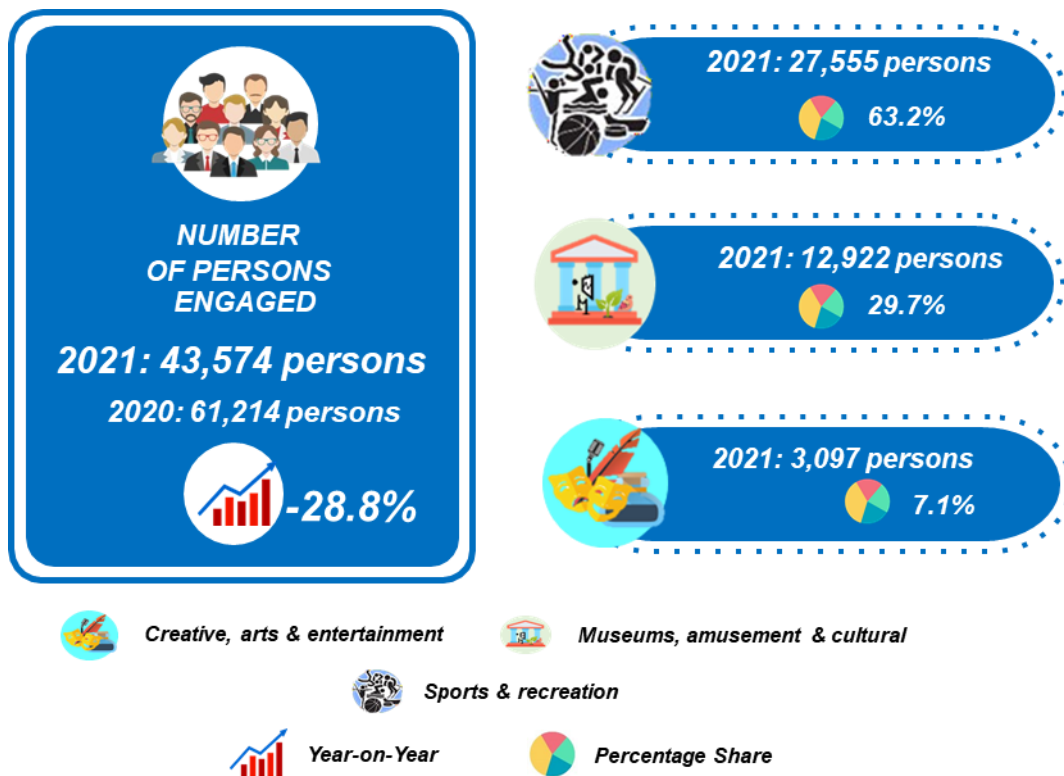
4.1 VALUE ADDED BY STATE

Value added in 2021 was dominated by W.P. Kuala Lumpur which amounted to RM2.8 billion with a share of 62.1 per cent, followed by Pahang (RM0.7 billion; 16.4%) and Selangor (RM0.4 billion; 8.3%). Collectively, the share of value added to arts, entertainment and recreation services for all three states were RM3.9 billion (86.8%).

5. NUMBER OF PERSONS ENGAGED AND CATEGORY OF WORKERS

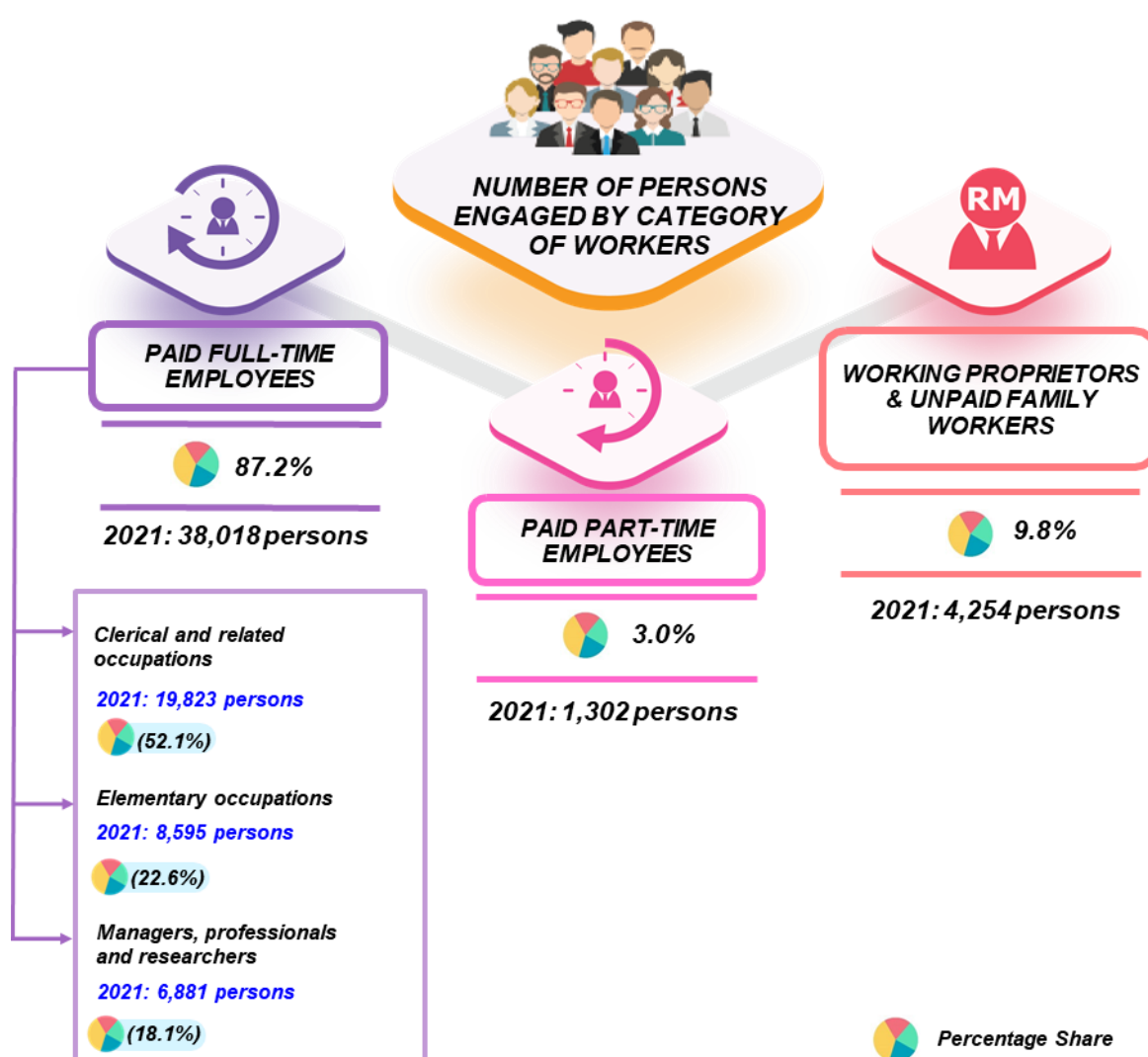
Total number of persons engaged in 2021 were 43,574 persons as compared to 61,214 persons in 2020 registered a year-on-year growth of -28.8 per cent. Sports and recreation activities registered the highest number of persons engaged of 27,555 persons or 63.2 per cent. The second highest contributor was museums, amusement and cultural activities with 12,922 persons or 29.7 per cent, followed by creative, arts and entertainment activities with 3,097 persons or 7.1 per cent as shown in **Exhibit 4**.

Exhibit 4: Number of Persons Engaged for Arts, Entertainment and Recreation Services by Activity, 2021



Paid full-time employees recorded a total of 38,018 persons with a share of 87.2 per cent, while working proprietors and unpaid family workers (4,254 persons; 9.8%) and paid part-time employees (1,302 persons; 3.0%) as shown in **Exhibit 5**. In terms of the total number of paid full-time employees, clerical and related occupations category recorded the highest number of persons engaged (19,823 persons; 52.1%), followed by elementary occupations (8,595 persons; 22.6%) and managers, professionals and researchers (6,881 persons; 18.1%).

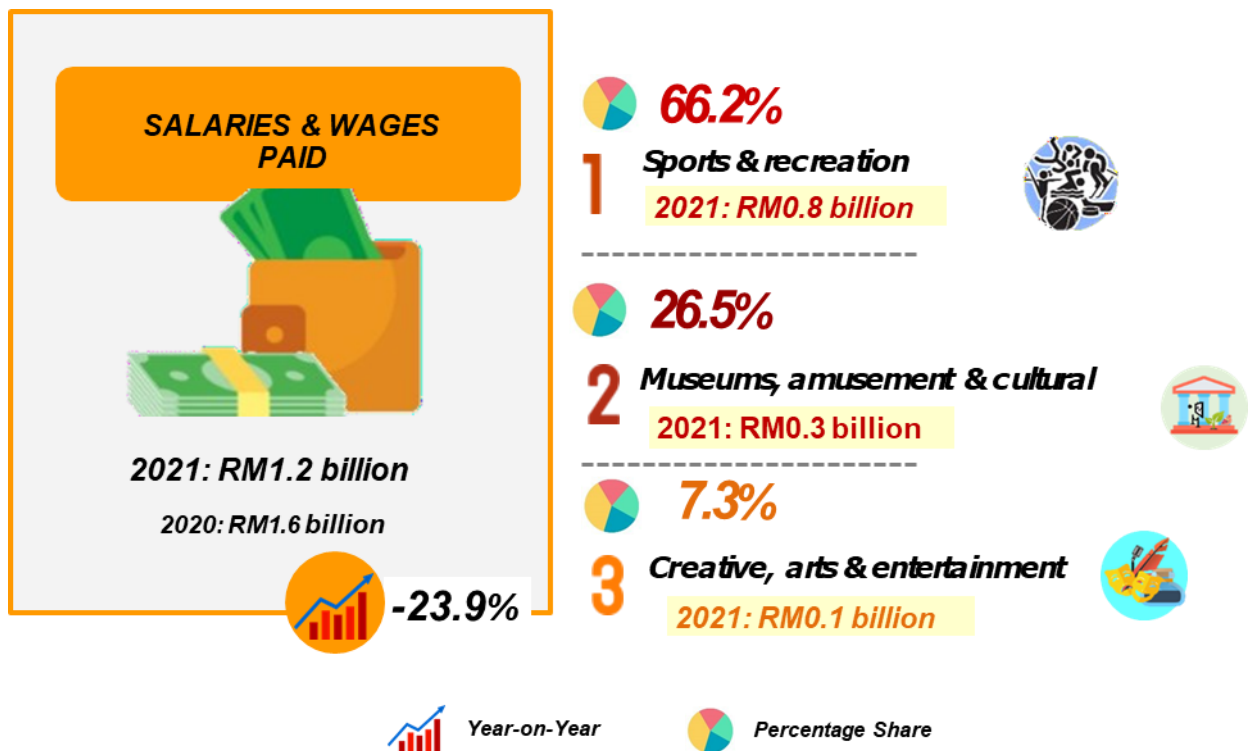
Exhibit 5: Number of Persons Engaged for Arts, Entertainment and Recreation Services by Category of Worker, 2021



6. SALARIES & WAGES

The total salaries & wages paid in arts, entertainment and recreation services for the year 2021 was RM1.2 billion shrank 23.9 per cent as compared to preceding year. Sports and recreation activities recorded the highest salaries & wages of RM0.8 billion or 66.2 per cent of the total salaries & wages paid. This was followed by the museums, amusement and cultural activities (RM0.3 billion; 26.5 %) and creative, arts and entertainment activities (RM0.1 billion; 7.3 %) as shown in **Exhibit 6**. On average, employees in the arts, entertainment and recreation services received salaries and wages RM2,359 per month.

Exhibit 6: Salaries & Wages for Arts, Entertainment and Recreation Services by Activity, 2021



BAHAGIAN 2
PART 2

JADUAL
TABLES

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Jadual 1: Statistik Utama Perkhidmatan Kesenian, Hiburan dan Rekreasi, 2015, 2017-2021
Table 1: Principal Statistics of Arts, Entertainment and Recreation Services, 2015, 2017-2021

Tahun Year	Nilai output kasar Value of gross output (RM'000)	Nilai input perantara Value of intermediate input (RM'000)	Nilai ditambah Value added (RM'000)	Jumlah pekerja Total number of persons engaged	Gaji & upah yang dibayar Salaries & wages paid (RM'000)	Nilai harta tetap Value of fixed assets (RM'000)
2021	11,038,299	6,559,556	4,478,744	43,574	1,233,711	4,934,133
2020	14,643,860	8,498,829	6,145,031	61,214	1,620,833	6,753,541
2019	25,299,226	14,393,839	10,905,387	70,089	1,849,974	8,828,728
2018	23,650,684	13,523,052	10,127,632	66,630	1,700,096	8,140,558
2017	22,297,487	12,735,596	9,561,891	63,506	1,563,358	7,517,769
2015	19,961,267	11,342,454	8,618,812	57,975	1,330,473	6,447,322

Jadual 1.1: Statistik Utama Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Aktiviti, 2021

Table 1.1: Principal Statistics of Arts, Entertainment and Recreation Services by Activity, 2021

Aktiviti <i>Activities</i>	Nilai output kasar <i>Value of gross output</i>	Nilai input perantaraan <i>Value of intermediate input</i>	Nilai ditambah <i>Value added</i>	Jumlah pekerja <i>Total number of persons engaged</i>	Gaji & upah yang dibayar <i>Salaries & wages paid</i>	Nilai harta tetap <i>Value of fixed assets</i>
	(RM'000)	(RM'000)	(RM'000)		(RM'000)	(RM'000)
Jumlah <i>Total</i>	11,038,299	6,559,556	4,478,744	43,574	1,233,711	4,934,133
Kesenian, hiburan dan kreatif <i>Creative, arts and entertainment</i>	266,426	151,265	115,161	3,097	89,891	140,767
Muzium, hiburan dan kebudayaan <i>Museums, amusement and cultural</i>	985,068	542,309	442,759	12,922	326,898	1,786,757
Sukan dan rekreasi <i>Sports and recreation</i>	9,786,805	5,865,982	3,920,823	27,555	816,921	3,006,609

Jadual 2: Statistik Utama Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Negeri, 2021
Table 2: Principal Statistics of Arts, Entertainment and Recreation Services by State, 2021

Negeri States	Nilai output kasar Value of gross output (RM'000)	Nilai input perantara Value of intermediate input (RM'000)	Nilai ditambah Value added (RM'000)	Jumlah pekerja Total number of persons engaged	Gaji & upah yang dibayar Salaries & wages paid (RM'000)	Nilai harta tetap Value of fixed assets (RM'000)
Jumlah Total	11,038,299	6,559,556	4,478,744	43,574	1,233,711	4,934,133
Johor	300,498	155,880	144,618	4,208	103,361	564,688
Kedah	55,661	26,639	29,022	1,631	24,862	100,238
Kelantan	16,798	6,915	9,883	617	4,261	10,442
Melaka	169,300	104,009	65,291	1,717	48,522	268,016
Negeri Sembilan	71,683	32,273	39,410	1,302	27,212	71,848
Pahang	2,307,911	1,573,686	734,226	1,383	21,201	363,634
Pulau Pinang	136,678	56,026	80,652	2,622	59,865	292,268
Perak	126,442	63,752	62,689	2,896	72,159	253,945
Perlis	3,335	1,534	1,801	152	927	2,118
Selangor	838,824	465,305	373,518	10,492	328,296	1,433,933
Terenganu	24,978	11,614	13,364	871	13,859	51,611
Sabah	170,676	100,184	70,492	2,469	41,741	515,424
Sarawak	127,580	70,196	57,385	2,750	47,602	152,553
W.P. Kuala Lumpur	6,661,284	3,879,801	2,781,483	10,098	432,225	844,012
W.P. Labuan	6,073	2,557	3,516	177	2,655	6,417
W.P. Putrajaya	20,577	9,185	11,393	189	4,962	2,989

Jadual 3: Bilangan Pekerja dan Gaji & Upah Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Kategori Pekerja, 2021

Table 3: Number of Persons Engaged and Salaries & Wages for Arts, Entertainment and Recreation Services by Category of Worker, 2021

Kategori pekerja <i>Category of workers</i>	Bilangan pekerja <i>Number of persons engaged</i>		Gaji & upah yang dibayar <i>Salaries & wages paid</i>
	Jumlah <i>Total</i>	Lelaki <i>Male</i>	Perempuan <i>Female</i>
Jumlah <i>Total</i>	43,574	25,607	17,967
Jumlah pemilik yang bekerja dan pekerja keluarga tidak bergaji <i>Total working proprietors and unpaid family workers</i>	4,254	3,283	971
Jumlah pekerja bergaji (sepenuh masa) <i>Total paid employees (full-time)</i>	38,018	21,681	16,337
Pengurus, profesional dan penyelidik <i>Managers, professionals and researcher</i>	6,881	4,849	2,032
Juruteknik dan profesional bersekutu <i>Technicians and associate professionals</i>	2,719	2,140	579
Perkeranian dan pekerjaan yang berkaitan* <i>Clerical and related occupations</i>	19,823	9,052	10,771
Pekerja asas <i>Elementary occupations</i>	8,595	5,640	2,955
Pekerja bergaji (sambilan) <i>Paid employees (part-time)</i>	1,302	643	659

* Termasuk pekerja perkhidmatan & jualan, pekerja kemahiran & pekerja pertukangan yang berkaitan dan operator mesin & loji pemasangan
Includes service & sales workers, craft & related trades workers and plant & machine operators & assemblers

Jadual 4: Bilangan Pekerja dan Gaji & Upah Perkhidmatan Kesenian, Hiburan dan Rekreasi mengikut Kategori Kemahiran dan Jantina, 2021

Table 4: Number of Persons Engaged and Salaries & Wages for Arts, Entertainment and Recreation Services by Category of Skill and Sex, 2021

Kategori kemahiran Category of skilled	Bilangan pekerja Number of persons engaged		Gaji & upah yang dibayar Salaries & wages paid
	Jumlah Total	Lelaki Male	Perempuan Female
Jumlah Total	38,018	21,681	16,337
* Mahir High-skilled	9,600	6,989	2,611
** Separuh Mahir Semi-skilled	19,823	9,052	10,771
*** Berkemahiran rendah Low-skilled	8,595	5,640	2,955

* Termasuk pengurusan & profesional dan juruteknik & profesional bersekutu
Includes managers & professionals and technicians & associate professionals

** Termasuk pekerja sokongan perkeranian, pekerja perkhidmatan & jualan, pekerja kemahiran & pekerja pertukangan yang berkaitan
dan operator mesin & loji pemasangan
Includes clerical support workers, service & sales workers, craft & related trades workers and plant & machine operators & assemblers

*** Termasuk pekerja asas
Includes elementary occupations

Jadual 5: Perbelanjaan Modal dan Nilai Harta Tetap Perkhidmatan Kesenian, Hiburan dan Rekreasi, 2021

Table 5: Capital Expenditure and Value of Fixed Assets for Arts, Entertainment and Recreation Services, 2021

Aktiviti Activities	Perbelanjaan modal Capital expenditure	Pelupusan Disposal	Susut nilai Current depreciation	Nilai harta tetap Value of fixed assets
	(RM'000)	(RM'000)	(RM'000)	(RM'000)
Jumlah Total	76,251	13,783	321,086	4,934,133
Kesenian, hiburan dan kreatif Creative, arts and entertainment	3,674	514	7,848	140,767
Muzium, hiburan dan kebudayaan Museums, amusement and cultural	22,026	10,910	146,081	1,786,757
Sukan dan rekreasi Sports and recreation	50,551	2,359	167,157	3,006,609



BAHAGIAN 3

PART 3

NOTA TEKNIKAL

TECHNICAL NOTES

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1. Skop dan liputan

Survei ini meliputi pertubuhan berdaftar yang terlibat dalam **perkhidmatan kesenian, hiburan dan rekreasi** yang merangkumi aktiviti utama berikut:

- i. Aktiviti kesenian, hiburan dan kreatif;
- ii. Aktiviti muzium, hiburan dan kebudayaan; dan
- iii. Aktiviti sukan dan rekreasi.

Keseluruhan liputan survei bagi perkhidmatan kesenian, hiburan dan rekreasi terdiri daripada 38 industri di peringkat 5-digit mengikut Piawaian Klasifikasi Industri Malaysia (MSIC), 2008. Senarai lengkap industri yang diliputi ditunjukkan di **Lampiran**.

2. Sumber pertubuhan

Sumber utama rangka statistik perniagaan adalah daripada *Malaysia Statistical Business Register (MSBR)*. MSBR adalah senarai pertubuhan / perusahaan yang beroperasi di Malaysia yang merangkumi Daftar syarikat (ROC), Daftar Perniagaan (ROB) dan Perkongsian Liabiliti Terhad (LLP) yang berdaftar dengan Suruhanjaya Syarikat Malaysia (CCM) serta pertubuhan yang berdaftar dengan pihak berkuasa tempatan dan badan profesional. Senarai di MSBR dikemas kini secara berkala berdasarkan tinjauan dan bancian yang dijalankan oleh Jabatan Perangkaan Malaysia dan sumber data pentadbiran daripada agensi lain. Sumber utama data pentadbiran adalah daripada Suruhanjaya Syarikat Malaysia (CCM). Selain itu, DOSM juga bekerjasama untuk mendapatkan maklumat terkini daripada agensi lain seperti Kumpulan Wang Simpanan Pekerja (KWSP), Jabatan Kastam Diraja Malaysia, Lembaga Hasil Dalam Negeri (LHDN), pihak berkuasa tempatan dan badan profesional.

Rangka dikemaskini untuk mengambil kira pertubuhan baru dan sebarang perubahan yang berlaku kepada pertubuhan tersebut seperti tutup, tidak beroperasi, perubahan jenis aktiviti dan lokasi / alamat pos untuk memastikan maklumat yang terdapat dalam rangka adalah yang paling terkini.

3. Jenis aktiviti perniagaan

Jenis aktiviti perniagaan merujuk kepada aktiviti utama dan sekunder. Aktiviti utama merujuk kepada aktiviti yang mana pertubuhan menumpukan sebahagian besar sumbernya atau memberi sumbangan besar dari segi pendapatan. Aktiviti sekunder didefinisikan sebagai aktiviti sampingan kepada aktiviti utama. Klasifikasi industri bagi pertubuhan adalah berasaskan kepada aktiviti utama dan Piawaian Klasifikasi Industri Malaysia (MSIC), 2008 Versi 1.0. MSIC 2008 yang diselaraskan dengan *International Standard Industrial Classification of All Economic Activities (ISIC), Rev. 4, United Nations* dan pengubahsuaian mengikut keperluan tempatan.

4. Konsep dan definisi

Definisi perkhidmatan kesenian, hiburan dan rekreasi yang diguna pakai dalam penerbitan ini berasaskan kepada Piawaian Klasifikasi Industri Malaysia (MSIC) 2008 Ver 1.0:

Perkhidmatan kesenian, hiburan dan rekreasi termasuk pelbagai aktiviti bagi memenuhi minat orang awam dalam aktiviti kebudayaan, hiburan dan rekreasi meliputi persembahan secara langsung, operasi muzium, perjudian, sukan dan aktiviti rekreasi.

4.1 Aktiviti kesenian, hiburan dan kreatif

Aktiviti ini termasuk operasi kemudahan dan penyediaan perkhidmatan untuk memenuhi keperluan kebudayaan dan hiburan pelanggan. Ini termasuk produksi dan promosi, serta penglibatan dalam persembahan secara langsung termasuk produksi persembahan teater secara langsung, konsert dan opera, pameran atau pertunjukan untuk tontonan umum, penyediaan kemahiran artistik, kreatif seperti aktiviti pemahat, pelukis, kartunis dan lain-lain, aktiviti penulis berseorangan, termasuk juga aktiviti jurnalis bebas dan kerja pemeliharaan dan penyimpanan karya seni. Kumpulan ini termasuk juga aktiviti penerbit atau pengusaha acara persembahan seni secara langsung dengan atau tanpa kemudahan.

4.2 Aktiviti muzium, hiburan dan kebudayaan

Aktiviti ini termasuk operasi semua jenis muzium, taman botani, zoologi, termasuk juga aktiviti taman rekreasi dan pantai serta aktiviti kafe siber / pusat internet.

**4. Konsep dan definisi
(samb.)**

4.3 Aktiviti sukan dan rekreasi

Aktiviti ini termasuk operasi kemudahan sukan; aktiviti sukan berkumpulan atau kelab terutamanya yang mengambil bahagian dalam acara sukan secara langsung, ahli sukan bebas yang terlibat dalam acara sukan atau perlumbaan secara langsung. Aktiviti ini juga termasuk jurulatih sukan yang menyediakan khidmat khusus untuk menyokong peserta dalam acara atau pertandingan sukan, pengusaha arena dan stadium, aktiviti lain bagi penganjuran, promosi atau mengurus sukan dan lain-lain aktiviti sukan. Perjudian dan pertaruhan seperti penjualan tiket loteri, operasi kasino dan mesin perjudian juga termasuk dalam aktiviti ini.

5. Tahun survei

Tahun survei adalah merujuk kepada tahun pelaksanaan survei.

6. Tahun rujukan

Tahun rujukan bagi penyiasatan ini adalah tahun takwim 2021.

7. Kaedah pengumpulan

Survei ini secara umumnya dijalankan melalui tiga (3) kaedah iaitu:

- i. Kaedah atas talian melalui portal e-aes: Kaedah ini mensasarkan responden yang telah menggunakan kaedah ini bagi survei rutin terdahulu.
- ii. Kaedah kutipan data melalui e-mel / pos / faks / telefon: Kaedah ini mensasarkan responden yang pernah terlibat dengan survei rutin terdahulu. Responden diberi tempoh satu bulan untuk melengkapkan dan mengembalikan borang soal selidik tersebut kepada Jabatan.
- iii. Kaedah kutipan data secara bersemuka: Kerja luar operasi di lapangan dijalankan untuk mendapatkan maklum balas daripada pertubuhan yang belum memberi jawapan dari kedua-dua kaedah di atas dan kaedah ini mensasarkan pertubuhan yang tidak pernah terlibat dengan survei rutin DOSM.

**8. Reka bentuk
pensampelan**

Reka bentuk pensampelan bagi survei ini adalah pensampelan rawak strata satu peringkat. Kategori industri dua (2), tiga (3), empat (4) dan lima (5) digit MSIC di peringkat negeri telah diklasifikasikan sebagai strata manakala pertubuhan sebagai unit pensampelan.

Setiap strata (industri) telah dibentuk kepada empat substrata untuk memastikan sampel yang diagihkan mengambil kira ciri-ciri ekonomi industri tersebut. Substrata utama bersifat heterogen diliputi secara liputan penuh. Manakala, substrata selainnya bersifat homogen disampelkan.

8. Reka bentuk persampelan (samb.)

Substrata utama meliputi pertubuhan kategori besar yang mempunyai jumlah hasil yang signifikan dalam industri liputan manakala bagi substrata kedua hingga keempat berdasarkan kategori Perusahaan Mikro, Kecil dan Sederhana (PMKS).

9. Saiz sampel dan prosedur penganggaran

Statistik utama yang digunakan untuk penganggaran saiz sampel adalah jumlah hasil. Formula yang digunakan dalam penganggaran saiz sampel bagi strata adalah seperti berikut:

$$n = \frac{(\sum N_i S_i)^2}{V + \sum N_i S_i^2}$$

di mana,

- n = Saiz sampel
- N_i = Saiz populasi bagi strata i
- S_i^2 = Varian bagi strata i
- V = Varian sasaran

$$V = RSE^2 \left(\frac{\hat{Y}_i}{Z} \right)^2$$

di mana,

- $\hat{Y}_i$ = Jumlah hasil bagi strata i
- RSE = Ralat piawai relatif
- Z = Nilai aras keyakinan

Sampel akan diagihkan kepada substrata dalam industri liputan dengan menggunakan kaedah *Neyman Allocation* seperti berikut:

$$n_{hi} = \left(\frac{N_h S_h}{\sum N_h S_h} \right) n'_i$$

$$h = 2, 3 \text{ dan } 4$$

$$i = 1, 2, \dots k$$

9. Saiz sampel dan prosedur penganggaran (samb.)

di mana,

n_{hi} = Saiz sampel bagi substrata h dalam strata i

N_h = Saiz populasi bagi substrata h

S_h = Sisihan piawaian bagi substrata h

n_i = Saiz sampel bagi strata i

h = Substrata

i = Strata

Saiz sampel optimum bagi survei ini adalah 1,818 pertubuhan. Pertubuhan kategori besar diliputi sepenuhnya, manakala pertubuhan bagi substrata kedua hingga keempat dipilih secara rawak mengikut kaedah pensampelan bersistematik.

10. Wajaran

Analisis berwajaran disediakan menggunakan wajaran bagi memastikan sampel yang dipilih dapat menggambarkan populasi survei. Wajaran yang diperlukan adalah wajaran di peringkat reka bentuk pensampelan dan wajaran tiada respon.

Wajaran reka bentuk pensampelan pada substrata h adalah seperti berikut:

$$W_h = \frac{N_h}{n_h}, n = 1, \dots, 4$$

di mana,

N_h = Bilangan populasi bagi substrata h

n_h = Bilangan sampel bagi substrata h

Wajaran tiada respon pada substrata h adalah seperti berikut:

$$NRW_h = \frac{1}{n'_h/n_h}, h = 1, \dots, 4$$

di mana,

n'_h = Bilangan sampel respon bagi substrata h

n_h = Bilangan sampel bagi substrata h

10. Wajaran (samb.)

Kaedah pengiraan wajaran reka bentuk pensampelan selepas survei (*adjusted weight*) pada substrata h seperti berikut:

$$W'_h = W_h \times NRW_h, h = 1, \dots, 4$$

di mana,

W_h = Wajaran reka bentuk persampelan pada substrata h

NRW_h = Wajaran tiada respon pada substrata h

11. Unit melapor

Unit pelapor bagi survei ini ialah **pertubuhan**. Sesebuah pertubuhan secara ideal ditakrifkan sebagai “satu unit ekonomi yang bergiat di bawah satu hak milik atau penguasaan tunggal, iaitu di bawah satu entiti yang sah. Ia menjalankan satu jenis subsektor ekonomi utama di satu tempat / lokasi fizikal”. Setiap pertubuhan diberikan klasifikasi industri berdasarkan aktiviti utamanya dan bukannya mengikut aktiviti syarikat induk.

Setiap cawangan daripada organisasi yang mempunyai beberapa cawangan di lokasi yang berbeza dari segi konsep dianggap sebagai pertubuhan yang berlainan. Pertubuhan berkenaan diminta memberikan penyata yang berasingan bagi setiap kegiatannya dari segi nilai. Walau bagaimanapun, dari segi praktis akaun biasanya disediakan secara berpusat kerana kesukaran untuk memperoleh data yang berasingan bagi setiap unit atau cawangan. Entiti atau ‘enterprise’ ini akan dianggap sebagai satu unit pelapor dan dibenarkan mengemukakan soal selidik yang menggabungkan semua unit atau cawangannya.

12. Nilai output kasar

Nilai output kasar **perkhidmatan kesenian, hiburan dan rekreasi** ditakrifkan dengan memasukkan perkara berikut:

- Pendapatan daripada perkhidmatan yang diberikan
- + Pendapatan daripada jualan tiket/ bayaran masuk
- + Pendapatan daripada yuran keahlian
- + Pendapatan daripada aktiviti rekreasi
- + Pendapatan daripada aktiviti perjudian dan pertaruhan
- + Pendapatan daripada perkhidmatan perundingan
- + Pendapatan daripada pelancongan berpandu
- + Pendapatan daripada jualan makanan dan minuman (termasuk catering)
- + Komisen dan brokeraj yang diperoleh dan pendapatan daripada perkhidmatan pengurusan

**12. Nilai output kasar
(samb.)**

- + Pendapatan sewa yang diterima kecuali tanah
- + Nilai jualan (barang / bahan yang dibeli untuk dijual semula tanpa melalui proses selanjutnya)
- + Pendapatan operasi lain
- + Perbelanjaan penyelidikan dan pembangunan dalaman
- + Harta tetap dibuat / dibina sendiri
- Kos barang dijual (barang / bahan yang dibeli untuk dijual semula tanpa melalui proses selanjutnya)
- Bayaran hadiah kemenangan / rebat

**13. Nilai input
perantaraan**

Nilai input perantaraan **perkhidmatan kesenian, hiburan dan rekreasi** ditakrifkan dengan memasukkan unsr berikut:

Perbelanjaan cari gali bahan-bahan muzium / sejarah

- + Perbelanjaan pemuliharaan bahan-bahan muzium / sejarah
- + Kos pameran dan paparan
- + Pembelian bahan makanan haiwan
- + Bayaran hadiah kemenangan / rebat
- + Jumlah bayaran pembaikan dan penyelenggaraan semasa yang dibuat oleh pihak lain serta bayaran untuk membekalkan pekerja
- + Bayaran royalti kepada organisasi bukan kerajaan / tajaan korporat (tempatan dan luar negara)
- + Bayaran telekomunikasi, percetakan serta pengiklanan dan promosi
- + Perbelanjaan elektrik, air, bahan pembakar, pelincir, gas, alat tulis, bekalan pejabat dan bekalan lain
- + Bayaran perkhidmatan keselamatan
- + Perbelanjaan operasi dan sewaan operasi
- + Bayaran kepada pengarah tidak bekerja kerana kehadiran mereka dalam mesyuarat Lembaga Pengarah
- + Nilai pakaian percuma yang disediakan dan kos latihan kepada pekerja
- + Perbelanjaan operasi lain
- + Stok awal kecuali stok perdagangan
- Stok akhir kecuali stok perdagangan

- 13. Nilai input perantaraan (samb.)** Bermula tahun 2014, perbelanjaan penyelidikan dan pembangunan telah dikeluarkan daripada pengiraan input perantaraan dan diambilkira sebagai perbelanjaan harta selaras dengan penggunaan *Recommendation of System of National Accounts (SNA) 2008*.
- 14. Nilai ditambah** Nilai ditambah adalah tambahan kepada nilai barangan dan perkhidmatan yang dikeluarkan oleh sesebuah pertubuhan. Nilai ditambah diperoleh daripada perbezaan antara nilai output kasar dengan nilai input perantaraan.
- 15. Bilangan pekerja** Bilangan pekerja merujuk kepada bilangan orang yang bekerja pada bulan Disember atau pada tempoh pembayaran gaji terakhir bagi tahun rujukan. Bilangan orang yang bekerja dikategorikan seperti berikut:
- i. Pemilik yang bekerja dan rakan niaga yang aktif**
Kategori ini merujuk kepada semua pemilik perseorangan dan rakan niaga sambilan atau sepenuh masa, yang bekerja dengan aktif dalam pertubuhan. Justeru itu, ia tidak termasuk rakan niaga yang tidak aktif.
 - ii. Pekerja keluarga tidak bergaji**
Kategori ini meliputi semua ahli isi rumah pemilik pertubuhan yang melaksanakan kerja tertentu (sepenuh masa atau sambilan) dan bekerja sekurang-kurangnya satu pertiga daripada waktu bekerja biasa yang diamalkan oleh pertubuhan berkenaan tanpa mendapat bayaran secara 'regular' sama ada dalam bentuk wang tunai atau mata benda bagi kerja yang dilakukan. Biasanya pekerja berkenaan mendapat makanan, tempat tinggal dan bantuan lain sebagai sebahagian daripada ahli isi rumah pemilik dan terus mendapatnya sama ada mereka bekerja atau tidak di pertubuhan tersebut.
 - iii. Pekerja bergaji sepenuh masa**
Ia merujuk kepada semua pekerja bergaji yang bekerja sekurang-kurangnya 6 jam sehari dan sekurang-kurangnya 20 hari sebulan.
 - iv. Pekerja bergaji sambilan**
Ia merujuk kepada semua pekerja bergaji yang bekerja sekurang-kurangnya 6 jam sehari dan / atau kurang daripada 20 hari sebulan.

16. Kategori kemahiran Kategori kemahiran telah dikelaskan berdasarkan Piawaian Pengkelasan Pekerjaan Malaysia (MASCO) 2020 adalah seperti berikut:

i. Pekerja mahir

Pengurus dan Profesional, Penyelidik, Juruteknik dan Profesional Bersekutu;

ii. Pekerja separuh mahir

Pekerja Sokongan Perkeranian; Pekerja Perkhidmatan & Jualan; Pekerja Kemahiran & Pekerja Pertukangan yang Berkaitan dan Operator Mesin & Loji dan Pemasang; dan

iii. Pekerja berkemahiran rendah

Pekerja Asas.

17. Nilai harta tetap Harta tetap meliputi semua barangan, baru atau terpakai, aset ketara atau aset tidak ketara yang digunakan secara berulang atau berterusan yang mempunyai hayat produktif lebih daripada setahun. Ia termasuk tanah, bangunan dan struktur, alat pengangkutan, komputer dan '*peripheral equipment*', mesin, peralatan serta perabot dan pemasangan lain. Nilai harta tetap awal dan akhir bagi tahun rujukan 2021 adalah berasaskan nilai buku bersih. Pembelian, pindaan dan pembaikan besar atau perbelanjaan modal pada tahun berkenaan dikira pada nilai kos sebenar yang dibayar. Nilai harta tetap yang dijual dalam tahun semasa juga dikira pada nilai sebenar. Perbelanjaan penyelidikan dan pembangunan turut diambil kira sebagai perbelanjaan harta selaras dengan *System of National Accounts (SNA) 2008*.

18. Pembundaran Penjumlahan komponen mungkin berbeza dengan angka jumlah kecil atau jumlah besar disebabkan pembundaran.

**19. Perubahan
peratusan tahun ke
tahun**

Pengiraan adalah berdasarkan formula berikut:

$$y_t = y_0 (1 + r)^t$$

di mana,

$$r = \left[e^{\frac{1}{t} \ln \left(\frac{y_t}{y_0} \right)} - 1 \right] \times 100$$

19. Perubahan peratusan tahun ke tahun (samb)

di mana,

y_t	=	Nilai pada tahun semasa
y_o	=	Nilai pada tahun sebelum
t	=	Bilangan tahun, $y_t - y_o$
r	=	Kadar pertumbuhan tahunan

20. Simbol dan singkatan

-	:	tiada
%	:	peratus
&	:	dan
>	:	lebih daripada
<	:	kurang daripada
}	:	digabungkan
RM	:	Ringgit Malaysia
dll.	:	dan lain-lain
spt.	:	seperti
t.t.t.l.	:	tidak terkelas di tempat lain
W.P.	:	Wilayah Persekutuan

1. Scope and coverage *The survey covered all registered establishments engaged in **arts, entertainment and recreation services** which included main activities as follows:*

- i. Creative, arts and entertainment activities;*
- ii. Museums, amusement and cultural activities; and*
- iii. Sports and recreation activities.*

*Overall, coverage of the survey for arts, entertainment and recreation services was 38 industries at 5-digit level under the Malaysia Standard Industrial Classification (MSIC), 2008. The complete lists of industries are shown in **Appendix**.*

2. Source of establishments

The main source of updating statistical business frame namely Malaysia Statistical Business Register (MSBR). MSBR is a list of establishments operating in Malaysia which includes the Register of Companies (ROC), Register of Business (ROB) and Limited Liability Partnership (LLP) registered with the Companies Commission of Malaysia (CCM) as well as establishments registered with local authorities and professional bodies. The list in the MSBR is updated regularly based on surveys and censuses conducted by DOSM and administrative data sources from other agencies. The main source of administrative data is from the Companies Commission of Malaysia (CCM). In addition DOSM also works together to obtain the latest information from other agencies such as the Employees' Provident Fund (EPF), the Royal Malaysian Customs Department, the Inland Revenue Board (IRB), local authorities and professional bodies.

The frame is updated to take into account new establishments and to record any changes in the status of the establishments such as closed down, not in operation, change in activity and location / correspondence address so as to ensure that the frame is at the most current status.

3. Type of business activity

Type of business activity refers to both principal and secondary activities. The principal activity refers to the activity to which the establishment devoted most of its resources or activity which derived most of its income. Secondary activities are defined as those incidental or ancillary to the principal activity. The classification of the industry of the establishment is based on the principal activity and is in accordance with the Malaysia Standard Industrial Classification (MSIC), 2008 Ver 1.0. The MSIC 2008 conforms to the International Standard Industrial Classification of All Economic Activities (ISIC), Rev. 4, United Nations, with modifications to suit local conditions.

4. Concepts and definitions

The definition of arts, entertainment and recreation services adopted in this publication is based on the recommendations of the Malaysia Standard Industrial Classification (MSIC) 2008 Ver. 1.0:

Arts, entertainment and recreation services include a wide range of activities to meet various cultural, entertainment and recreational interests of the general public, including live performances, operation of museum sites, gambling, sport and recreation activities.

4.1 Creative, arts and entertainment activities

This activity includes the operation of facilities and provision of services to meet the cultural and entertainment interests of their customers. This includes the production and promotion of, and participation in, live performance, events or exhibits intended for public viewing, the provision of artistic, creative or technical skill such as activities of sculptors, painters, cartoonists and etc., activities of individual writers, including activities of independent journalists and restoring works of arts. This activity also includes activities of producers or entrepreneurs of arts live events, with or without facilities.

4.2 Museums, amusement and cultural activities

This activity includes the operation of museums of all kinds, botanical, zoological, also including activities of recreation parks and beaches and cyber cafe / internet centre activities.

4. Concepts and definitions (cont'd)

4.3 Sports and recreation activities

This activity includes the provision of sport activities, activities of sport teams or clubs primarily participating in live sports events, independent athletes engaged in participating in live sporting or racing events. This activity also included sports trainers providing specialised services to support participants in sports events or competition, operators of arenas and stadiums, other activities of organising, promoting or managing sports events and other sport activities. Gambling and betting activities such as sale of lottery ticket, operation of casinos and gambling machines are also included in this activity.

5. Survey year

Survey year refers to the year in which a survey was conducted.

6. Reference year

The reference year of the survey was the calendar year 2021.

7. Method of data collection

This survey is generally conducted through three (3) methods, namely:

- i. Data collection method via Online method through the e-aes portal: This method targets respondents who have used this method for previous routine surveys.*
- ii. Data collection via e-mail / post / fax / telephone: This method targets respondents who have been involved in previous survey. Respondents were given a period of one month to complete and return the questionnaire to the Department.*
- iii. Face-to-face data collection method: Field work operation is carried out to get feedback from organisations that have not yet given answers from the two methods above and this method also targets organisations that have never been involved in a routine DOSM survey.*

8. Sampling design

Sampling design of the survey is a one-stage stratified random sampling. Categories of industries at two (2), three (3), four (4) and five (5) digit MSIC at state level have been classified as stratum and the establishment as the sampling unit.

Each stratum (industry) has been set up into four substrata to ensure the distributed sample takes into account the economic characteristics of the industry. The main substratum is heterogeneous and was fully covered. Whereas, other substratum that is homogeneous were sampled.

**8. Sampling design
(cont'd)**

Main substratum includes large establishments that have significant total revenue in the industry while for the second to fourth substratum are based on micro, small and medium enterprise (MSME) categories.

**9. Sample size and
estimation procedure**

The main statistics used to estimate the sample size is the total revenue. The formula used in the estimation of the sample size for a stratum is as follows:

$$n = \frac{(\sum N_i S_i)^2}{V + \sum N_i S_i^2}$$

where,

$$\begin{aligned} n &= \text{Sample size} \\ N_i &= \text{Population size for stratum } i \\ S_i^2 &= \text{Variance for stratum } i \\ V &= \text{Desired variance} \end{aligned}$$

$$V = RSE^2 \left(\frac{\hat{Y}_i}{Z} \right)^2$$

where,

$$\begin{aligned} \hat{Y}_i &= \text{Total revenues for stratum } i \\ RSE &= \text{Relative standard error} \\ Z &= \text{Value of confidence level} \end{aligned}$$

Sample is distributed to substratum of the industry using Neyman Allocation Method as follows:

$$n_{hi} = \left(\frac{N_h S_h}{\sum N_h S_h} \right) n'$$

$$h = 2, 3 \text{ and } 4$$

$$i = 1, 2, \dots k$$

9. Sample size and estimation procedure (cont'd)

where,

n_{hi} = Sample size for substratum h of stratum i

N_h = Population size for substratum h

S_h = Standard deviation for substratum h

n_i = Sample size for stratum i

h = Substratum

i = Stratum

The optimum sample size for this survey is 1,818 establishments. Establishments of the large categories were fully covered while establishments of the second to fourth substratum were randomly selected using systematic random sampling.

10. Weights

Weighted analysis is done using sampling weight to ensure that the selected sample can reflect the population survey. The weights required are the sampling design weight and non-response weight.

The sampling design weight for the establishment at stratum h is as follows:

$$W_h = \frac{N_h}{n_h}, n = 1, \dots, 4$$

where,

N_h = Total population of substratum h

n_h = Total sample of substratum h

Non response weight at substratum h as below:

$$NRW_h = \frac{1}{n'_h/n_h}, h = 1, \dots, 4$$

where,

n'_h = Number of response sample size for substratum h

n_h = Number of sample size for substratum h

10. Weight (cont'd)

The method of calculating the sampling design weight after the survey (adjusted weight) on substratum h as below:

$$W'_h = W_h \times NRW_h, h = 1, \dots, 4$$

where,

W_h = Sampling design weight at substratum h

NRW_h = Non response weight at substratum h

11. Reporting unit

The reporting unit used in the survey was **establishment**. An establishment is defined as "an economic unit that engaged in one activity, under a single legal entity and operating in a single physical location". Each establishment was assigned to an industry classification based on its principal activity.

Each branch of a multi-branch organisation at a different location was conceptually treated as a different establishment. The establishment was requested to give separate returns for each activity in terms of value. However, if in practice, the accounts were centrally kept such that it was not possible to obtain separate data for each individual unit or branch. That entity or enterprise was treated as a single reporting unit and allowed to submit a consolidated questionnaire covering all units or branches.

12. Value of gross output

The value of gross output of **arts, entertainment and recreation services** is defined to include the following items:

Income from services rendered

- + Income from the sale of tickets / entrance fees
- + Income from membership fees
- + Income from recreational activities
- + Income from gambling and betting activities
- + Income from consulting services
- + Income from conducted tours
- + Income from sales of food and beverages (including catering)
- + Income from commissions and brokerage earned and management services

12. Value of gross output (cont'd)

- + Rental income received (except land)
- + Value of sales (good / materials purchased for resales without undergoing further processing)
- + Other operating income
- + In-house research and development expenditure
- + Built / self-produced fixed assets
- Cost of goods sold (goods / material purchased for resale without undergoing further processing)
- Payment for winning prizes / rebates

13. Value of intermediate input

*Value of intermediate input of **arts, entertainment and recreation services** is defined to include the following items:*

- Excavation expenses of museums / historical objects*
- + *Conservation expenses of museums / historical objects*
- + *Cost of exhibition and display*
- + *Purchase of animal food*
- + *Payment for winning prizes / rebates*
- + *Amount paid for current repairs & maintenance work done by others and payment for providing workers*
- + *Royalties paid to non-government organisations / corporate sponsorship (local and foreign)*
- + *Telecommunication, printing cost and advertising and promotion*
- + *Expenditure for electricity, water, fuel, lubricants, gas, stationery, office supplies and others*
- + *Payment for security services*
- + *Operation expenditure and operational lease*
- + *Fees paid to non-working directors for their attendance at Board of Directors' meetings*
- + *Value of free wearing apparel provided and staff training cost*
- + *Other operating expenditure*
- + *Opening stock except trading stock*
- *Closing stock except trading stock*

13. Value of intermediate input (cont'd)

Effective 2014, research and development expenditure has been removed from calculation of intermediate input and treated as capital asset in line with the Recommendation of System of National Accounts (SNA) 2008.

14. Value added

Value added is the increment to the value of commodities and services contributed by the establishment. This value added is derived as the difference between the value of gross output and intermediate input.

15. Number of person engaged

Number of persons engaged covers all persons engaged during December or the last pay period of the reference year. The number of persons engaged was classified under the following categories:

i. Working proprietors and active business partners

This category refers to all individual proprietors and partners, part-time or full-time, who are actively engaged in the work of the establishment. It therefore, excludes silent and inactive partners.

ii. Unpaid family workers

This category encompass all persons in the household of any of the owners of the establishment who perform a specified job (full-time or part-time) and work for a minimum of one third of the normal working time of the establishment but do not receive regular payment either in cash or in kind for the work done. Such workers generally receive food, shelter and other support as a part of the household of an owner but this would continue whether they workers in the establishment or not.

iii. Paid full-time employees

It refers to all paid workers who work for at least 6 hours a day and 20 days a month.

iv. Paid part-time employees

It refers to all paid workers who work for at less than 6 hours a day and / or less than 20 days a month.

16. Category of skills *Category of skills has been categorised according to Malaysia Standard Classification of Occupations 2020 (MASCO) as follow:*

i. High-skilled workers

Managers and Professionals, Researcher, Technicians and Associate Professionals;

ii. Semi-skilled workers

Clerical Support Workers; Service & Sales Workers; Craft & Related Trades Workers; Plant and Machine Operators & Assemblers; and

iii. Low-skilled workers

Elementary Occupations.

17. Value of fixed assets *Fixed assets covers all goods, new or used, tangible or intangible and repeated & continuously that have a normal economic life span of more than one year. Included are land, buildings and structure, transport equipment, other machinery equipment, computer software and furniture and fittings. Value of assets as at the beginning and end of 2021 were based on net book value. Purchases, alterations and major repairs or capital expenditure during the year valued at actual cost incurred. Value of assets sold during the year refers to the realized value. Research and development expenditure also treated as capital asset in line with the recommendation of System of National Accounts (SNA) 2008.*

18. Rounding *The sum of the component figures may not tally with the sub-total or total figures due to rounding.*

19. Percentage change year-on-year *The calculation is based on the following formula:*

$$y_t = y_0 (1 + r)^t$$

where,

$$r = \left[e^{\frac{1}{t} \ln \left(\frac{y_t}{y_0} \right)} - 1 \right] \times 100$$

**19. Percentage change
year-on-year (cont'd)**

where,

y_t = Value at current year
 y_o = Value at previous year
 t = Number of years, $y_t - y_o$
 r = Compounded annual growth rate

**20. Symbols and
abbreviations**

-	:	nil
%	:	per cent
&	:	and
>	:	more than
<	:	less than
}	:	combined
RM	:	Ringgit Malaysia
etc.	:	et cetera
i.e	:	that is
n.e.c	:	not elsewhere classified
W.P.	:	Federal Territory



Lampiran *Appendix*

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PIAWAIAAN KLASIFIKASI INDUSTRI MALAYSIA (MSIC) 2008 Ver. 1.0
MALAYSIA STANDARD INDUSTRIAL CLASSIFICATION (MSIC) 2008 Ver.1.0

PERKHIDMATAN KESENIAN, HIBURAN DAN REKREASI
ARTS, ENTERTAINMENT AND RECREATION SERVICES

MSIC 2008	Keterangan Description
90	Aktiviti kesenian, hiburan dan kreatif <i>Creative, arts and entertainment activities</i>
90001	Perkhidmatan penerbit teater, penyanyi kumpulan pancaragam dan hiburan orkestra <i>Theatrical producer, singer group band and orchestra entertainment services</i>
90002	Operasi dewan konsert dan teater serta kemudahan kesenian lain <i>Operation of concert and theatre halls and other arts facilities</i>
90003	Aktiviti pemahat, pelukis, kartunis, pengukir, penggores <i>Activities of sculptors, painters, cartoonists, engravers, etchers</i>
90004	Aktiviti penulis perseorangan, untuk semua subjek <i>Activities of individual writers, for all subjects</i>
90005	Aktiviti jurnalis bebas <i>Activities of independent journalists</i>
90006	Pembaikan hasil kesenian seperti lukisan <i>Restoring of works of art such as painting</i>
90007	Aktiviti penerbit atau pengusaha seni persembahan secara langsung, dengan atau tanpa kemudahan <i>Activities of producers or entrepreneurs of arts live events, with or without facilities</i>
90009	Aktiviti kesenian, hiburan dan kreatif t.t.t.l. <i>Creative, arts and entertainment activities n.e.c.</i>
91	Aktiviti perpustakaan, arkib, muzium dan kebudayaan lain <i>Libraries, archives, museums and other cultural activities</i>
91011	Aktiviti dokumentasi dan maklumat bagi semua jenis perpustakaan <i>Documentation and information activities of libraries of all kinds</i>
91012	Penyimpanan foto perpustakaan dan perkhidmatan <i>Stock photo libraries and services</i>
91021	Operasi semua jenis muzium <i>Operation of museums of all kinds</i>
91022	Operasi tapak dan bangunan bersejarah <i>Operation of historical sites and buildings</i>
91031	Operasi taman botani dan zoologi <i>Operation of botanical and zoological gardens</i>
91032	Operasi rizab semula jadi, termasuk pemeliharaan hidupan liar <i>Operation of nature reserves, including wildlife preservation</i>
92	Aktiviti perjudian dan pertaruhan <i>Gambling and betting activities</i>
92000	Aktiviti perjudian dan pertaruhan <i>Gambling and betting activities</i>
93	Aktiviti sukan dan aktiviti hiburan dan rekreasi <i>Sports activities and amusement and recreation activities</i>
93111	Bola sepak, hoki, kriket, besbol, badminton, futsal, paintball <i>Football, hockey, cricket, baseball, badminton, futsal, paintball</i>
93112	Litar perlumbaan untuk kenderaan bermotor <i>Racetracks for auto</i>

PIAWAIAN KLASIFIKASI INDUSTRI MALAYSIA (MSIC) 2008 Ver. 1.0
MALAYSIA STANDARD INDUSTRIAL CLASSIFICATION (MSIC) 2008 Ver.1.0

PERKHIDMATAN KESENIAN, HIBURAN DAN REKREASI
ARTS, ENTERTAINMENT AND RECREATION SERVICES

MSIC 2008	Keterangan Description
93113	Kelab ekuestrian <i>Equestrian clubs</i>
93114	Stadium dan kolam renang, arena luncur ais <i>Swimming pools and stadiums, ice-skating arenas</i>
93115	Padang stadium dan balapan <i>Track and field stadium</i>
93116	Padang golf <i>Golf courses</i>
93117	Pusat boling <i>Bowling centre</i>
93118	Pusat kesihatan <i>Fitness centres</i>
93119	Penganjuran dan operasi acara sukan dalam dan luar bangunan untuk profesional atau amatir oleh organisasi dengan kemudahan sukan sendiri <i>Organization and operation of outdoor or indoor sports events for professionals or amateurs by organizations with own facilities</i>
93120	Operasi kelab sukan seperti kelab bola sepak, kelab boling, kelab renang <i>The operation of sports clubs such as football club, bowling club, swimming club</i>
93191	Aktiviti penganjur atau promosi acara sukan, dengan atau tanpa kemudahan <i>Activities of producers or promoters of sports events, with or without facilities</i>
93192	Aktiviti liga sukan dan badan yang mengawal <i>Activities of sports leagues and regulating bodies</i>
93193	Aktiviti berkaitan dengan promosi acara sukan <i>Activities of related to promotion of sporting events</i>
93199	Aktiviti sukan lain t.t.t.l. <i>Other sports activities n.e.c.</i>
93210	Aktiviti taman hiburan dan taman tema <i>Activities of amusement parks and theme parks</i>
93291	Aktiviti taman rekreasi dan pantai <i>Activities of recreation parks and beaches</i>
93292	Operasi kemudahan pengangkutan rekreasi (cth: operasi marina) <i>Operation of recreational transport facilities (e.g. operation of marinas)</i>
93293	Sewaan peralatan riadah sebagai kelengkapan untuk kemudahan rekreasi <i>Renting of leisure and pleasure equipment as an integral part of recreational facilities</i>
93294	Operasi pesta dan pertunjukan rekreasi semula jadi <i>Operation of fairs and shows of a recreational nature</i>
93295	Operasi kelab malam dan lantai tari <i>Operation of discotheques and dance floors</i>
93296	Aktiviti penganjur atau pengusaha persembahan secara langsung selain daripada acara kesenian atau sukan, dengan atau tanpa kemudahan <i>Activities of producers or entrepreneurs of live events other than arts or sports events, with or without facilities</i>
93297	Kafe siber / pusat internet <i>Cyber Café / Internet Centre</i>
93299	Aktiviti hiburan dan rekreasi lain t.t.t.l. <i>Any other amusement and recreation activities n.e.c.</i>

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