



College of Business
Center for Business
and Economic Analysis



Wyoming Outdoor
Recreation, Tourism and
Hospitality Initiative
(WORTH)

The Scope and Economic Impact of Wyoming's Film Economy

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Center for Business and Economic Analysis

The Center for Business and Economic Analysis (CBEA) at the University of Wyoming (UWyo) supports the economic growth and diversification of Wyoming's economy through applied economic and business analytics for communities, industries, and entrepreneurs. The center was established in 2019 as a unit within the College of Business. CBEA is a member of the Association for University Business and Economic Research (AUBER).

Team

Dr. David Aadland is the Director of the CBEA at UW. He is a professor and former chair of the Department of Economics. He teaches Macroeconomics and Econometrics. His research interests have been wide and varied over the years. He has written papers in the areas of macroeconomics, non-market valuation, applied econometrics, behavioral economics, agricultural economics, and statistics. His recent research has focused on interdisciplinary natural resource questions and the intersection of ecology, epidemiology, entomology, and economics. In particular, he has been working on projects related to pine beetle epidemics, ecological impacts of energy development, and the economics of chronic wasting disease. He holds a Ph.D. in Economics from the University of Oregon.

Dr. Anne Alexander served as Interim Provost and Vice President of Academic Affairs at the University of Wyoming. She earned her Ph.D. in Economics at UW, and her Master's and BBA in Economics from New Mexico State University. Dr. Alexander's research and teaching focuses on the history of American capitalism, international economics, and health economics. She regularly speaks to statewide audiences and state and national media about the status of the Wyoming, US, and global economies. She produces an annual economic and statewide engagement report on the impacts of the University on the state, and she has authored several publications on the political and economic impacts of transboundary pandemics and the productivity effects of various diseases. Prior to her position in Academic Affairs, she was the Director of International Programs and Associate Dean of Outreach at UW. She has also served as a Resources Economist in the U.S. Department of State, Assistant Dean of the UW College of Business, and Director of the interdisciplinary Health Economics Policy Center at UW. She is an alumnus of Leadership Wyoming, Class of 2013.

Dr. Alex Gebben is an Energy Economist conducting research with the Center for Business and Economic Analysis. He holds a B.S. in Petroleum Engineering and graduate degrees in Mineral and Energy Economics from the Colorado School of Mines. This background has led him to diverse research topics in the areas of ground water management, oil industry incentives, and unconventional methods of lithium recovery. He is particularly interested in how the industries of oil and gas, wind, geothermal, and nuclear power embody the responsive relationships between policy, natural resources, and economic outcomes. Before joining the CBEA he conducted research projects in conjunction with the Critical Materials Institute, as well as the USDA. Alex is an avid fly fisherman with a love for the outdoors, as well as a self-taught programmer.

Dr. Rob Godby is an associate professor in the Economics Department at UW, former Associate Dean of the Haub School of Environment and Natural Resources, and former interim Dean of the College of Business. He also served as the Deputy Director of the University of Wyoming's Center for Energy Regulation and Policy (CERP). Additionally, he serves as a Daniel's Fund Ethics Initiative Faculty Fellow and is an adjunct faculty member with the MBA program at Pforzheim University in Germany. Outside his academic duties, Rob was appointed to serve on the State of Wyoming's Consensus Revenue Estimating Group in 2019. His research areas include natural resource, energy and environmental economics, industrial organization, and macroeconomic policy. He is often interviewed by national and international news media on energy and macroeconomic issues. Outside of work, Rob enjoys spending time being walked by his dogs. His other passions include sports-car and bicycle racing, both of which he has participated in rather unsuccessfully.

Dr. Morgan Holland graduated with a PhD in economics from Florida State University in 2022 with research interests in the economics of automation, corporate finance, human capital, and the economics of disability. In addition, Morgan worked as an economic consultant for the FSU Center for Economic Forecasting and Analysis, pursuing applied research projects in a wide variety of fields. Today, Morgan focuses on economic research in the tourism and hospitality sectors in Wyoming. He is especially interested in researching and promoting policies that will help Wyoming take full advantage of its outdoor recreation resources while preserving them for future generations. Morgan also provides support services to stakeholders in the tourism and hospitality sector through economic research and analysis.

Alexander Specht is the Associate Director of the University of Wyoming's Center for Business and Economic Analysis (CBEA). Alexander has several years of experience in fiscal policy analysis, education policy, public utility regulation, and regional economic development. His research has been cited in academic journal articles, in U.S. Congressional testimony and committee reports. He has been cited as an authority in a significant U.S. Supreme Court case, has served as an expert witness on high-profile regulatory cases, been a featured panelist and speaker at various events, and has had economic analyses featured on radio and television news shows and quoted by the press. Alexander holds a B.S. in Finance and a B.S. in Economics from George Mason University and a M.A. in Economics from Claremont Graduate University.

Daniel Cooley is one of the Energy Economists at the Center for Business and Economic Analysis. He has a wide variety of research interests, but his published work focuses on the applications of machine learning to applied economics and the integrated nexus of food, energy, and water sectors. Daniel holds an undergraduate degree in Economics from Colorado State University, and he is finishing up his PhD in Mineral and Energy Economics from the Colorado School of Mines. Prior to delving into the world of Economics, Daniel served in the Marine Corps as an Arabic linguist from 2010 to 2016 where he served in Yemen and Iraq. Outside of work, Daniel enjoys spending time with his wife and many dogs, playing boardgames, and watching bad horror movies.

Nida Zafar is a Research Economist at the Center of Business and Economic Analysis (CBEA). She is also a Ph.D. candidate at the Department of Economics at the University of Wyoming. Her

dissertation is focused on developing new methods in econometrics and applying them to topics in environmental and energy economics. After her B.S., she co-founded and managed a consulting firm in Pakistan to help textile industries lower their production costs. In the US, she is interested in research to facilitate Wyoming's economy. She holds a B.S. in Economics and Political Sciences and an M.S. in Economics from Lahore University of Management Sciences, Pakistan. Outside of work, she loves doing nature photography, playing board games, watching movies, and exploring the outdoors with friends.

Bailey Kirkland is a Research Economist at the Center for Business and Economic Analysis (CBEA). He earned an M.S. in Economics from the University of Wyoming, where he is also pursuing a Ph.D. in Economics. His research primarily focuses on wildlife management, tourism, human responses to natural disasters, air pollution, and health economics. Bailey is especially interested in the sustainability of Wyoming's resource management and tourism in the face of changing political and climatic conditions. Before joining the CBEA, he worked as an economist with the U.S. Geological Survey and the Haub School of the Environment.

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Correspondence: For additional information, contact mhollan9@uwyo.edu.

TABLE OF CONTENTS

<i>Table of Tables</i>	5
<i>Table of Figures</i>	5
1 Executive Summary	6
1.1 Industries and Economic Impacts	6
1.2 Occupations	8
1.3 Interstate Comparison	8
2 Methodology	10
2.1 Industry selection	10
2.2 Occupation Selection	11
2.3 Industry Calculations and Economic Impacts	12
2.4 Interstate Comparison	13
2.5 Survey	14
3 Results	14
3.1 Economic Impacts	14
3.2 Occupations	20
3.3 Interstate Comparison	23
3.3.1 Occupations	23
3.3.2 Industries	24
3.4 Survey	27
4 Discussion	30
4.1 Economic Impacts	30
4.2 Occupations	31
4.3 Occupation and Industry Comparison	32
4.4 Barriers and Opportunites	33
4.5 Limitations	34
5 Conclusion	35
6 Works Cited	36
Appendix A County-Level Occupation Tables	37
Appendix B Survey	60

TABLE OF TABLES

Table 1.1: Economic impact analysis terminology. _____	6
Table 1.2: Economic impacts of film industries in Wyoming, 2022. _____	7
Table 1.3: Tax impacts of film industries in Wyoming, 2022. _____	7
Table 1.4: Employment in film occupations in Wyoming from 2018 to 2022. _____	8
Table 1.5: Film Location Quotient (LQ) and percent of state total employment, employee compensation, and value added in Wyoming and surrounding states in 2022. _____	9
Table 1.6: Film occupations in Wyoming and surrounding states. _____	9
Table 2.1: ACPSA Motion pictures industry in Wyoming, 2022. _____	11
Table 2.2: NAICS codes in the ACPSA's Motion Pictures industry. _____	11
Table 2.3: Film occupations. _____	12
Table 3.1: Estimated economic impact of the film industry in Wyoming, 2022. _____	15
Table 3.2: Estimated economic impact of the film industry in Wyoming counties, 2022. _____	15
Table 3.5: Tax contributions of the film industry in Wyoming, 2022. _____	17
Table 3.6: Tax contributions of the film industry by county in Wyoming, 2022. _____	17
Table 3.8: Number of jobs per occupation category in Wyoming years 2018-2022. _____	21
Table 4.1: Film occupation participation and income for males and females in Wyoming and surrounding states in 2022. _____	31
Table 4.2: Median income by occupation for Wyoming and the seven-state region of Wyoming and surrounding states. _____	32
Table 4.3: Employment, compensation, and compensation per worker in the film industry in 2022. _____	33

TABLE OF FIGURES

Figure 1.1: Total impacts are the sum of direct, indirect, and induced effects. _____	7
Figure 3.1: Film-related jobs by county in Wyoming in 2022 _____	22
Figure 3.2: Film-related jobs as a percentage of total county employment in Wyoming in 2022 _____	22
Figure 3.3: Percent employment in film occupations in Wyoming and surrounding states, 2022. _____	23
Figure 3.4: Median income in film-related occupations in Wyoming and surrounding states. _____	24
Figure 3.5: Location Quotient of workers employed in film industries in Wyoming and surrounding states, 2022. _____	25
Figure 3.6: Percentage of total employee compensation attributed to film industries in Wyoming and surrounding states. _____	26
Figure 3.7: Percentage of gross domestic product attributed to film industries in Wyoming and surrounding states. _____	27
Figure 3.8: Types of film production in survey responses _____	28
Figure 3.9: Days of pre-production, production, and post-production by project type in survey responses _____	29

1 EXECUTIVE SUMMARY

The Wyoming Arts Alliance contracted with the CBEA to produce a report quantifying the scope of the arts and culture economy in Wyoming at the state and county level. This report is an addition that focuses on the film industry in Wyoming. The CBEA used data from the Bureau of Economic Analysis (BEA), Lightcast, CVSuite, the American Community Survey (ACS), and a survey sent to film experts in Wyoming to estimate several measures of the size of the film economy.

1.1 INDUSTRIES AND ECONOMIC IMPACTS

Using BEA data in the Arts and Cultural Satellite Production Account (ACPSA) and Lightcast data on county-level industry spending, the CBEA quantified employment, employee compensation, and value-added generated by film industries at the state and county level in Wyoming. In addition, the CBEA used IMPLAN to calculate indirect and induced impacts.

Modeling economic impacts requires the examination of three distinct types of effects. To illustrate, assume that a project requires several construction jobs. These jobs, and their associated compensation and output, are what we refer to as the direct effect. Beyond this direct effect, there will also be an increase in the demand for intermediate goods needed in the film industry, e.g. construction materials. This is called the indirect effect. Further, the additional income of workers within the project will lead to added economic activity in terms of buying goods and services, which, in turn, creates new economic activity in a region. In other words, individuals' spending will induce more spending, which we refer to as the induced effect. The total impact is the sum of direct, indirect, and induced effects, as illustrated in Figure 1.1 below. In sum, any *direct* increase in economic activity in a given geographic area creates a ripple effect in the economy of that area. The totality of the ripple effect is what we refer to as the *total* impact. Table 1.1 lists additional economic impact analysis terminology used in this report and Figure 1.1 shows how direct, indirect, and induced impact sum to the total impact.

Table 1.1: Economic impact analysis terminology.

Variable	Definition
Employment	Employment refers to an industry-specific mix of full-time, part-time, and seasonal jobs. Expressed as full-time equivalents (FTE).
Labor Income	Labor income refers to all forms of employment income, including employee compensation (i.e., wages, salaries, and benefits) and proprietor income.
Value Added	Value added is the difference between an industry's total output and the cost of its intermediate inputs; it is a measure of the contribution to GDP.
Output	Output is the value of production by industry in a calendar year. It can also be described as annual revenues plus net inventory change. It is often referred to as total economic impact.

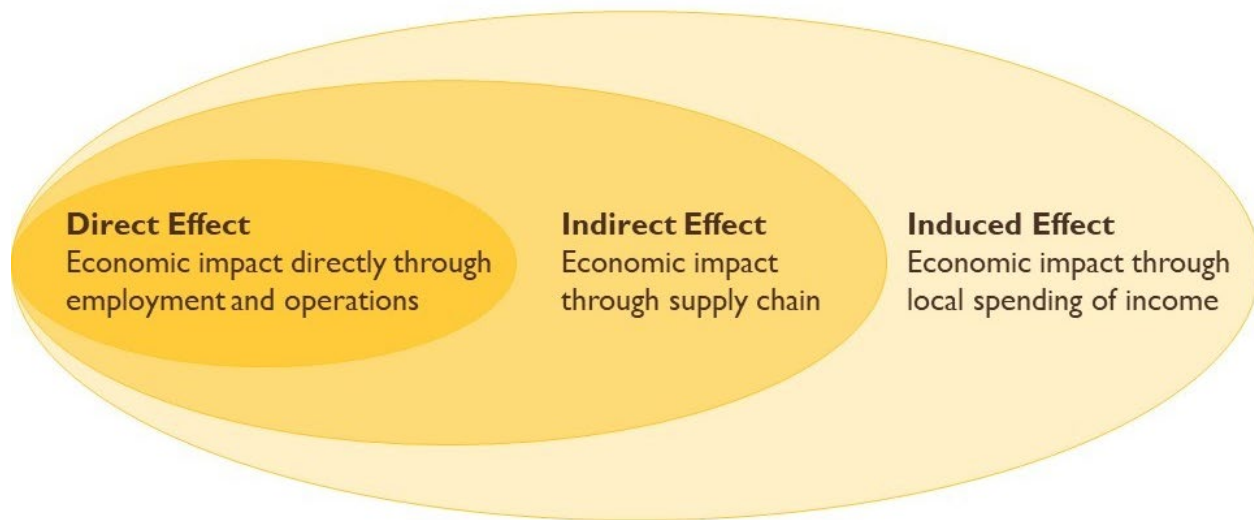


Figure 1.1: Total impacts are the sum of direct, indirect, and induced effects.

Table 1.2 shows annual direct, indirect, induced, and total economic impacts of the film industry in Wyoming for 2022.

Table 1.2: Economic impacts of film industries in Wyoming, 2022.

Impact	Employment	Labor Income	Value Added	Output
Direct	330.2	\$10,784,915	\$20,141,050	\$41,386,053
Indirect	90.5	\$3,585,151	\$6,821,925	\$16,595,642
Induced	40.3	\$1,745,829	\$3,573,011	\$6,662,564
Total	461.0	\$16,115,895	\$30,535,986	\$64,644,259

Table 1.3 shows the annual impact of the film economy on tax receipts at the local, county, state, and federal levels for 2022.

Table 1.3: Tax impacts of film industries in Wyoming, 2022.

Impact	Local	County	State	Federal	Total
Direct	\$101,303	\$52,366	\$410,793	\$2,655,041	\$3,219,503
Indirect	\$94,532	\$47,635	\$340,403	\$942,337	\$1,424,907
Induced	\$75,841	\$38,000	\$265,022	\$490,210	\$869,073
Total	\$271,675	\$138,001	\$1,016,218	\$4,087,588	\$5,513,483

Detailed tables for each county in Wyoming are in Section 4.1.

1.2 OCCUPATIONS

In addition to viewing the film economy through an industry lens, the CBEA also uses an occupation lens in this report, estimating the scale of Wyoming's film economy by the number of workers in film-related occupations. This report follows a similar report from Colorado (McCune, Van Wyck, & Seman, 2022) in defining film-related occupations using SOC codes. Table 1.4 shows the total number of workers in film occupations in Wyoming for each year from 2018 to 2022. Using occupation codes instead of industries means that many individuals who do not work in the film industry are included in Table 1.4. However, the workers in Table 1.4 all have skills that could easily transfer to the film industry. See Sections 2.2 and 4 for more details on occupation selection.

Table 1.4: Employment in film occupations in Wyoming from 2018 to 2022.

Year	Employment in film-related occupations
2018	4,377
2019	4,347
2020	4,304
2021	4,513
2022	4,830
Percent Change	10.35%

Detailed tables by occupation for Wyoming are in Section 3.3.1. Detailed tables by occupation for each county are in Appendix A.

1.3 INTERSTATE COMPARISON

The CBEA compared the film economy in Wyoming to bordering states from both an economic impact and occupation perspective. Table 1.5 shows the location quotient (LQ) of employment, employee compensation, and gross state product attributable for the film industry for Wyoming and the six states that share a border with Wyoming in 2022. The LQ is a measure of how much greater (or smaller) the share of the film economy is in a state than for the United States as a whole. An LQ of 1 means that a state has the same film share as the U.S., an LQ smaller than 1 means a film share smaller than the U. S. and an LQ greater than 1 means a film share greater than the U. S.

Table 1.5: Film Location Quotient (LQ) and percent of state total employment, employee compensation, and value added in Wyoming and surrounding states in 2022.

State	Employment		Employee compensation		Value added	
	Percent	LQ	Percent	LQ	Percent	LQ
Wyoming	0.09%	0.17	0.09%	0.51	0.15%	0.137
Idaho	0.05%	0.28	0.05%	0.55	0.11%	0.295
Montana	0.16%	0.16	0.16%	0.41	0.16%	0.164
Nebraska	0.03%	0.49	0.03%	0.61	0.09%	0.501
South Dakota	0.06%	0.10	0.07%	0.33	0.37%	0.088
Utah	0.18%	0.21	0.19%	0.44	0.39%	0.186
Colorado	0.04%	0.60	0.05%	1.46	0.13%	0.586

Source: BEA ACPSA

Table 1.6 shows the proportion of employees in film occupations in Wyoming and surrounding states along with median incomes of workers in film occupations in 2022.

Table 1.6: Film occupations in Wyoming and surrounding states.¹

State	Film share	Median income
Wyoming	1.2%	\$61,580
Colorado	2.2%	\$40,000
Idaho	1.7%	\$16,214
Montana	2.3%	\$26,154
Nebraska	1.1%	\$25,261
South Dakota	1.5%	\$20,397
Utah	2.2%	\$28,705

Notes: Film share reports the percentage of the workforce in a film related occupation. Median income reports the median income of workers in film-related occupations.

Finally, the CBEA analyzed the responses to a survey administered to film professionals by the Wyoming Arts Alliance about film productions in Wyoming. Survey participation was low with only 14 respondents and therefore responses are not representative of the film industry in Wyoming. However, filmmakers highlighted barriers to filmmaking in Wyoming that could be addressed by policy.

Barriers to filmmaking in Wyoming

- Permitting issues – Two respondents mentioned accessing filming locations on public lands was difficult, citing local authorities and the US Forest Service.

¹ Data from 5-year ACS estimates.

- Infrastructure and local resources – One respondent mentioned the lack of infrastructure to support filming. Others noted the inability to buy filming equipment in-state and difficulty finding post-production expertise in-state.
- Weather – Three respondents mentioned weather being an issue in delaying filming or making filming more difficult.

Filmmakers also cited several reasons for choosing Wyoming that could be capitalized on by policy.

Reasons for production in Wyoming

- Historical accuracy – Four filmmakers indicated filming in Wyoming because the featured story or event took place in Wyoming.
- Location-specific subject matter – The remaining films were all produced for or about subjects located in Wyoming

Importantly, all the film subjects in the survey are Wyoming-specific. None of the filmmakers surveyed produced something in Wyoming that was set in a different location. However, as noted above, the survey should not be seen as representative.

2 METHODOLOGY

This report examines the scope of the film economy in Wyoming using industries and occupations. In addition, the CBEA uses the results of a film survey conducted by the Wyoming Arts Alliance. The three approaches offer complementary views of film production in Wyoming.

2.1 INDUSTRY SELECTION

To construct an industry perspective of film in Wyoming, the CBEA selected industries by NAICS² code that are used to produce the Motion Pictures industry in the Arts and Culture Satellite Account (ACPSA) produced by the Bureau of Economic Analysis (BEA). To construct the ACPSA, the BEA took existing data on input, output, employment, and compensation by industry used to make the national economic accounts and extracted proportions of industries for each state. The BEA produces a crosswalk of NAICS industries used to produce each industry in the ACPSA. The CBEA used this crosswalk to identify film-related industries for use in this report. The primary reason the CBEA uses industries in the ACPSA is to facilitate cross-state comparison, as ACPSA data is readily available for different states from the BEA.

There are limitations to this approach. For example, film actors, directors, and producers are not included in the Motion Pictures industry in the ACPSA, but instead in the “Independent Artists, Writers, and Performers” industry. However, this industry would also include a large portion of

² North American Industry Classification Scheme. This scheme is produced by the NAICS association to classify firms by the commodities they produce. The Bureau of Economic Analysis uses NAICS classification schemes to calculate input-output tables for industries in the US, and therefore they have become a standard way to classify industries across a wide array of usages.

production unrelated to film, like fine art, theater, novels and short stories. To avoid overestimating film industry production in Wyoming, the “Independent Artists, Writers, and Performers” industry is excluded from the analysis with the understanding that this likely underreports the full impact of film production. Table 2.1 below shows employment, employee compensation, and value added in the ACPSA Motion Pictures industry in Wyoming.

Table 2.1: ACPSA Motion pictures industry in Wyoming, 2022.

Economic measure	Value	Percentage of state total
Employment	384	0.13%
Compensation (Thousands of dollars)	\$10,915	0.05%
Value added (Thousands of dollars)	\$20,670	0.04%

Table 2.2 shows the NAICS codes that make up the ACPSA’s Motion pictures industry.

Table 2.2: NAICS codes in the ACPSA’s Motion Pictures industry.

NAICS Code	Description
512110	Motion Picture and Video Production
512120	Motion Picture and Video Distribution
512131	Motion Picture Theaters (except Drive-Ins)
512132	Drive-In Motion Picture Theaters
512191	Teleproduction and Other Postproduction Services
512199	Other Motion Picture and Video Industries

2.2 OCCUPATION SELECTION

Data on occupations, including number of full-time equivalent jobs, median earnings, and average earnings, was collected using CVSuite, a data tool produced by the Western States Arts Federation (WESTAF) for analyzing the film economy at the state and local level. CVSuite uses occupation data from Lightcast, which in turn uses several data sources for occupation data. Lightcast occupation data sources include Occupation, Employment and Wage Statistics produced by the Bureau of Labor Statistics, the Quarterly Census of Employment and Wages produced by the BEA, and other city, state, and federal data sources. Lightcast data is useful for examining artistic professions like film creation because it captures employees of firms, self-employed freelancers, and people with primary careers outside of film occupations.

Data was collected from 2018 to 2022 to analyze trends in occupations over time. The occupations chosen for this report were selected based on consulting with film experts in Wyoming and following the example of a similar film study from Colorado (McCune, Van Wyck, & Seman, 2022). Table 2.3 shows the 19 occupations considered in this report.

Table 2.3: Film occupations.

SOC code	Occupation
27-1011	Art Directors
27-1013	Fine Artists, Including Painters, Sculptors, and Illustrators
27-1014	Special Effects Artists and Animators
27-1019	Artists and Related Workers, All Other
27-1027	Set and Exhibit Designers
27-2011	Actors
27-2012	Producers and Directors
27-2099	Entertainers and Performers, Sports and Related Workers
27-3099	Media and Communication Workers, All Other
27-4011	Audio and Video Technicians
27-4012	Broadcast Technicians
27-4014	Sound Engineering Technicians
27-4021	Photographers
27-4031	Camera Operators, Television, Video, and Film
27-4032	Film and Video Editors
39-3031	Ushers, Lobby Attendants, and Ticket Takers
39-3092	Costume Attendants
39-3099	Entertainment Attendants and Related Workers, All Other
39-5091	Makeup Artists, Theatrical and Performance

The occupations listed here are meant to reflect three parts of the film economy, 1) production, 2) distribution, and 3) screening.

There is a similar limitation to the occupations chosen here as the industry selection in that some occupations contain individuals that do not work on films. For example, SOC 27-2011: Actors contains individuals who act in both film and theater productions. Thus, the occupation classification scheme used in this report can be thought of as measuring the *capacity* to produce films in Wyoming, or the scope of the talent pool that the film industry could potentially draw on. In other words, the occupations are meant to show Wyoming's available human capital in film production. Viewing the occupations this way in conjunction with the industry perspective reveals that Wyoming is drawing on only a fraction of this capacity to produce films. There are, however, economic considerations to viewing the occupation figures in this report as film-production capacity that will be discussed in Section 4.2.

2.3 INDUSTRY CALCULATIONS AND ECONOMIC IMPACTS

To estimate impacts from the film industry, the CBEA used Lightcast data on employment, compensation, sales, and value added for each Wyoming county for the NAICS codes listed in Table 2.2. However, some data cleaning was necessary to produce impacts. First, Lightcast suppresses employment data for regions with less than 10 employees. The CBEA interpolated these values using linear regression with employment as the dependent variable and compensation, sales, and value added as the independent variables. The results are used as direct input to IMPLAN modeling.

The induced and indirect impacts from the film economy are estimated with IMPLAN using state and county-level industry data from Lightcast. Induced and indirect impacts are estimated from direct impacts using industry multipliers estimated by IMPLAN and based on the BEA's input-output data modified for local areas. Occupation data is not used to produce induced and indirect impacts because input-output modeling is a technique based on industry input and outputs, not occupations.

Direct impacts include employment, earnings, value added, and output produced by film industries. For example, consider a film studio in Cheyenne. The employees and proprietors at the film studio count as direct employment, along with its sales (output), wages and profits paid to workers (earnings), and sales minus intermediate inputs (value added).

Indirect impacts occur further up the supply chain. For example, a film studio purchasing construction materials to build a set is a direct impact, but when the construction wholesaler uses the proceeds of the sale to pay its employees and purchase timber from a local sawmill, this counts as an indirect impact. The local sawmill's supply purchases and wages also count as indirect impacts, along with the sawmill's suppliers, etc., until the proceeds of the original purchase by the film studio eventually are spent outside the region being studied. Induced impacts are the local economic activity generated by employees and proprietors along an industry's supply chain. For example, an induced impact occurs when a camera operator spends her wages on rent, groceries, and other goods and services at local stores.

To estimate induced and indirect impacts, first an estimate of direct impacts must be established. To do so, the CBEA uses industry sales, employment, earnings, and value added data from Lightcast for 2022 at the state and county level. These estimates are used as direct input to IMPLAN industry 429 – Motion Picture and Video Industries.

2.4 INTERSTATE COMPARISON

Next, the analysis compares the scale of the film economy in Wyoming to bordering states Montana, Idaho, Utah, Colorado, Nebraska, and South Dakota. From an industry perspective this study compares the 2022 ACPSA Motion pictures industry for Wyoming to that of bordering states. Because the populations and economies of the states around Wyoming are very different, figures are transformed into location quotients (LQ's). A location quotient is a measure of how concentrated a local area's industry is compared to the U.S. as a whole. A location quotient of 1 means that a local area's film industry is proportionally the same as the U.S.

Because the BEA does not keep a comparable account of state occupational statistics, the CBEA instead used data from the ACS 5-year estimates as housed by IPUMS (Ruggles, et al., 2024). The ACS is a survey of individuals conducted annually by the Census Bureau intended for use in estimating census information between census years. The ACS asks individuals questions about many topics. For the purposes of this study, the CBEA examined the employment, occupation, and state of residence information supplied by participants. In addition, the ACS 5-year estimates assign a person-weight to each respondent that estimates how many people in the United States

each respondent represents, which can be used to estimate totals. For example, a person employed as an actor with a person-weight of 15 represents about 15 people in the U.S. Adding up all the person-weights of respondents who list their occupation as Actor and who live in Wyoming gives a total estimate of the number of actors in Wyoming, for example. The CBEA reports the percentage of workers in each state that are in a film-related occupation and the median income of workers in film-related occupations.

2.5 SURVEY

The final step in this analysis is to use the results of a survey administered to film professionals by the Wyoming Arts Alliance (WAA) that performed some part of the filming process in Wyoming. The survey had two primary purposes. First, the WAA wanted to determine how much is spent on film production in Wyoming. Second, the WAA wanted to determine what barriers or challenges filmmakers encountered when trying to film in Wyoming. Based on the responses to the survey, the CBEA determined that using it as a tool to estimate film production spending in Wyoming would not lead to accurate results that could be used in input-output modeling due to insufficient response rates and lack of data on total film production within the state. Nevertheless, the responses to the survey are summarized in this report, with special attention paid to the barriers and challenges filmmakers faced. The survey questions used in this analysis are in Appendix B.

3 RESULTS

This section presents the results of the processes discussed in Section 2. For the occupation and economic impact results, only state and county totals are presented here. Results for individual industries and occupations can be found in Appendix A .

3.1 ECONOMIC IMPACTS

The following section presents the economic impact estimates of the film industry in Wyoming. All subsections report the results for employment, labor income, value added, and output. Employment gives an estimate of the number of full-time equivalent (FTE) jobs supported by economic activity encompassed by the film industry, including both employees and business operators. Labor income reports wages, salaries, and profits earned by business operators – including taxes. Value added represents the contribution to Gross State Product (GSP) by economic activity. Finally, output represents total sales in the film industry generated by economic activity. The difference between value added and output is that output “double counts” economic activity that passes along a supply chain. For example, imagine the production of a feature film in Wyoming. The production process involves several stages, starting with the studio’s film production, then video editing services, distribution to theaters, and eventually showing in theaters. The output here includes the total sales from the production, distribution, and theater screenings. However, value added only accounts for the actual contribution of each stage in the process such as the revenue from selling tickets at the theater or the markups by the distribution companies. For this reason, value added is usually considered a better indicator of economic

activity in a local area. Output is reported for completeness. In addition, IMPLAN also calculates the impact on local, county, state, and federal tax revenues, which are also reported below.

Results are reported at the state level and county level to give an idea of the spatial distribution of the film industry within the State. All values presented below are in 2024 dollars and utilize 2022 economic data.

Economic impacts

Table 3.1 shows the economic impact of the film industry in Wyoming, and Table 3.2 shows the impact of the film industry in individual Wyoming counties.

Table 3.1: Estimated economic impact of the film industry in Wyoming, 2022.

Impact	Employment	Labor Income	Value Added	Output
Direct	330.2	\$10,784,915	\$20,141,050	\$41,386,053
Indirect	90.5	\$3,585,151	\$6,821,925	\$16,595,642
Induced	40.3	\$1,745,829	\$3,573,011	\$6,662,564
Total	461.0	\$16,115,895	\$30,535,986	\$64,644,259

Table 3.2: Estimated economic impact of the film industry in Wyoming counties, 2022.

County	Impact	Employment	Labor Income	Value Added	Output
Albany	Direct	9.4	\$224,543	\$422,484	\$865,965
	Indirect	1.6	\$57,764	\$97,388	\$263,874
	Induced	1.1	\$43,916	\$88,003	\$160,706
	Total	12.1	\$326,223	\$607,875	\$1,290,545
Big Horn	Direct	0.1	\$460	\$857	\$1,741
	Indirect	0.0	\$72	\$123	\$379
	Induced	0.0	\$32	\$92	\$178
	Total	0.1	\$564	\$1,071	\$2,298
Campbell	Direct	10.8	\$265,051	\$500,872	\$1,028,276
	Indirect	1.4	\$58,641	\$120,966	\$283,325
	Induced	0.7	\$31,671	\$71,452	\$122,116
	Total	13.0	\$355,363	\$693,290	\$1,433,717
Carbon	Direct	4.0	\$122,316	\$230,717	\$472,832
	Indirect	0.8	\$24,300	\$43,567	\$121,362
	Induced	0.3	\$7,966	\$21,220	\$38,729
	Total	5.0	\$154,583	\$295,503	\$632,924
Converse	Direct	2.3	\$99,982	\$189,468	\$389,547
	Indirect	0.8	\$20,362	\$41,132	\$125,035
	Induced	0.1	\$5,746	\$13,849	\$23,097
	Total	3.3	\$126,090	\$244,449	\$537,679
Crook	Direct	0.1	\$835	\$1,555	\$3,158
	Indirect	0.0	\$110	\$231	\$993
	Induced	0.0	\$55	\$162	\$322
	Total	0.1	\$999	\$1,948	\$4,474

Table 3.2 (continued): Estimated economic impact of the film industry in Wyoming counties, 2022.

County	Impact	Employment	Labor Income	Value Added	Output
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Fremont	Direct	12.3	\$316,311	\$598,159	\$1,228,036
	Indirect	2.4	\$66,783	\$130,695	\$394,334
	Induced	1.2	\$49,779	\$103,096	\$194,123
	Total	15.9	\$432,873	\$831,950	\$1,816,492
Goshen	Direct	1.4	\$41,678	\$77,626	\$157,685
	Indirect	0.2	\$7,120	\$11,805	\$34,900
	Induced	0.1	\$5,483	\$11,770	\$22,531
	Total	1.8	\$54,281	\$101,201	\$215,116
Hot Springs	Direct	4.4	\$117,288	\$220,165	\$449,690
	Indirect	1.1	\$41,244	\$74,910	\$213,136
	Induced	0.3	\$10,640	\$26,025	\$48,304
	Total	5.8	\$169,173	\$321,100	\$711,130
Johnson	Direct	5.0	\$188,380	\$351,856	\$716,161
	Indirect	1.4	\$65,826	\$91,547	\$232,691
	Induced	0.7	\$23,601	\$53,137	\$106,826
	Total	7.1	\$277,806	\$496,539	\$1,055,678
Laramie	Direct	43.6	\$1,587,665	\$2,979,329	\$6,090,917
	Indirect	11.0	\$405,959	\$712,619	\$1,887,216
	Induced	7.2	\$294,846	\$605,836	\$1,181,822
	Total	61.8	\$2,288,471	\$4,297,784	\$9,159,956
Lincoln	Direct	16.0	\$577,720	\$1,085,229	\$2,218,550
	Indirect	5.8	\$182,373	\$404,894	\$1,129,285
	Induced	1.7	\$54,276	\$145,825	\$281,018
	Total	23.5	\$814,370	\$1,635,949	\$3,628,852
Natrona	Direct	50.9	\$1,200,207	\$2,264,620	\$4,652,335
	Indirect	9.1	\$340,024	\$620,650	\$1,576,261
	Induced	5.1	\$234,966	\$443,554	\$816,217
	Total	65.0	\$1,775,197	\$3,328,823	\$7,044,814
Niobrara	Direct	0.0	\$0	\$0	\$0
	Indirect	0.0	\$0	\$0	\$0
	Induced	0.0	\$0	\$0	\$0
	Total	0.0	\$0	\$0	\$0
Park	Direct	24.9	\$629,229	\$1,098,559	\$2,417,728
	Indirect	6.6	\$283,699	\$470,846	\$1,157,677
	Induced	2.9	\$115,262	\$230,405	\$440,876
	Total	34.4	\$1,028,189	\$1,799,810	\$4,016,282
Platte	Direct	2.4	\$87,030	\$165,386	\$340,688
	Indirect	0.8	\$17,476	\$34,417	\$112,649
	Induced	0.3	\$10,166	\$22,381	\$41,272
	Total	3.4	\$114,671	\$222,184	\$494,609
Sheridan	Direct	28.9	\$974,006	\$1,834,187	\$3,755,800
	Indirect	9.2	\$382,537	\$575,350	\$1,593,817
	Induced	5.0	\$165,640	\$363,545	\$770,518
	Total	43.1	\$1,522,182	\$2,773,082	\$6,120,135
Sublette	Direct	1.0	\$33,377	\$62,167	\$126,282
	Indirect	0.1	\$8,365	\$11,566	\$25,654
	Induced	0.1	\$3,034	\$8,096	\$14,161
	Total	1.2	\$44,776	\$81,829	\$166,097

Table 3.2 (continued): Estimated economic impact of the film industry in Wyoming counties, 2022.

County	Impact	Employment	Labor Income	Value Added	Output
Sweetwater	Direct	17.0	\$239,732	\$454,224	\$933,781
	Indirect	1.0	\$42,697	\$81,724	\$199,447
	Induced	0.7	\$26,024	\$59,622	\$104,098

Teton	Total	18.6	\$308,454	\$595,570	\$1,237,326
	Direct	60.7	\$3,429,069	\$6,380,799	\$13,028,518
	Indirect	33.9	\$2,055,921	\$4,257,615	\$8,314,527
	Induced	4.0	\$247,643	\$456,556	\$758,371
Uinta	Total	98.6	\$5,732,633	\$11,094,970	\$22,101,417
	Direct	20.5	\$440,645	\$829,039	\$1,702,844
	Indirect	3.1	\$155,520	\$351,157	\$814,774
	Induced	1.5	\$59,747	\$133,471	\$253,429
Washakie	Total	25.1	\$655,912	\$1,313,667	\$2,771,047
	Direct	0.4	\$3,449	\$6,460	\$13,194
	Indirect	0.0	\$676	\$1,334	\$3,426
	Induced	0.0	\$508	\$1,041	\$2,029
Weston	Total	0.4	\$4,633	\$8,835	\$18,648
	Direct	7.2	\$205,941	\$387,292	\$792,325
	Indirect	2.2	\$57,946	\$123,556	\$353,102
	Induced	0.5	\$14,984	\$41,697	\$77,482
Total		9.9	\$278,871	\$552,544	\$1,222,908

In 2022, the film industry generated 461 full time-equivalent jobs and approximately \$30.5 million in value added in Wyoming. Of the 23 counties in Wyoming, the top 3 counties for film industry value added and employment are Teton, Laramie, and Natrona Counties, with Teton County far exceeding any other counties in both value added and employment.

Tax revenue from the film industry

Table 3.3 shows the local, county, state, and federal tax revenue generated by the film industry in Wyoming at the statewide level. Table 3.4 breaks down these tax revenue contributions by county in Wyoming.

Table 3.3: Tax contributions of the film industry in Wyoming, 2022.

Impact	Local	County	State	Federal	Total
Direct	\$101,303	\$52,366	\$410,793	\$2,655,041	\$3,219,503
Indirect	\$94,532	\$47,635	\$340,403	\$942,337	\$1,424,907
Induced	\$75,841	\$38,000	\$265,022	\$490,210	\$869,073
Total	\$271,675	\$138,001	\$1,016,218	\$4,087,588	\$5,513,483

Table 3.4: Tax contributions of the film industry by county in Wyoming, 2022.

County	Impact	Local	County	State	Federal	Total
Albany	Direct	\$1,693	\$668	\$10,095	\$62,131	\$74,587
	Indirect	\$1,138	\$437	\$5,942	\$15,355	\$22,872
	Induced	\$1,457	\$554	\$7,426	\$12,975	\$22,411
	Total	\$4,288	\$1,659	\$23,463	\$90,460	\$119,870
Big Horn	Direct	\$124	\$27	\$232	\$108	\$491

	Indirect	\$6	\$1	\$11	\$19	\$38
	Induced	\$4	\$1	\$8	\$10	\$23
	Total	\$134	\$30	\$251	\$138	\$552
Campbell	Direct	\$2,474	\$1,153	\$6,634	\$69,964	\$80,225
	Indirect	\$2,171	\$941	\$4,058	\$15,891	\$23,061
	Induced	\$2,758	\$1,178	\$4,749	\$9,000	\$17,685
	Total	\$7,403	\$3,272	\$15,441	\$94,855	\$120,971
Carbon	Direct	\$2,102	\$1,490	\$5,833	\$29,539	\$38,964
	Indirect	\$906	\$643	\$2,361	\$5,984	\$9,894
	Induced	\$642	\$456	\$1,624	\$2,383	\$5,105
	Total	\$3,650	\$2,589	\$9,817	\$37,905	\$53,962
Converse	Direct	\$1,261	\$1,360	\$3,272	\$26,781	\$32,674
	Indirect	\$1,243	\$1,329	\$2,342	\$5,270	\$10,184
	Induced	\$414	\$442	\$771	\$1,586	\$3,214
	Total	\$2,917	\$3,132	\$6,386	\$33,637	\$46,072
Crook	Direct	\$143	\$75	\$477	\$194	\$889
	Indirect	\$7	\$3	\$23	\$32	\$65
	Induced	\$5	\$3	\$17	\$18	\$42
	Total	\$155	\$81	\$516	\$244	\$996
Fremont	Direct	\$4,553	\$1,718	\$20,343	\$86,603	\$113,217
	Indirect	\$2,210	\$820	\$9,154	\$19,063	\$31,246
	Induced	\$2,270	\$839	\$9,240	\$14,654	\$27,003
	Total	\$9,034	\$3,377	\$38,737	\$120,320	\$171,467
Goshen	Direct	\$7,833	\$2,631	\$24,962	\$8,975	\$44,400
	Indirect	\$342	\$116	\$1,140	\$1,852	\$3,451
	Induced	\$305	\$104	\$1,021	\$1,652	\$3,081
	Total	\$8,481	\$2,851	\$27,123	\$12,478	\$50,932
Hot Springs	Direct	\$1,236	\$598	\$5,248	\$38,293	\$45,375
	Indirect	\$799	\$377	\$3,087	\$13,695	\$17,957
	Induced	\$695	\$322	\$2,443	\$3,930	\$7,390
	Total	\$2,730	\$1,297	\$10,777	\$55,918	\$70,722
Johnson	Direct	\$3,093	\$1,269	\$11,105	\$42,924	\$58,391
	Indirect	\$1,741	\$702	\$6,155	\$14,914	\$23,512
	Induced	\$1,465	\$581	\$5,060	\$6,598	\$13,705
	Total	\$6,299	\$2,552	\$22,320	\$64,437	\$95,608
Laramie	Direct	\$15,862	\$10,713	\$87,508	\$375,551	\$489,633
	Indirect	\$7,098	\$4,744	\$38,300	\$101,050	\$151,193
	Induced	\$8,929	\$5,934	\$46,419	\$78,309	\$139,592
	Total	\$31,889	\$21,391	\$172,227	\$554,911	\$780,418
Lincoln	Direct	\$4,568	\$2,054	\$18,772	\$161,310	\$186,703
	Indirect	\$5,690	\$2,477	\$17,597	\$52,921	\$78,685
	Induced	\$4,235	\$1,831	\$12,277	\$16,869	\$35,212
	Total	\$14,492	\$6,362	\$48,646	\$231,100	\$300,600
Natrona	Direct	\$15,764	\$5,304	\$98,904	\$290,168	\$410,140
	Indirect	\$6,188	\$2,051	\$39,004	\$91,674	\$138,917
	Induced	\$5,977	\$1,959	\$37,132	\$67,204	\$112,272
	Total	\$27,930	\$9,315	\$175,040	\$449,045	\$661,329

Table 3.6 (continued): Tax contributions of the film industry by county in Wyoming, 2022.

County	Impact	Local	County	State	Federal	Total
Niobrara	Direct	\$0	\$0	\$0	\$0	\$0
	Indirect	\$0	\$0	\$0	\$0	\$0
	Induced	\$0	\$0	\$0	\$0	\$0
	Total	\$0	\$0	\$0	\$0	\$0
Park	Direct	\$7,947	\$2,586	\$37,321	\$135,598	\$183,452
	Indirect	\$6,048	\$1,910	\$28,012	\$65,777	\$101,747
	Induced	\$4,694	\$1,452	\$21,302	\$30,440	\$57,888
	Total	\$18,689	\$5,949	\$86,635	\$231,814	\$343,087
Platte	Direct	\$1,078	\$480	\$4,549	\$21,770	\$27,876
	Indirect	\$882	\$378	\$3,320	\$4,495	\$9,075
	Induced	\$508	\$218	\$1,930	\$2,834	\$5,489
	Total	\$2,467	\$1,076	\$9,799	\$29,098	\$42,440
Sheridan	Direct	\$13,390	\$8,292	\$100,113	\$217,975	\$339,770
	Indirect	\$5,758	\$3,559	\$43,708	\$89,573	\$142,598
	Induced	\$5,281	\$3,232	\$39,330	\$47,839	\$95,682
	Total	\$24,429	\$15,083	\$183,151	\$355,387	\$578,050
Sublette	Direct	\$8,437	\$7,010	\$12,329	\$7,427	\$35,203
	Indirect	\$130	\$111	\$244	\$1,818	\$2,303
	Induced	\$319	\$265	\$490	\$878	\$1,952
	Total	\$8,886	\$7,386	\$13,063	\$10,123	\$39,458
Sweetwater	Direct	\$5,187	\$3,084	\$12,434	\$59,218	\$79,923
	Indirect	\$903	\$537	\$2,265	\$11,283	\$14,988
	Induced	\$1,901	\$1,118	\$4,213	\$7,527	\$14,760
	Total	\$7,991	\$4,740	\$18,912	\$78,027	\$109,671
Teton	Direct	\$13,491	\$6,824	\$117,307	\$728,233	\$865,856
	Indirect	\$19,150	\$9,733	\$141,186	\$450,805	\$620,873
	Induced	\$4,294	\$2,186	\$29,635	\$54,775	\$90,890
	Total	\$36,934	\$18,743	\$288,128	\$1,233,813	\$1,577,619
Uinta	Direct	\$1,708	\$892	\$13,452	\$119,520	\$135,572
	Indirect	\$1,458	\$696	\$9,447	\$44,873	\$56,473
	Induced	\$2,344	\$1,062	\$13,451	\$17,644	\$34,501
	Total	\$5,510	\$2,650	\$36,349	\$182,037	\$226,546
Washakie	Direct	\$24	\$7	\$104	\$899	\$1,034
	Indirect	\$33	\$8	\$113	\$186	\$340
	Induced	\$26	\$6	\$89	\$148	\$269
	Total	\$82	\$21	\$307	\$1,234	\$1,643
Weston	Direct	\$1,874	\$650	\$7,238	\$56,506	\$66,268
	Indirect	\$2,673	\$849	\$8,138	\$16,615	\$28,275
	Induced	\$1,361	\$427	\$4,018	\$4,832	\$10,638
	Total	\$5,908	\$1,926	\$19,394	\$77,952	\$105,180

The film industry generated approximately \$5.5 million in tax revenues with about 26% of the revenue staying within the State. Approximately \$1 million accrued directly to the State government. Roughly consistent with economic impacts, the three counties with the largest film economy state tax revenue generation are Teton, Laramie, and Natrona Counties, with Sheridan County being a close fourth. Teton county itself accounts for over one quarter of the total state tax revenue generated by the Wyoming film industry.

3.2 OCCUPATIONS

Tables 3.1 and 3.2 present the full-time equivalent jobs supported by the film industry NAICS code included in our economic impact estimates. In this section, we break down the total number of film jobs by occupation class and accompanying SOC code. We follow the *Colorado Film Study* (McCune, Van Wyck, & Seman, 2022) and select SOC codes corresponding to the film industry, displayed in Table 3.5 below. Table 3.5 presents the number of jobs per occupation class at the state level from 2018-2022 alongside the percent change in the number of jobs per occupation class, derived from CVSuite data. It is worth noting that total job numbers presented in Table 3.5 differ from those presented in the economic impact estimates because 1) Table 3.5 includes full-time and part-time workers whereas Tables 3.1 and 3.2 present full-time equivalents; 2) The SOC codes used in Table 3.5 include all occupations classes that may contain film industry workers. However, given data limitations, we are unable to differentiate which workers within a given class work in the film industry versus other industries. For example, SOC code 27-1013 includes all fine artists, including painters, sculptors, and illustrators. Some illustrators may work within the film industry (in animation, poster design, etc.), but many fine artists do not. Therefore, the number of total jobs displayed in Table 3.5 is likely overstated. The economic impact estimates presented in Tables 3.1 and 3.2 use a more restrictive definition of film industry employment. Nevertheless, the numbers presented Table 3.5 provide a useful understanding of the upper limit of film industry employment in the State, and certain occupation classes limited to the film industry (e.g., “27-4032: Film and video editors”) are accurate. Additional county-specific tables are included in the appendix.

Table 3.5: Number of jobs per occupation category in Wyoming years 2018-2022.

SOC code	Occupation	2018	2019	2020	2021	2022	% Change 2018-2022
27-1011	Art Directors	300	327	318	393	439	46%
27-1013	Fine Artists, Including Painters, Sculptors, and Illustrators	450	515	558	610	611	36%
27-1014	Special Effects Artists and Animators	214	172	179	204	201	-6%
27-1019	Artists and Related Workers, All Other	88	112	115	84	115	31%
27-1027	Set and exhibit designers	108	101	92	88	87	-19%
27-2011	Actors	211	222	152	145	177	-16%
27-2012	Producers and directors	169	188	216	226	237	40%
27-2099	Entertainers and Performers, Sports and Related Workers	221	221	217	195	192	-13%
27-3099	Media and Communication Workers, All Other	87	41	29	32	34	-61%
27-4011	Audio and Video Technicians	155	157	143	121	105	-32%
27-4012	Broadcast technicians	148	121	94	66	80	-46%
27-4014	Sound engineering technicians	16	18	18	19	18	12%
27-4021	Photographers	1,932	1,821	1,903	2,055	2,157	12%
27-4031	Camera Operators, Television, Video, and Film	51	72	82	80	97	90%
27-4032	Film and video editors	59	76	77	89	91	54%
39-3031	Ushers, lobby attendants, and ticket takers	150	161	88	84	165	10%
39-3092	Costume attendants	3	3	3	2	2	-33%
39-3099	Entertainment attendants and related workers, all other	1	1	1	2	3	200%
39-5091	Makeup artists, theatrical and performance	14	18	19	18	19	36%
Total	Total	4,377	4,347	4,304	4,513	4,830	10%

Figure 3.1 shows the total number of film-related jobs (using the SOC codes from Table 3.5) by county in Wyoming for 2022. Corresponding with the general results from the economic impact estimates, Laramie, Teton, Natrona, and Sheridan Counties have the largest total number of film industry workers within the State. Figure 3.2 shows the total number of film industry jobs as a percentage of total county employment for 2022.³ As a percentage of total county employment, film industries make up the largest percentage in Teton and Sheridan counties, with over 3% of county employment coming from film industry occupations.

³ Data on total county employment from The State of Wyoming's Economic Analysis Division (http://eadiv.state.wy.us/Demog_data/2022County_Profile.html).

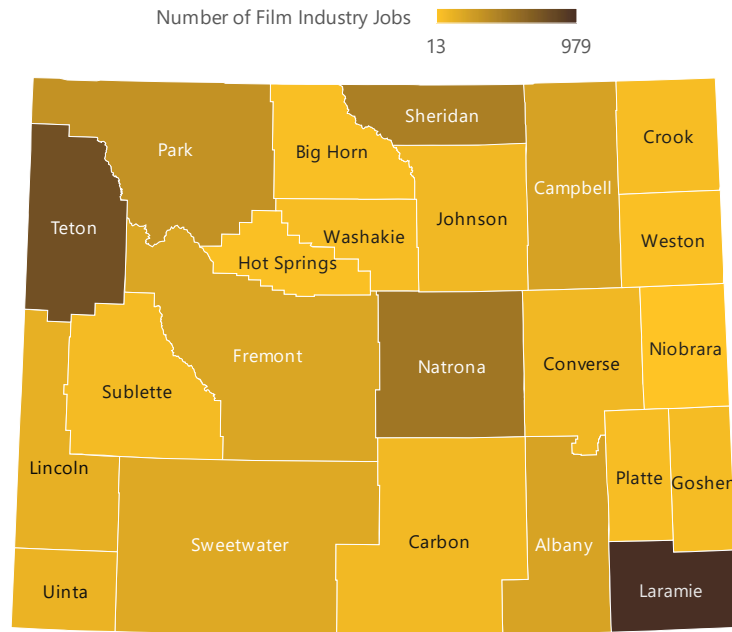


Figure 3.1: Film-related jobs by county in Wyoming in 2022

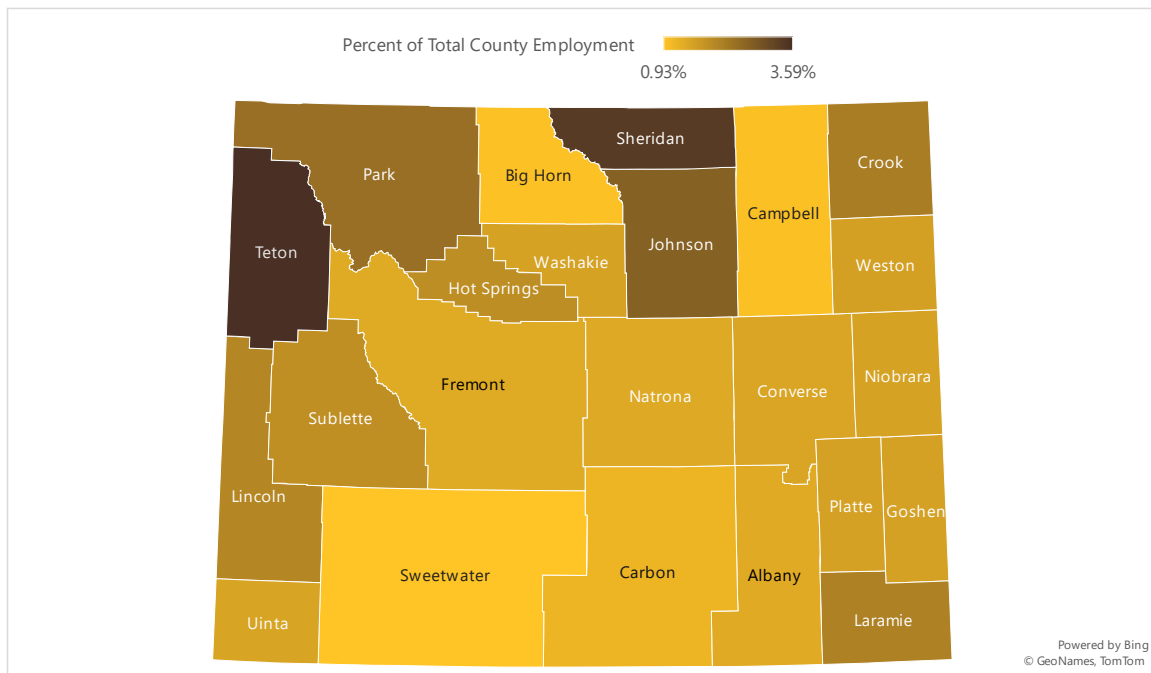


Figure 3.2: Film-related jobs as a percentage of total county employment in Wyoming in 2022

3.3 INTERSTATE COMPARISON

This section presents several figures and tables to show how the film economy in Wyoming compares to surrounding states in 2022. Results are presented from both an occupation and an industry perspective. Wyoming is compared to bordering states as these are the ones most likely to compete for film spending. Wyoming and the surrounding states differ in the sizes of their economies. To make valid cross-state comparisons, figures are usually presented as a percentage of a comparable statewide measure.

3.3.1 Occupations

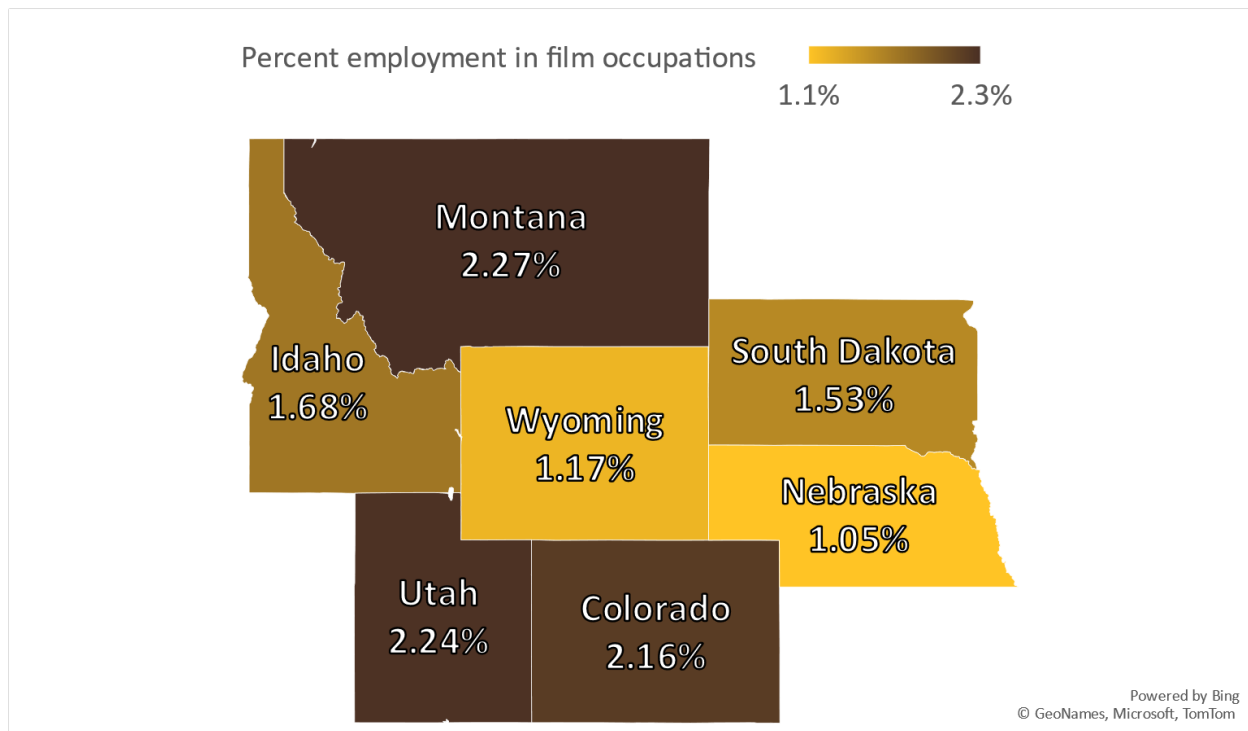


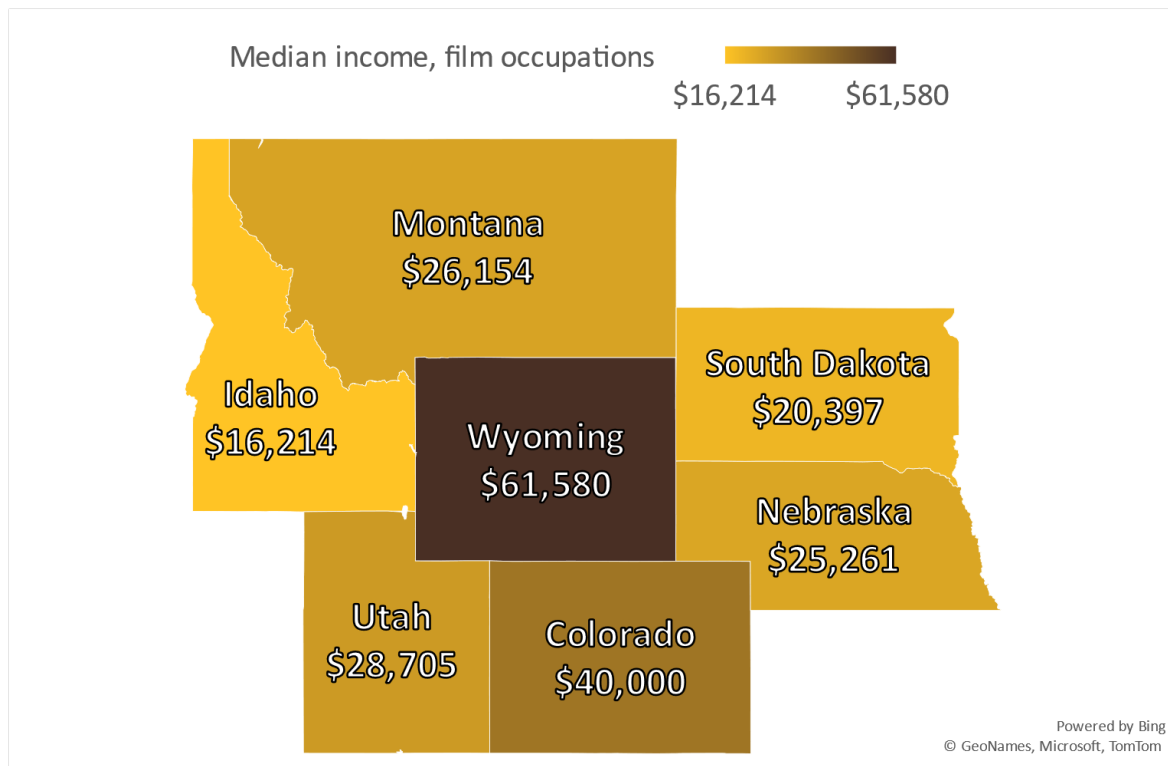
Figure 3.3: Percent employment in film occupations in Wyoming and surrounding states, 2022.

Figure 3.3 compares film employment for Wyoming and surrounding states from an occupational perspective. Each state shows the percentage of workers with a film occupation in 2022 as defined in Table 2.3.

Compared to the peer group of surrounding states, Wyoming has proportionally fewer people working in film occupations. Colorado has the largest percentage of film jobs at 2.16% while Nebraska has the lowest at 1.05%. Wyoming has the second lowest at 1.17%.

Figure 3.4 shows the median annual income for those employed in film occupations for Wyoming and the surrounding states. Figure 3.4 shows that, while Wyoming may have a smaller percentage of people employed in film occupations, their median income is the highest in this peer group at

\$61,580. Colorado has the second highest median income at \$40,000 while Idaho has the lowest median income at \$16,214 – more than \$45,000 less than Wyoming.



Note: Data come from the ACS 5-year estimates public use microdata accessed through IPUMS (Ruggles, et al., 2024).

Figure 3.4: Median income in film-related occupations in Wyoming and surrounding states.

3.3.2 Industries

This section presents maps that show how Wyoming's film economy compares to surrounding states. Figure 3.5 shows the location quotient for industry employment for film industries in 2022.

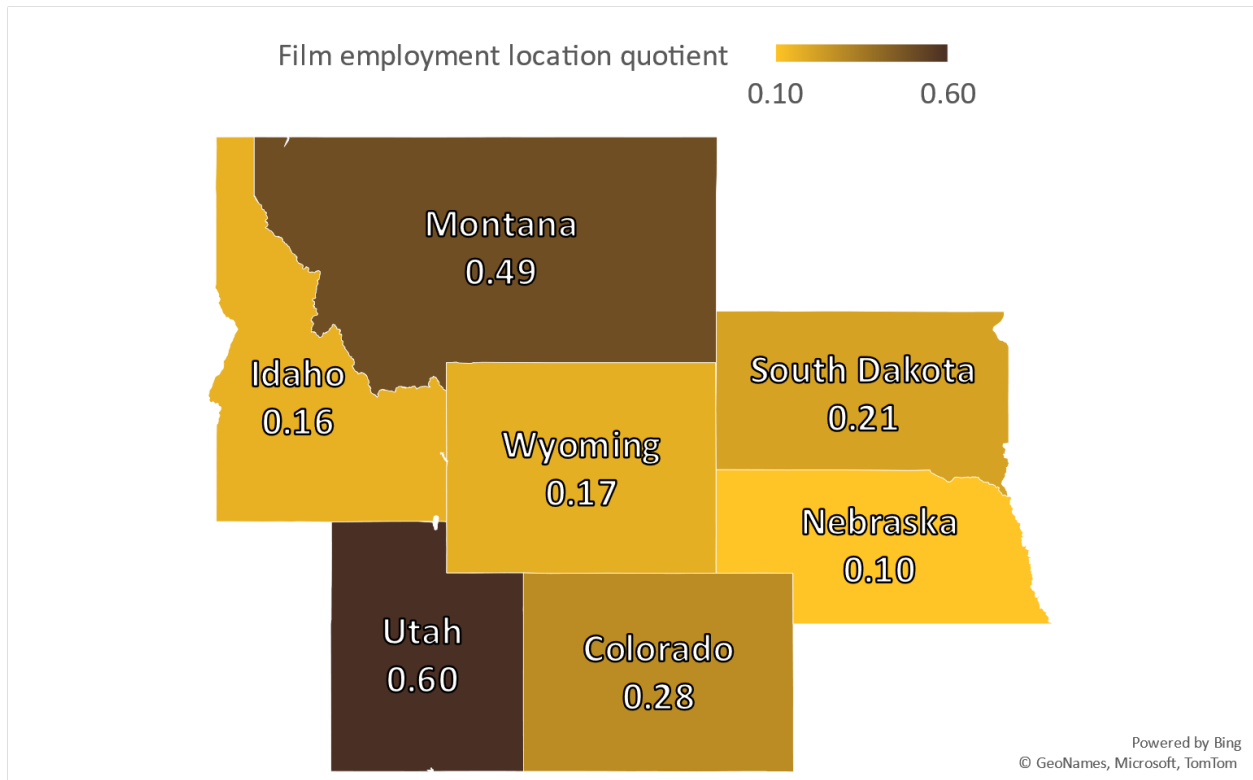


Figure 3.5: Location Quotient of workers employed in film industries in Wyoming and surrounding states, 2022.

Echoing Figure 3.3, Figure 3.5 shows that Wyoming employs proportionally few people in film industries compared to other states. Utah has the highest location quotient at 0.60, while Nebraska has the lowest at 0.10. Wyoming has the smallest proportion of film-related workers with a location quotient of 0.17. All the states in this peer group have a smaller proportion of employment in film industries than the national average with LQ's less than 1.

Figure 3.6 shows the LQ of film compensation in Wyoming and surrounding states.

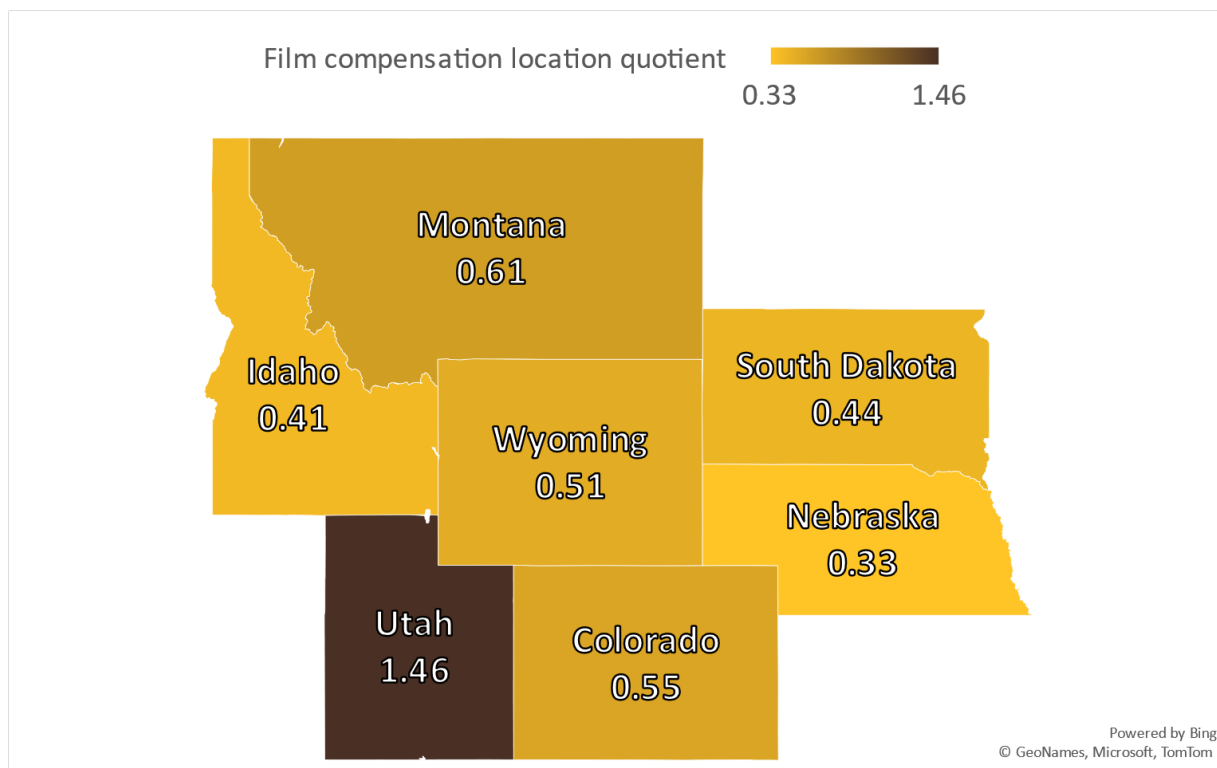


Figure 3.6: Percentage of total employee compensation attributed to film industries in Wyoming and surrounding states.

Utah stands out as the only member of this peer group with a location quotient greater than 1. Although Utah has fewer than the national average percentage of workers in film industries (Figure 3.5, LQ of 0.6), compensation in the film industry is above the national average (LQ of 1.45).

Figure 3.7 shows the location quotient of value added in Wyoming and surrounding states produced by film industries.

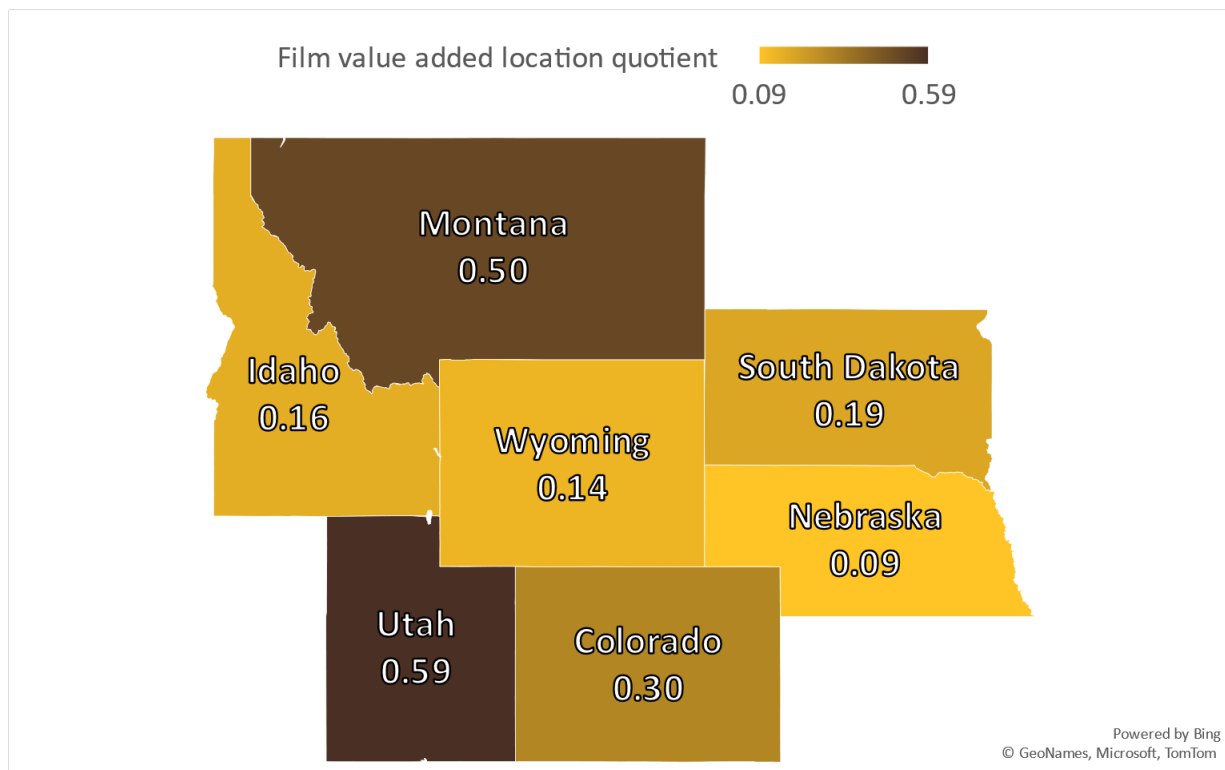


Figure 3.7: Percentage of gross domestic product attributed to film industries in Wyoming and surrounding states.

In terms of value added, Figure 3.7 shows that Utah's film industry is the most productive out of this peer group, with Nebraska having the lowest LQ at 0.09 and Wyoming the second lowest at 0.14.

The results in Figures 3.3, 3.4, 3.5, and 3.6 seem somewhat contradictory at first glance, but instead reveal structural differences in the film economies of Wyoming and surrounding states. See Section 4.3 for more explanation.

3.4 SURVEY

To understand the wider sentiments of production companies that have filmed in Wyoming and to gather specific details on productions, a survey was designed by the CBEA in partnership with the Wyoming Arts Alliance and disseminated via an email to production companies. Fourteen production companies responded to the survey and provided company and project details. Production projects took place from 2009 to 2024. Due to the low response rate and the inability to survey a representative sample of Wyoming film projects, the responses to the survey are not representative of filmmaking in Wyoming overall.

Where are Production Company Filming in Wyoming Based?

Most surveyed production companies were based in Wyoming. However, five indicated that they were based outside of the state. Out-of-state production companies were based in Colorado (this

company also indicated that it had a Wyoming state presence), Massachusetts, New York, Pennsylvania, and Texas.

What Activities Take Place in Wyoming?

Pre-production activities took place in Wyoming for all but three projects, with all projects undertaking production activities in Wyoming. In addition, post-production activities took place in Wyoming for all but two of the Wyoming-based companies that had projects in the state. Figure 3.8 below breaks down productions by type of the survey respondents.

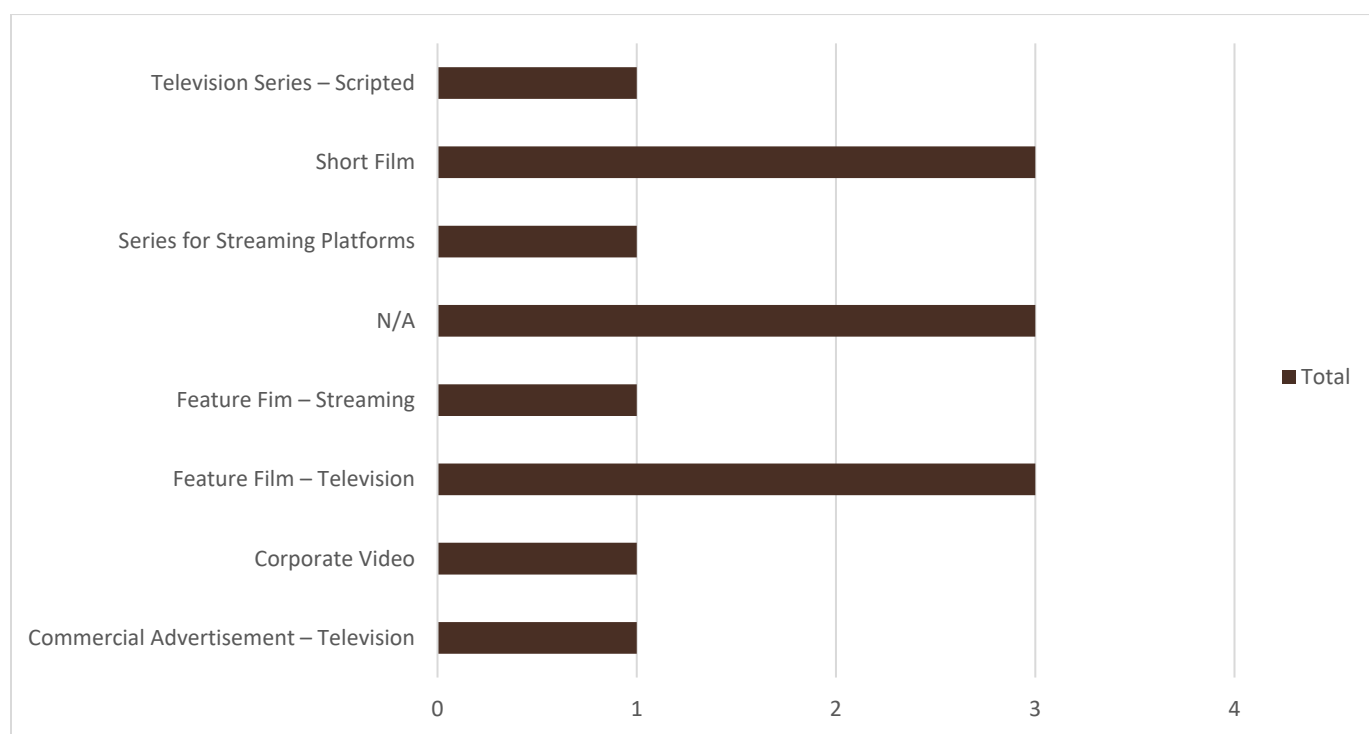
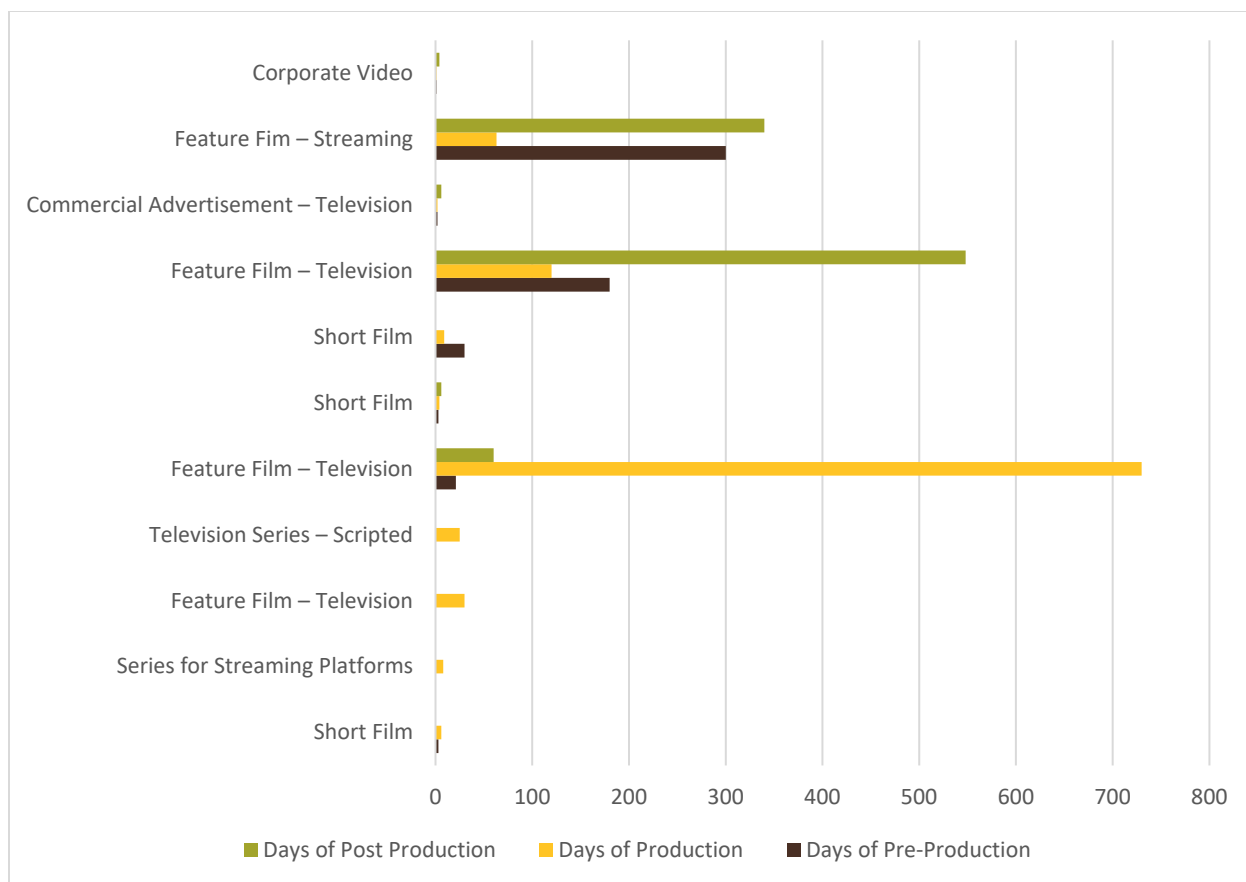


Figure 3.8: Types of film production in survey responses

Production Activity Details

Figure 3.8 provides details on the number of days of pre-production, production, and post-production by project type.⁴

⁴ Three production companies did not submit any data on length of pre-production, production, or post-production.



Note: one respondent reported production time of “years” in the survey, which the CBEA interprets as a minimum of two years (730 days). This film had an atypical production style that should not be interpreted as normal in the Wyoming film industry.

Figure 3.9: Days of pre-production, production, and post-production by project type in survey responses

Total expenditures in Wyoming, including cast and crew salaries, wages, benefits, and labor taxes, goods, lodging, and other services varied by project from a reported low of \$0 to a reported high of \$50,000, with an average of around \$19,000.

At What Locations in Wyoming Did Filming Take Place?

Filming for these productions took place all over the state with filming locations in Albany County, Big Horn County, Campbell County, Converse County, Fremont County, Goshen County, Johnson County, Laramie County, Natrona County, Park County, Platte County, Sweetwater County, Teton County, Uinta County, and Washakie County.

Why Did Production Companies Choose to Film in Wyoming?

Respondents overwhelmingly cited historical accuracy as the primary reason for filming in Wyoming with remaining respondents indicating that client and participant location was the primary reason for filming in the state.

What Were the Barriers to Conducting Filming Activities in Wyoming?

Respondents were asked to identify barriers to filming in Wyoming. Three respondents cited weather as a significant barrier and two identified working during the height of the COVID-19 pandemic as a challenge. Two respondents mentioned permitting issues for filming on public lands, one mentioning local authorities and another mentioning the US Forest Service. One respondent indicated that infrastructure in the state presented challenges. Another respondent indicated that finding post-production support for color correction and sound editing/mixing was a challenge and that they would need to go out of state if additional equipment needed to be rented or replaced.

4 DISCUSSION

This section discusses some of the implications of the findings in this report along with the limitations of the methodology used.

4.1 ECONOMIC IMPACTS

In 2022, Wyoming's film industries supported 461 jobs, \$16,115,895 in labor income, \$30,535,986 in value added, and \$64,644,259 in economic output when including direct, indirect, and induced impacts (Table 3.1). Teton County contributed the most to Wyoming's film economy with direct impacts of 60.7 FTE jobs, \$3,429,096 in labor income, \$6,380,799 in value added, and \$13,028,518 in output. The next highest contributors are the largest population centers in Wyoming, Natrona and Laramie Counties. There are several likely reasons for Teton County's high contribution. First, Yellowstone and Grand Teton National Parks are located mostly within Teton County and are very popular filming locations for nature documentaries and other outdoor-focused productions. In addition, Teton County is the wealthiest and most visited county in Wyoming. Both factors contribute to the consumption side of the film industry, with both vacation-goers and wealthy patrons increasing demand for film screenings.

For its relatively small size, Sheridan County also has an outsized contribution to Wyoming's film economy with the second highest concentration of film employment at 3.37% (Figure 3.2). This is part of a larger trend of growth in arts and culture industries in Sheridan County (Holland, Kirkland, & Specht, 2024). For all of Wyoming, growth in employment has increased by about 1% from 2018 to 2022 while Sheridan has seen a 46% increase in arts employment over the same period. Investigating the reasons for this growth is beyond the scope of this report, but it may be that other areas of Wyoming seeking to grow their film economy can look to Sheridan as an example.

4.2 OCCUPATIONS

Compared to Wyoming's neighbors, relatively few people are employed in film occupations (1.17%, Figure 4.3), but they have much higher incomes (\$61,580 median income, Figure 3.4). More research may be needed to determine exactly why this is.

In examining the data in more detail, the CBEA discovered that, while Wyoming may have the highest median income for film-related occupations, the benefits of this high pay are largely going to men in film occupations, not women. Table 4.1 below shows, the disparity in income is not due to women in the film industry being paid less than surrounding states, but rather due to men in the film industry being paid more than surrounding states. Table 4.1 shows the percentage of female respondents in the film industry by State, the median income for males and females in each state, and the correlation between total income and responding female.

Table 4.1: Film occupation participation and income for males and females in Wyoming and surrounding states in 2022.

State	Percentage female	Median income, males	Median income, females	Income disparity	Correlation between female and income
Wyoming	33.9%	\$72,912	\$16,267	\$56,645	-0.477
Colorado	42.3%	\$48,641	\$27,557	\$21,084	-0.169
Idaho	49.7%	\$29,226	\$15,864	\$13,362	-0.290
Montana	42.3%	\$33,152	\$15,161	\$17,536	-0.203
Nebraska	43.6%	\$32,427	\$14,813	\$17,614	-0.162
South Dakota	36.5%	\$24,861	\$18,376	\$6,485	-0.257
Utah	38.0%	\$36,246	\$13,767	\$22,570	-0.159

Wyoming has the lowest female participation rate in the film industry, the greatest disparity in median incomes between men and women, and the greatest negative correlation between being female and income among its peer group. While Wyoming may have the highest compensation for film industry workers among its peer group, Table 4.1 shows that this income is not distributed equally but is largely benefitting men in the film industry. More research is needed to determine the reasons for this disparity.

Table 4.2 reveals that Wyoming's high median income is not due to one single occupation. Table 4.2 shows the median income in each film related occupation in the seven-state region and in Wyoming. For nearly every occupation, the median income is higher in Wyoming than in the region as a whole. Only two occupations had a lower median income in Wyoming: Photographers and Makeup Artists, Theatrical and Performance. One possible explanation for this finding is that the small scale of Wyoming's arts and culture economy means that many of the individuals that produce in these occupations do not do so as their primary occupation, and therefore only the paid professionals in Wyoming show up in the ACS data. However, there are many other possible

candidate explanations. For example, the high pay of producers, directors, and actors may mean that certain individuals that live in Wyoming but primarily produce films outside the State are included in the ACS data. It may be that high earning actors, producers, or directors who primarily work outside the State choose to live in Wyoming because there is no income tax.

Table 4.2: Median income by occupation for Wyoming and the seven-state region of Wyoming and surrounding states.

Occupation	Seven-state region	Wyoming	Difference
Producers and Directors	\$65,000	\$103,190	\$38,190
Set and Exhibit Designers	\$64,855	\$75,123	\$10,268
Sound Engineering Technicians	\$54,277	\$81,984	\$27,707
Audio and Video Technicians	\$54,277	\$81,984	\$27,707
Broadcast Technicians	\$54,277	\$81,984	\$27,707
Media and Communication Workers, All Other	\$50,991	N/A	N/A
Camera Operators, Television, Video, and Film	\$40,439	\$56,800	\$16,361
Film and Video Editors	\$40,439	\$56,800	\$16,361
Photographers	\$29,020	\$23,791	-\$5,229
Art Directors	\$28,705	\$70,627	\$41,922
Special Effects Artists and Animators	\$28,705	\$70,627	\$41,922
Fine Artists, Including Painters, Sculptors, and Illustrators	\$28,705	\$70,627	\$41,922
Artists and Related Workers, All Other	\$28,705	\$70,627	\$41,922
Entertainers and Performers, Sports and Related Workers, All Other	\$24,185	N/A	N/A
Makeup Artists, Theatrical and Performance	\$16,374	\$11,898	-\$4,476
Actors	\$14,439	\$105,215	\$90,776
Costume Attendants	\$9,587	\$17,302	\$7,715
Entertainment Attendants and Related Workers, All Other	\$9,587	\$17,302	\$7,715
Ushers, Lobby Attendants, and Ticket Takers	\$5,584	\$2,849	-\$2,735

4.3 OCCUPATION AND INDUSTRY COMPARISON

A comparison of Figures 3.3, 3.4, 3.5, 3.6 is revealing of how different the film industry is in different states. Wyoming has a high median income in film-related *occupations*, while having a low proportion of compensation in the film *industry*. There are several possible reasons for this difference. First, comparing Figure 3.3 to Figure 3.5 suggests that proportionally fewer workers in film-related occupations are working in the film industry in Wyoming. Meaning the high median income of film-related occupations in Wyoming may not apply to the film industry directly, though Table 4.2 suggests that the median income is higher even in occupations that are primarily film-related, like Film and Video Editors.

A second reason for Utah's high film industry compensation but low median income in film-related occupations is the scale of Utah's film economy. Figure 3.5 shows that Utah has a relatively high proportion of workers in the film industry, which means that compensation in the film

industry is spread over a greater proportion of Utah's workforce than Wyoming. Table 4.3 supports this hypothesis. Table 4.3 shows total employment, compensation, and compensation per worker in the film industry in Wyoming and surrounding states.

Table 4.3: Employment, compensation, and compensation per worker in the film industry in 2022.

State	Employment	Compensation (Thousands of \$)	Compensation per worker (\$)
Wyoming	384	\$10,915	\$28,424
Colorado	4,347	\$234,558	\$53,959
Idaho	917	\$29,160	\$31,799
Montana	839	\$54,259	\$64,671
Nebraska	897	\$23,469	\$26,164
South Dakota	546	\$20,433	\$37,423
Utah	6,704	\$244,653	\$36,494

While Utah has the highest LQ in terms of total compensation in the film industry, it is third highest in compensation per workers at \$36,494, meaning the total compensation in Utah is spread over more workers than in other states.

4.4 BARRIERS AND OPPORTUNITES

The survey results from filmmakers in Wyoming are difficult to draw firm conclusions from because of the low number of respondents (n=14). Nevertheless, the open-ended questions that filmmakers responded to provide some insight into how Wyoming can grow its film industry. First, respondents overwhelmingly report historical accuracy as the primary reason for filming in Wyoming. While this is partly due to documentary films being the majority of productions in the sample, it may also represent a key competitive advantage that Wyoming could leverage. Having historically important locations in the state could be attractive to filmmakers seeking Western authenticity. However, Wyoming may need to do more to compete with other states with similar features, like most of the states in the peer group examined here.

Some of the barriers reported by survey respondents are difficult to address. For example, the weather in Wyoming and the COVID-19 pandemic were problems for several respondents. Other barriers, like the lack of infrastructure, in-state expertise in color correction, sound editing/mixing, and the inability to find replacement equipment in-state are areas that policymakers and stakeholders may be able to address. Supporting the film industry through public policy efforts would make it more attractive for film-related firms to move or start in Wyoming to address some of the barriers filmmakers reported.

Additionally, survey participants only report projects that were made in Wyoming. It is unknown how many projects considered filming in Wyoming but ultimately decided on a different location due to various barriers or incentives. Anecdotally, one film expert that the CBEA consulted with for this project described a major television program that scouted three locations in Wyoming yet chose to film in Montana instead due to the lack of a film tax credit incentive in Wyoming.

4.5 LIMITATIONS

While standard economic impact analysis methodology is a tested and respected way to estimate economic costs and benefits, it does not fully capture the value of these variables. The above analysis used input-output methodologies to re-create inter-industry linkages and calculate the impact on a regional economy. However, true benefits and costs are subjective and cannot easily be estimated.

Some of the disadvantages of input-output modeling are, however, alleviated when it is used to estimate the size of an existing industry as it is in this report. Input-output modeling assumes fixed prices in calculating impacts. For modeling changes in an industry, this assumption becomes problematic because it is possible that economic actors may change their prices in response to an industry change. However, when examining the size of an existing industry there is no change to which economic agents could react.

Another important limitation is in the definitions of film industries and occupations. When comparing the results presented here to other studies, the definitions of film industries and occupations used by each report should be carefully examined to ensure the results are comparable.

A specific limitation of the selection of occupations is that many of them contain workers who are almost certainly not currently working on films. SOC-271013, for example, includes Fine Artists, Painters, Sculptors, and Illustrators. These workers are essential in the film industry where they are involved in set and prop construction, animation, storyboarding, and other parts of filmmaking. However, many workers in this industry will never work on a film. The CBEA takes the view that defining film occupations broadly as we have done allows us to capture the capacity for Wyoming to produce films as opposed to capturing how many people are involved in filmmaking per se. This perspective balances out the industry perspective where key filmmaking individuals are likely left out because we restrict industries to only those that the BEA considers part of the Motion Pictures industry in the ACPSA. The true number of people involved in film in Wyoming is likely somewhere between the industry and the occupation perspective.

There is also an important economic consideration to viewing occupations as the capacity for film production in Wyoming. Suppose, for example, that a large production decided to use Wyoming to film. A large portion of Wyoming's creative human capital could be shifted from its current use into filmmaking. This would have the (temporary) impact of increasing Wyoming's film industry while simultaneously decreasing Wyoming's other creative industries. For example, individuals normally involved in costume design for the theater could be enticed into the film industry,

leaving the theater industry short on experienced costume designers. However, this effect would likely be temporary – even if film production in Wyoming increased permanently. As demand for non-film creative output would likely not change, other individuals would eventually enter these industries to fill the gaps. When considering changes or incentives in the film industry, policymakers should be aware of both short-term and long-term impacts.

Readers should also be aware of the possibility of errors in estimating industry and occupation data for relatively small economic regions. The BEA and the BLS suppress some county-level industry data for smaller counties to protect anonymity. In these cases, Lightcast must estimate county-level statistics. Lightcast additionally suppresses county-level employment by industry if employment is less than 10 individuals, again, to protect anonymity. In these cases, the CBEA interpolates employment data based on county-level sales, output, and earnings. The reader should be aware that these small values are prone to error in estimation and in interpolation.

Occupation data for each county comes from CVSuite, which partners with Lightcast for occupation data. Lightcast uses many data sources to derive its occupation data, but for small regions government data sources like the Quarterly Census of Employment and Wages are censored to protect anonymity. In cases like these, CVSuite must interpolate occupation data.

5 CONCLUSION

This report shows that the film economy is a small but regionally important part of Wyoming's economy. The resulting economic activity supports jobs, contributes to Wyoming's GDP and generates state and local tax revenue. Statewide, when including direct, indirect, and induced impacts, film industries support 461 jobs, \$16 million in labor income, \$30 million in value added, and \$65 million in economic output. Wyomingites are also employed in film-related occupations both in and out of film industries, with 4,830 people in film-related occupations in 2022. Relative to surrounding states, Wyoming employs a smaller percentage of its workforce in film-related occupations at 1.2%, but workers in film-related occupations have a relatively higher median income at \$61,580. From an industry perspective, Wyoming is in the middle of its peer group for employment in the film industry, with an LQ of 0.17, but second in its peer group for employee compensation with an LQ of 0.506. Finally, Wyoming is at the bottom of its peer group in film industry value added, with an LQ of 0.137.

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APPENDIX A COUNTY-LEVEL OCCUPATION TABLES

Occupation data for Albany County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	1	1	1	1	1	0 %
11-2021	Marketing managers	21	16	20	23	28	33 %
11-2032	Public Relations Managers	6	6	8	8	8	33 %
11-2033	Fundraising Managers	11	9	6	6	6	-45 %
13-1011	Agents and business managers of artists, performers, and athletes	4	3	2	2	2	-50 %
17-1011	Architects, except landscape and naval	10	13	14	14	14	40 %
17-1012	Landscape architects	2	2	4	3	3	50 %
17-1021	Cartographers and photogrammetrists	5	4	5	4	5	0 %
17-3011	Architectural and civil drafters	6	5	5	4	3	-50 %
19-3091	Anthropologists and archeologists	16	17	18	20	18	12 %
19-3093	Historians	1	1	1	1	1	0 %
25-4011	Archivists	10	8	10	10	2	-80 %
25-4012	Curators	10	13	15	16	15	50 %
25-4013	Museum technicians and conservators	4	5	2	3	2	-50 %
25-4022	Librarians and Media Collections Specialists	53	53	54	50	49	-8 %
25-4031	Library technicians	60	60	58	53	53	-12 %
27-1011	Art directors	15	17	16	20	23	53 %
27-1012	Craft artists	13	14	15	16	15	15 %
27-1013	Fine artists, including painters, sculptors, and illustrators	24	30	33	32	31	29 %
27-1014	Special Effects Artists and Animators	13	10	11	11	11	-15 %
27-1019	Artists and related workers, all other	4	6	6	4	5	25 %
27-1021	Commercial and industrial designers	3	1	1	1	1	-67 %
27-1022	Fashion designers	2	3	4	3	3	50 %
27-1023	Floral designers	12	13	8	9	8	-33 %
27-1024	Graphic designers	35	33	38	37	35	0 %
27-1025	Interior designers	7	8	11	12	11	57 %
27-1026	Merchandise displayers and window trimmers	7	9	8	9	9	29 %
27-1027	Set and exhibit designers	7	6	6	5	4	-43 %
27-1029	Designers, all other	16	12	15	16	17	6 %
27-2011	Actors	15	12	8	8	9	-40 %
27-2012	Producers and directors	9	10	11	9	9	0 %
27-2031	Dancers	3	3	2	1	2	-33 %
27-2032	Choreographers	1	2	1	1	1	0 %
27-2041	Music directors and composers	9	9	6	5	5	-44 %
27-2042	Musicians and singers	47	45	40	35	36	-23 %
27-2091	Disc Jockeys, Except Radio	4	5	5	4	4	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	12	12	11	9	9	-25 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	5	6	6	7	7	40 %
27-3023	News Analysts, Reporters, and Journalists	10	11	10	10	9	-10 %
27-3031	Public relations specialists	54	55	56	54	54	0 %
27-3041	Editors	18	16	17	20	18	0 %
27-3042	Technical writers	2	2	2	2	3	50 %
27-3043	Writers and authors	60	49	47	43	47	-22 %
27-3099	Media and Communication Workers, All Other	9	7	7	6	5	-44 %
27-4011	Audio and Video Technicians	16	15	14	19	12	-25 %
27-4012	Broadcast technicians	5	4	3	2	7	40 %
27-4014	Sound engineering technicians	2	3	1	1	1	-50 %
27-4015	Lighting Technicians	0	0	0	0	1	--
27-4021	Photographers	91	74	76	75	77	-15 %
27-4031	Camera Operators, Television, Video, and Film	3	3	4	4	6	100 %
27-4032	Film and video editors	3	3	4	4	4	33 %
27-4099	Media and Communications Equipment Workers, All Other	4	7	3	4	4	0 %
39-3031	Ushers, lobby attendants, and ticket takers	8	8	4	4	7	-12 %
39-5091	Makeup artists, theatrical and performance	1	1	1	1	1	0 %
41-3011	Advertising sales agents	26	21	16	16	15	-42 %
43-2099	Communications Equipment Operators, All Other	1	1	1	1	1	0 %
43-4121	Library assistants, clerical	35	34	33	34	37	6 %
47-2044	Tile and Stone Setters	3	3	3	3	3	0 %
47-2161	Plasterers and stucco masons	1	1	1	1	1	0 %
49-9063	Musical instrument repairers and tuners	2	2	2	1	2	0 %
51-6041	Shoe and leather workers and repairers	3	4	4	2	3	0 %
51-6051	Sewers, hand	3	2	2	2	1	-67 %
51-6052	Tailors, dressmakers, and custom sewers	13	11	11	9	6	-54 %
51-7011	Cabinetmakers and bench carpenters	7	7	6	3	3	-57 %
51-7021	Furniture finishers	2	1	1	1	1	-50 %
51-7031	Model makers, wood	1	0	0	0	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	4	3	5	10	900 %
51-9071	Jewelers and precious stone and metal workers	7	5	10	11	12	71 %
51-9151	Photographic process workers and processing machine operators	2	1	1	1	1	-50 %
51-9194	Etchers and engravers	0	1	0	0	2	--
51-9195	Molders, shapers, and casters (except metal and plastic)	3	2	1	1	2	-33 %

Occupation data for Big Horn County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	3	4	4	5	6	100 %
11-2032	Public Relations Managers	1	1	0	0	0	-100 %
13-1011	Agents and business managers of artists, performers, and athletes	1	1	0	0	0	-100 %
17-1011	Architects, except landscape and naval	4	5	4	4	4	0 %
17-1012	Landscape architects	1	1	1	0	1	0 %
17-3011	Architectural and civil drafters	1	2	2	2	2	100 %
19-3091	Anthropologists and archeologists	1	1	1	1	1	0 %
25-4011	Archivists	1	1	0	0	0	-100 %
25-4013	Museum technicians and conservators	1	1	1	1	0	-100 %
25-4022	Librarians and Media Collections Specialists	8	8	7	3	3	-62 %
25-4031	Library technicians	10	10	10	5	4	-60 %
27-1011	Art directors	3	4	3	4	3	0 %
27-1012	Craft artists	3	3	3	4	4	33 %
27-1013	Fine artists, including painters, sculptors, and illustrators	4	6	6	6	6	50 %
27-1014	Special Effects Artists and Animators	3	2	2	3	2	-33 %
27-1019	Artists and related workers, all other	1	1	1	1	2	100 %
27-1021	Commercial and industrial designers	0	1	0	0	0	--
27-1022	Fashion designers	0	1	1	1	1	--
27-1023	Floral designers	2	5	1	2	1	-50 %
27-1024	Graphic designers	6	8	7	5	6	0 %
27-1025	Interior designers	1	2	2	1	1	0 %
27-1026	Merchandise displayers and window trimmers	3	4	3	3	4	33 %
27-1027	Set and exhibit designers	1	2	1	1	1	0 %
27-1029	Designers, all other	3	3	2	2	2	-33 %
27-2011	Actors	2	2	1	1	2	0 %
27-2012	Producers and directors	2	3	2	2	2	0 %
27-2031	Dancers	1	1	0	0	0	-100 %
27-2041	Music directors and composers	2	1	1	1	1	-50 %
27-2042	Musicians and singers	8	8	6	5	6	-25 %
27-2091	Disc Jockeys, Except Radio	1	1	1	1	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	3	3	2	2	2	-33 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	7	5	1	1	1	-86 %
27-3023	News Analysts, Reporters, and Journalists	6	7	9	8	7	17 %
27-3031	Public relations specialists	4	4	4	4	4	0 %
27-3041	Editors	6	6	6	5	5	-17 %
27-3043	Writers and authors	11	10	8	9	9	-18 %
27-3099	Media and Communication Workers, All Other	1	0	0	0	0	-100 %
27-4011	Audio and Video Technicians	1	1	1	1	1	0 %
27-4012	Broadcast technicians	5	4	0	0	0	-100 %
27-4014	Sound engineering technicians	1	0	0	0	0	-100 %
27-4021	Photographers	17	19	18	17	17	0 %
27-4031	Camera Operators, Television, Video, and Film	0	1	1	1	1	--
27-4032	Film and video editors	1	1	1	1	1	0 %
41-3011	Advertising sales agents	5	6	4	4	4	-20 %
43-4121	Library assistants, clerical	6	6	6	4	4	-33 %
47-2044	Tile and Stone Setters	3	4	4	6	6	100 %
47-2161	Plasterers and stucco masons	1	1	1	1	1	0 %
49-9063	Musical instrument repairers and tuners	1	0	0	0	1	0 %
51-6051	Sewers, hand	1	0	0	0	0	-100 %
51-6052	Tailors, dressmakers, and custom sewers	3	2	2	2	2	-33 %
51-7011	Cabinetmakers and bench carpenters	7	5	5	3	5	-29 %
51-7021	Furniture finishers	1	1	1	2	3	200 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	6	7	7	7	5	-17 %
51-9071	Jewelers and precious stone and metal workers	2	2	1	1	2	0 %
51-9194	Etchers and engravers	0	0	0	2	3	--
51-9195	Molders, shapers, and casters (except metal and plastic)	1	1	0	0	9	800 %

Occupation data for Cambell County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	2	1	2	2	2	0 %
11-2021	Marketing managers	22	18	20	22	28	27 %
11-2032	Public Relations Managers	2	2	3	2	2	0 %
11-2033	Fundraising Managers	1	1	0	0	0	-100 %
13-1011	Agents and business managers of artists, performers, and athletes	4	4	4	4	5	25 %
17-1011	Architects, except landscape and naval	15	13	6	11	7	-53 %
17-1012	Landscape architects	3	2	3	2	2	-33 %
17-1021	Cartographers and photogrammetrists	15	13	15	9	13	-13 %
17-3011	Architectural and civil drafters	16	11	10	6	4	-75 %
19-3091	Anthropologists and archeologists	3	4	4	4	4	33 %
19-3093	Historians	1	1	1	1	1	0 %
25-4011	Archivists	3	2	1	1	1	-67 %
25-4012	Curators	4	5	4	5	3	-25 %
25-4022	Librarians and Media Collections Specialists	32	32	32	26	26	-19 %
25-4031	Library technicians	34	33	29	32	36	6 %
27-1011	Art directors	15	16	16	19	17	13 %
27-1012	Craft artists	9	11	10	11	14	56 %
27-1013	Fine artists, including painters, sculptors, and illustrators	16	20	19	20	20	25 %
27-1014	Special Effects Artists and Animators	11	8	8	8	7	-36 %
27-1019	Artists and related workers, all other	4	5	6	3	7	75 %
27-1021	Commercial and industrial designers	6	1	0	1	1	-83 %
27-1022	Fashion designers	2	2	3	3	3	50 %
27-1023	Floral designers	13	14	13	14	14	8 %
27-1024	Graphic designers	23	21	19	16	15	-35 %
27-1025	Interior designers	5	8	10	11	10	100 %
27-1026	Merchandise displayers and window trimmers	11	16	16	22	24	118 %
27-1027	Set and exhibit designers	5	5	4	4	4	-20 %
27-1029	Designers, all other	14	12	12	12	13	-7 %
27-2011	Actors	8	8	4	4	7	-12 %
27-2012	Producers and directors	4	4	5	6	6	50 %
27-2031	Dancers	2	2	2	1	2	0 %
27-2032	Choreographers	0	1	1	1	1	--
27-2041	Music directors and composers	8	6	5	5	5	-38 %
27-2042	Musicians and singers	34	30	25	22	26	-24 %
27-2091	Disc Jockeys, Except Radio	3	3	3	2	3	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	9	9	8	7	7	-22 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	4	6	5	6	7	75 %
27-3023	News Analysts, Reporters, and Journalists	17	16	17	14	11	-35 %
27-3031	Public relations specialists	20	16	16	16	17	-15 %
27-3041	Editors	21	16	19	18	17	-19 %
27-3042	Technical writers	2	2	1	1	1	-50 %
27-3043	Writers and authors	38	29	23	25	25	-34 %
27-3099	Media and Communication Workers, All Other	5	2	1	1	1	-80 %
27-4011	Audio and Video Technicians	26	22	24	17	7	-73 %
27-4012	Broadcast technicians	1	1	1	1	6	500 %
27-4014	Sound engineering technicians	1	0	0	0	0	-100 %
27-4021	Photographers	115	95	118	122	128	11 %
27-4031	Camera Operators, Television, Video, and Film	2	3	4	3	5	150 %
27-4032	Film and video editors	2	2	3	3	3	50 %
27-4099	Media and Communications Equipment Workers, All Other	1	1	1	1	1	0 %
39-3031	Ushers, lobby attendants, and ticket takers	0	1	0	0	1	--
39-5091	Makeup artists, theatrical and performance	1	1	1	1	1	0 %
41-3011	Advertising sales agents	37	29	20	19	16	-57 %
43-2099	Communications Equipment Operators, All Other	2	1	1	1	1	-50 %
43-4121	Library assistants, clerical	26	24	22	30	35	35 %
47-2044	Tile and Stone Setters	6	5	5	5	6	0 %
47-2161	Plasterers and stucco masons	1	1	1	1	1	0 %
49-9063	Musical instrument repairers and tuners	2	2	3	1	3	50 %
51-6041	Shoe and leather workers and repairers	2	1	1	1	2	0 %
51-6051	Sewers, hand	2	1	1	1	1	-50 %
51-6052	Tailors, dressmakers, and custom sewers	10	8	8	7	7	-30 %
51-7011	Cabinetmakers and bench carpenters	4	4	3	4	3	-25 %
51-7021	Furniture finishers	2	1	1	1	1	-50 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	9	11	12	1	2	-78 %
51-9071	Jewelers and precious stone and metal workers	6	7	7	6	8	33 %
51-9151	Photographic process workers and processing machine operators	2	1	1	2	1	-50 %
51-9194	Etchers and engravers	1	1	0	0	2	100 %
51-9195	Molders, shapers, and casters (except metal and plastic)	5	3	1	1	1	-80 %

Occupation data for Carbon County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	5	5	6	6	8	60 %
11-2032	Public Relations Managers	0	0	1	1	1	--
13-1011	Agents and business managers of artists, performers, and athletes	2	1	1	1	1	-50 %
17-1011	Architects, except landscape and naval	3	4	2	2	2	-33 %
17-1012	Landscape architects	1	1	1	0	1	0 %
17-1021	Cartographers and photogrammetrists	4	4	4	3	3	-25 %
17-3011	Architectural and civil drafters	4	3	2	1	1	-75 %
19-3091	Anthropologists and archeologists	3	3	4	4	3	0 %
19-3093	Historians	0	1	1	0	0	--
25-4011	Archivists	3	2	1	0	0	-100 %
25-4012	Curators	4	5	5	5	4	0 %
25-4022	Librarians and Media Collections Specialists	9	9	11	10	9	0 %
25-4031	Library technicians	8	8	9	10	11	38 %
27-1011	Art directors	5	6	5	5	5	0 %
27-1012	Craft artists	9	7	7	5	5	-44 %
27-1013	Fine artists, including painters, sculptors, and illustrators	11	10	11	11	10	-9 %
27-1014	Special Effects Artists and Animators	3	3	3	3	3	0 %
27-1019	Artists and related workers, all other	2	2	2	1	2	0 %
27-1022	Fashion designers	1	1	1	1	1	0 %
27-1023	Floral designers	2	2	1	1	1	-50 %
27-1024	Graphic designers	6	8	7	6	6	0 %
27-1025	Interior designers	1	3	3	3	3	200 %
27-1026	Merchandise displays and window trimmers	2	3	3	4	4	100 %
27-1027	Set and exhibit designers	2	2	2	2	2	0 %
27-1029	Designers, all other	4	4	4	4	4	0 %
27-2011	Actors	6	3	3	2	2	-67 %
27-2012	Producers and directors	1	1	1	1	1	0 %
27-2031	Dancers	1	1	1	0	1	0 %
27-2041	Music directors and composers	3	2	2	2	2	-33 %
27-2042	Musicians and singers	16	15	11	9	10	-38 %
27-2091	Disc Jockeys, Except Radio	2	2	2	1	1	-50 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	4	4	4	3	3	-25 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	1	2	2	2	2	100 %
27-3023	News Analysts, Reporters, and Journalists	8	8	9	6	6	-25 %
27-3031	Public relations specialists	5	5	5	5	5	0 %
27-3041	Editors	8	8	8	9	8	0 %
27-3042	Technical writers	1	1	1	1	1	0 %
27-3043	Writers and authors	20	15	14	13	14	-30 %
27-3099	Media and Communication Workers, All Other	2	1	0	0	0	-100 %
27-4011	Audio and Video Technicians	5	4	7	6	2	-60 %
27-4012	Broadcast technicians	0	0	0	0	1	--
27-4021	Photographers	42	44	47	46	48	14 %
27-4031	Camera Operators, Television, Video, and Film	1	1	1	1	2	100 %
27-4032	Film and video editors	0	1	1	1	1	--
27-4099	Media and Communications Equipment Workers, All Other	1	3	0	0	0	-100 %
41-3011	Advertising sales agents	9	9	6	6	5	-44 %
43-2099	Communications Equipment Operators, All Other	1	0	0	0	0	-100 %
43-4121	Library assistants, clerical	6	6	7	9	10	67 %
47-2044	Tile and Stone Setters	2	2	2	2	2	0 %
49-9063	Musical instrument repairers and tuners	1	0	1	1	1	0 %
51-6041	Shoe and leather workers and repairers	1	0	0	0	1	0 %
51-6051	Sewers, hand	1	1	1	1	1	0 %
51-6052	Tailors, dressmakers, and custom sewers	5	3	5	4	3	-40 %
51-7011	Cabinetmakers and bench carpenters	1	1	1	1	1	0 %
51-7021	Furniture finishers	1	0	1	1	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	6	8	8	14	13	117 %
51-9071	Jewelers and precious stone and metal workers	1	1	2	1	2	100 %
51-9151	Photographic process workers and processing machine operators	1	0	0	1	0	-100 %
51-9194	Etchers and engravers	0	0	0	0	3	--
51-9195	Molders, shapers, and casters (except metal and plastic)	1	1	1	0	1	0 %

Occupation data for Converse County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	6	7	6	6	8	33 %
11-2032	Public Relations Managers	1	1	1	1	1	0 %
11-2033	Fundraising Managers	1	1	0	0	0	-100 %
13-1011	Agents and business managers of artists, performers, and athletes	1	1	1	1	2	100 %
17-1011	Architects, except landscape and naval	5	4	6	8	6	20 %
17-1012	Landscape architects	1	1	2	1	2	100 %
17-1021	Cartographers and photogrammetrists	4	4	5	3	5	25 %
17-3011	Architectural and civil drafters	5	5	3	2	2	-60 %
19-3091	Anthropologists and archeologists	1	2	2	2	2	100 %
19-3093	Historians	0	1	0	0	0	--
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	2	2	1	1	1	-50 %
25-4022	Librarians and Media Collections Specialists	16	17	17	14	13	-19 %
25-4031	Library technicians	13	13	13	14	15	15 %
27-1011	Art directors	5	5	4	5	5	0 %
27-1012	Craft artists	3	4	3	3	4	33 %
27-1013	Fine artists, including painters, sculptors, and illustrators	5	5	6	6	6	20 %
27-1014	Special Effects Artists and Animators	3	2	3	3	2	-33 %
27-1019	Artists and related workers, all other	2	2	2	1	2	0 %
27-1022	Fashion designers	1	1	1	1	1	0 %
27-1023	Floral designers	3	2	2	3	4	33 %
27-1024	Graphic designers	8	5	4	3	3	-62 %
27-1025	Interior designers	2	2	2	2	2	0 %
27-1026	Merchandise displayers and window trimmers	1	2	2	3	3	200 %
27-1027	Set and exhibit designers	2	1	1	1	1	-50 %
27-1029	Designers, all other	5	4	4	4	4	-20 %
27-2011	Actors	2	2	1	1	1	-50 %
27-2012	Producers and directors	1	1	1	1	1	0 %
27-2031	Dancers	1	1	1	0	1	0 %
27-2041	Music directors and composers	2	2	1	1	1	-50 %
27-2042	Musicians and singers	9	7	6	5	6	-33 %
27-2091	Disc Jockeys, Except Radio	1	1	1	1	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	3	3	2	2	2	-33 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	1	1	2	1	1	0 %
27-3023	News Analysts, Reporters, and Journalists	4	4	5	5	6	50 %
27-3031	Public relations specialists	7	6	5	5	5	-29 %
27-3041	Editors	7	4	5	7	7	0 %
27-3042	Technical writers	1	1	1	1	0	-100 %
27-3043	Writers and authors	10	7	6	6	7	-30 %
27-3099	Media and Communication Workers, All Other	3	1	0	0	0	-100 %
27-4011	Audio and Video Technicians	5	5	5	5	2	-60 %
27-4012	Broadcast technicians	0	0	0	0	1	--
27-4021	Photographers	65	57	56	58	61	-6 %
27-4031	Camera Operators, Television, Video, and Film	1	1	1	1	1	0 %
27-4032	Film and video editors	0	1	1	1	1	--
27-4099	Media and Communications Equipment Workers, All Other	0	1	0	0	0	--
41-3011	Advertising sales agents	8	7	5	4	4	-50 %
43-4121	Library assistants, clerical	9	8	8	11	12	33 %
47-2044	Tile and Stone Setters	2	2	2	2	2	0 %
49-9063	Musical instrument repairers and tuners	1	0	1	1	1	0 %
51-6041	Shoe and leather workers and repairers	1	1	1	0	0	-100 %
51-6051	Sewers, hand	1	0	0	0	0	-100 %
51-6052	Tailors, dressmakers, and custom sewers	4	3	3	2	2	-50 %
51-7011	Cabinetmakers and bench carpenters	2	1	1	1	1	-50 %
51-7021	Furniture finishers	1	0	1	1	1	0 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	4	3	2	1	2	-50 %
51-9071	Jewelers and precious stone and metal workers	2	2	1	1	1	-50 %
51-9151	Photographic process workers and processing machine operators	1	1	1	1	1	0 %
51-9195	Molders, shapers, and casters (except metal and plastic)	3	2	2	1	1	-67 %

Occupation data for Crook County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	1	0	0	0	0	-100 %
11-2021	Marketing managers	4	3	4	4	5	25 %
13-1011	Agents and business managers of artists, performers, and athletes	1	1	1	1	1	0 %
17-1011	Architects, except landscape and naval	2	3	2	2	2	0 %
17-1012	Landscape architects	0	1	1	1	1	--
17-1021	Cartographers and photogrammetrists	1	1	1	1	1	0 %
17-3011	Architectural and civil drafters	1	1	1	1	1	0 %
19-3091	Anthropologists and archeologists	1	1	1	2	1	0 %
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	0	1	1	1	0	--
25-4022	Librarians and Media Collections Specialists	4	4	4	4	4	0 %
25-4031	Library technicians	3	3	3	3	4	33 %
27-1011	Art directors	3	3	3	4	3	0 %
27-1012	Craft artists	3	4	4	4	4	33 %
27-1013	Fine artists, including painters, sculptors, and illustrators	6	7	8	8	8	33 %
27-1014	Special Effects Artists and Animators	2	2	1	2	2	0 %
27-1019	Artists and related workers, all other	1	1	1	1	2	100 %
27-1023	Floral designers	1	1	1	2	2	100 %
27-1024	Graphic designers	3	4	2	2	2	-33 %
27-1025	Interior designers	0	1	1	1	1	--
27-1026	Merchandise displayers and window trimmers	0	1	0	1	1	--
27-1027	Set and exhibit designers	1	1	1	1	1	0 %
27-1029	Designers, all other	2	3	2	2	2	0 %
27-2011	Actors	2	2	2	2	2	0 %
27-2012	Producers and directors	1	1	1	1	2	100 %
27-2031	Dancers	0	1	0	0	0	--
27-2041	Music directors and composers	1	1	1	1	1	0 %
27-2042	Musicians and singers	8	7	7	6	6	-25 %
27-2091	Disc Jockeys, Except Radio	1	1	1	1	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	2	2	3	2	2	0 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	1	1	0	0	1	0 %
27-3023	News Analysts, Reporters, and Journalists	2	2	2	3	2	0 %
27-3031	Public relations specialists	3	2	2	2	2	-33 %
27-3041	Editors	4	3	4	5	4	0 %
27-3043	Writers and authors	11	10	10	10	11	0 %
27-3099	Media and Communication Workers, All Other	2	1	0	0	0	-100 %
27-4011	Audio and Video Technicians	1	1	1	1	1	0 %
27-4021	Photographers	46	32	27	28	29	-37 %
27-4031	Camera Operators, Television, Video, and Film	0	1	1	1	1	--
27-4032	Film and video editors	0	1	1	1	1	--
27-4099	Media and Communications Equipment Workers, All Other	1	1	0	0	0	-100 %
41-3011	Advertising sales agents	3	2	1	2	2	-33 %
43-4121	Library assistants, clerical	2	2	2	3	3	50 %
47-2044	Tile and Stone Setters	1	1	1	1	1	0 %
49-9063	Musical instrument repairers and tuners	1	0	0	0	0	-100 %
51-6041	Shoe and leather workers and repairers	1	1	1	0	1	0 %
51-6052	Tailors, dressmakers, and custom sewers	2	2	1	1	2	0 %
51-7011	Cabinetmakers and bench carpenters	1	0	0	1	1	0 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	2	3	2	3	11	450 %
51-9071	Jewelers and precious stone and metal workers	2	2	1	1	1	-50 %
51-9195	Molders, shapers, and casters (except metal and plastic)	1	1	1	1	1	0 %

Occupation data for Fremont County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	1	1	1	1	1	0 %
11-2021	Marketing managers	14	15	18	21	24	71 %
11-2032	Public Relations Managers	4	4	3	4	4	0 %
11-2033	Fundraising Managers	4	2	1	1	2	-50 %
13-1011	Agents and business managers of artists, performers, and athletes	4	5	5	5	5	25 %
17-1011	Architects, except landscape and naval	17	21	20	18	15	-12 %
17-1012	Landscape architects	4	3	4	2	3	-25 %
17-1021	Cartographers and photogrammetrists	3	3	3	3	3	0 %
17-3011	Architectural and civil drafters	7	8	10	9	7	0 %
19-3091	Anthropologists and archeologists	5	5	5	4	4	-20 %
19-3093	Historians	1	1	1	1	1	0 %
25-4011	Archivists	4	3	1	1	1	-75 %
25-4012	Curators	2	2	3	4	2	0 %
25-4013	Museum technicians and conservators	6	7	5	5	3	-50 %
25-4022	Librarians and Media Collections Specialists	28	28	25	9	13	-54 %
25-4031	Library technicians	54	55	54	26	22	-59 %
27-1011	Art directors	17	17	14	15	16	-6 %
27-1012	Craft artists	14	15	16	18	17	21 %
27-1013	Fine artists, including painters, sculptors, and illustrators	26	32	33	35	34	31 %
27-1014	Special Effects Artists and Animators	14	11	11	11	11	-21 %
27-1019	Artists and related workers, all other	5	5	7	5	6	20 %
27-1021	Commercial and industrial designers	2	3	1	1	1	-50 %
27-1022	Fashion designers	2	2	3	2	2	0 %
27-1023	Floral designers	10	9	11	11	12	20 %
27-1024	Graphic designers	24	27	25	24	24	0 %
27-1025	Interior designers	10	10	9	9	8	-20 %
27-1026	Merchandise displayers and window trimmers	5	6	9	11	11	120 %
27-1027	Set and exhibit designers	6	6	5	5	4	-33 %
27-1029	Designers, all other	13	11	12	13	14	8 %
27-2011	Actors	12	13	8	8	9	-25 %
27-2012	Producers and directors	7	7	8	5	6	-14 %
27-2031	Dancers	3	4	3	1	2	-33 %
27-2032	Choreographers	27	5	1	2	3	-89 %
27-2041	Music directors and composers	10	8	5	5	6	-40 %
27-2042	Musicians and singers	51	45	41	37	41	-20 %
27-2091	Disc Jockeys, Except Radio	5	6	5	4	4	-20 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	13	12	11	9	9	-31 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	14	10	5	2	2	-86 %
27-3023	News Analysts, Reporters, and Journalists	11	12	13	14	10	-9 %
27-3031	Public relations specialists	26	29	29	30	30	15 %
27-3041	Editors	19	15	16	14	13	-32 %
27-3042	Technical writers	2	2	2	2	2	0 %
27-3043	Writers and authors	57	45	41	41	41	-28 %
27-3099	Media and Communication Workers, All Other	3	2	1	1	1	-67 %
27-4011	Audio and Video Technicians	8	9	4	3	5	-38 %
27-4012	Broadcast technicians	9	8	6	3	2	-78 %
27-4021	Photographers	92	84	82	84	87	-5 %
27-4031	Camera Operators, Television, Video, and Film	2	3	3	2	2	0 %
27-4032	Film and video editors	2	2	2	2	3	50 %
27-4099	Media and Communications Equipment Workers, All Other	1	1	1	0	1	0 %
39-3031	Ushers, lobby attendants, and ticket takers	7	7	3	4	9	29 %
39-5091	Makeup artists, theatrical and performance	1	1	1	1	1	0 %
41-3011	Advertising sales agents	12	12	12	12	11	-8 %
43-2099	Communications Equipment Operators, All Other	1	1	1	1	1	0 %
43-4121	Library assistants, clerical	36	32	32	23	24	-33 %
47-2044	Tile and Stone Setters	10	10	10	12	14	40 %
47-2161	Plasterers and stucco masons	6	6	5	5	6	0 %
49-9063	Musical instrument repairers and tuners	2	2	2	2	3	50 %
51-6041	Shoe and leather workers and repairers	4	6	6	4	4	0 %
51-6051	Sewers, hand	3	2	1	1	2	-33 %
51-6052	Tailors, dressmakers, and custom sewers	13	13	11	9	11	-15 %
51-7011	Cabinetmakers and bench carpenters	11	12	12	9	14	27 %
51-7021	Furniture finishers	2	2	3	5	8	300 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	1	2	2	1	0 %
51-9071	Jewelers and precious stone and metal workers	9	11	10	11	12	33 %
51-9151	Photographic process workers and processing machine operators	2	1	1	2	1	-50 %
51-9194	Etchers and engravers	1	1	0	2	3	200 %
51-9195	Molders, shapers, and casters (except metal and plastic)	7	6	4	3	6	-14 %

Occupation data for Goshen County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	0	0	0	1	1	--
11-2021	Marketing managers	5	5	5	6	7	40 %
11-2032	Public Relations Managers	0	1	1	1	1	--
11-2033	Fundraising Managers	0	1	0	0	0	--
13-1011	Agents and business managers of artists, performers, and athletes	1	1	1	1	1	0 %
17-1011	Architects, except landscape and naval	5	2	2	4	2	-60 %
17-1012	Landscape architects	1	0	1	1	1	0 %
17-1021	Certographers and photogrammetrists	2	1	2	2	2	0 %
17-3011	Architectural and civil drafters	3	2	1	2	2	-33 %
19-3091	Anthropologists and archeologists	1	2	2	2	2	100 %
19-3093	Historians	0	1	1	0	0	--
25-4011	Archivists	2	2	1	0	0	-100 %
25-4012	Curators	2	2	2	2	1	-50 %
25-4022	Librarians and Media Collections Specialists	9	9	10	8	8	-11 %
25-4031	Library technicians	7	7	8	8	9	29 %
27-1011	Art directors	5	5	4	5	5	0 %
27-1012	Craft artists	3	3	3	3	4	33 %
27-1013	Fine artists, including painters, sculptors, and illustrators	5	5	5	5	6	20 %
27-1014	Special Effects Artists and Animators	4	3	3	3	2	-50 %
27-1019	Artists and related workers, all other	1	1	2	1	2	100 %
27-1021	Commercial and industrial designers	1	0	0	0	0	-100 %
27-1022	Fashion designers	1	1	1	1	1	0 %
27-1023	Floral designers	2	2	1	1	1	-50 %
27-1024	Graphic designers	8	9	7	7	7	-12 %
27-1025	Interior designers	2	3	3	4	4	100 %
27-1026	Merchandise displayers and window trimmers	2	3	2	3	4	100 %
27-1027	Set and exhibit designers	2	2	2	1	1	-50 %
27-1029	Designers, all other	5	4	4	4	5	0 %
27-2011	Actors	3	2	1	1	1	-67 %
27-2012	Producers and directors	1	1	1	1	1	0 %
27-2031	Dancers	1	0	0	0	0	-100 %
27-2032	Choreographers	0	1	0	0	0	--
27-2041	Music directors and composers	4	4	3	3	3	-25 %
27-2042	Musicians and singers	13	13	8	8	8	-38 %
27-2091	Disc Jockeys, Except Radio	1	1	1	1	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	3	3	2	2	2	-33 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	1	1	1	1	1	0 %
27-3023	News Analysts, Reporters, and Journalists	5	6	5	4	6	20 %
27-3031	Public relations specialists	6	6	5	6	6	0 %
27-3041	Editors	7	7	6	7	8	14 %
27-3042	Technical writers	1	1	0	0	0	-100 %
27-3043	Writers and authors	12	9	6	7	7	-42 %
27-3099	Media and Communication Workers, All Other	1	1	0	0	0	-100 %
27-4011	Audio and Video Technicians	2	2	3	3	2	0 %
27-4012	Broadcast technicians	0	0	0	0	1	--
27-4021	Photographers	42	37	35	36	38	-10 %
27-4031	Camera Operators, Television, Video, and Film	1	1	1	1	1	0 %
27-4032	Film and video editors	0	0	0	1	1	--
27-4099	Media and Communications Equipment Workers, All Other	0	1	0	0	0	--
41-3011	Advertising sales agents	8	5	3	4	5	-38 %
43-4121	Library assistants, clerical	5	5	5	7	8	60 %
47-2044	Tile and Stone Setters	2	2	2	2	2	0 %
47-2161	Plasterers and stucco masons	1	0	0	0	0	-100 %
49-9063	Musical instrument repairers and tuners	1	1	0	0	1	0 %
51-6041	Shoe and leather workers and repairers	0	1	1	0	0	--
51-6051	Sewers, hand	1	1	0	0	0	-100 %
51-6052	Tailors, dressmakers, and custom sewers	4	4	3	2	2	-50 %
51-7011	Cabinetmakers and bench carpenters	1	0	0	0	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	0	1	0	1	1	--
51-9071	Jewelers and precious stone and metal workers	1	1	1	1	1	0 %
51-9151	Photographic process workers and processing machine operators	1	1	0	1	0	-100 %
51-9194	Etchers and engravers	0	0	0	0	1	--
51-9195	Molders, shapers, and casters (except metal and plastic)	1	0	0	0	0	-100 %

Occupation data for Hot Springs County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	2	2	2	3	3	50 %
17-1011	Architects, except landscape and naval	6	5	6	5	5	-17 %
17-1012	Landscape architects	1	1	1	1	1	0 %
17-3011	Architectural and civil drafters	1	1	1	1	1	0 %
19-3093	Historians	0	1	1	0	1	--
25-4012	Curators	1	1	1	3	1	0 %
25-4013	Museum technicians and conservators	1	2	2	2	2	100 %
25-4022	Librarians and Media Collections Specialists	3	3	3	1	1	-67 %
25-4031	Library technicians	4	3	4	2	1	-75 %
27-1011	Art directors	1	1	2	2	2	100 %
27-1012	Craft artists	1	2	1	2	2	100 %
27-1013	Fine artists, including painters, sculptors, and illustrators	3	3	4	5	5	67 %
27-1014	Special Effects Artists and Animators	1	1	1	1	1	0 %
27-1019	Artists and related workers, all other	1	1	1	1	1	0 %
27-1022	Fashion designers	0	0	1	0	1	--
27-1023	Floral designers	1	2	2	0	0	-100 %
27-1024	Graphic designers	2	3	2	1	1	-50 %
27-1025	Interior designers	1	1	1	0	0	-100 %
27-1026	Merchandise displayers and window trimmers	1	1	1	2	2	100 %
27-1027	Set and exhibit designers	1	0	1	1	1	0 %
27-1029	Designers, all other	2	2	2	2	2	0 %
27-2011	Actors	1	1	1	1	1	0 %
27-2012	Producers and directors	1	1	1	2	2	100 %
27-2041	Music directors and composers	1	1	1	1	1	0 %
27-2042	Musicians and singers	5	5	4	4	4	-20 %
27-2091	Disc Jockeys, Except Radio	1	1	1	0	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	2	2	2	2	2	0 %
27-3023	News Analysts, Reporters, and Journalists	2	2	1	1	1	-50 %
27-3031	Public relations specialists	3	3	3	3	3	0 %
27-3041	Editors	3	3	3	2	2	-33 %
27-3043	Writers and authors	6	5	5	6	6	0 %
27-4011	Audio and Video Technicians	1	1	1	1	1	0 %
27-4021	Photographers	13	13	13	15	16	23 %
27-4031	Camera Operators, Television, Video, and Film	0	0	1	1	1	--
27-4032	Film and video editors	0	0	1	1	1	--
39-3031	Ushers, lobby attendants, and ticket takers	2	2	1	0	2	0 %
41-3011	Advertising sales agents	2	2	1	1	1	-50 %
43-4121	Library assistants, clerical	2	2	2	1	1	-50 %
47-2044	Tie and Stone Setters	1	1	1	2	2	100 %
49-9063	Musical instrument repairers and tuners	1	1	1	1	1	0 %
51-6041	Shoe and leather workers and repairers	1	1	0	0	0	-100 %
51-6052	Tailors, dressmakers, and custom sewers	4	4	2	2	3	-25 %
51-7011	Cabinetmakers and bench carpenters	1	1	1	0	0	-100 %
51-7021	Furniture finishers	1	1	0	0	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	1	1	1	1	0 %
51-9071	Jewelers and precious stone and metal workers	3	2	2	2	2	-33 %
51-9194	Etchers and engravers	0	1	0	0	0	--
51-9195	Molders, shapers, and casters (except metal and plastic)	0	0	0	0	2	--

Occupation data for Johnson County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	1	0	1	1	1	0 %
11-2021	Marketing managers	7	5	7	8	9	29 %
11-2032	Public Relations Managers	0	0	1	1	1	--
13-1011	Agents and business managers of artists, performers, and athletes	2	2	1	1	1	-50 %
17-1011	Architects, except landscape and naval	1	1	2	3	2	100 %
17-1012	Landscape architects	0	0	1	0	1	--
17-1021	Cartographers and photogrammetrists	2	1	2	1	2	0 %
17-3011	Architectural and civil drafters	3	2	2	2	1	-67 %
19-3091	Anthropologists and archeologists	2	3	3	3	3	50 %
19-3093	Historians	0	1	1	0	0	--
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	1	1	1	1	1	0 %
25-4022	Librarians and Media Collections Specialists	6	5	6	6	5	-17 %
25-4031	Library technicians	4	4	4	5	6	50 %
27-1011	Art directors	8	8	6	6	7	-12 %
27-1012	Craft artists	7	7	7	8	8	14 %
27-1013	Fine artists, including painters, sculptors, and illustrators	15	15	17	17	16	7 %
27-1014	Special Effects Artists and Animators	7	5	5	5	5	-29 %
27-1019	Artists and related workers, all other	2	2	2	1	2	0 %
27-1022	Fashion designers	1	1	1	1	1	0 %
27-1023	Floral designers	2	1	6	6	6	200 %
27-1024	Graphic designers	7	7	6	6	5	-29 %
27-1025	Interior designers	2	3	3	3	3	50 %
27-1026	Merchandise displayers and window trimmers	1	2	2	2	3	200 %
27-1027	Set and exhibit designers	2	2	2	2	2	0 %
27-1029	Designers, all other	5	4	4	4	5	0 %
27-2011	Actors	7	6	4	4	4	-43 %
27-2012	Producers and directors	2	2	3	3	3	50 %
27-2031	Dancers	1	1	1	1	1	0 %
27-2032	Choreographers	1	1	0	0	0	-100 %
27-2041	Music directors and composers	4	4	2	2	2	-50 %
27-2042	Musicians and singers	26	23	20	17	18	-31 %
27-2091	Disc Jockeys, Except Radio	3	3	3	2	2	-33 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	7	6	5	4	4	-43 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	2	2	1	1	2	0 %
27-3023	News Analysts, Reporters, and Journalists	7	8	7	7	9	29 %
27-3031	Public relations specialists	5	4	4	4	5	0 %
27-3041	Editors	10	9	8	9	9	-10 %
27-3042	Technical writers	1	1	1	1	1	0 %
27-3043	Writers and authors	36	25	23	23	22	-39 %
27-3099	Media and Communication Workers, All Other	2	1	0	0	0	-100 %
27-4011	Audio and Video Technicians	2	1	2	1	1	-50 %
27-4012	Broadcast technicians	0	0	0	0	3	--
27-4021	Photographers	39	33	35	35	35	-10 %
27-4031	Camera Operators, Television, Video, and Film	1	1	2	1	2	100 %
27-4032	Film and video editors	1	1	2	2	2	100 %
27-4099	Media and Communications Equipment Workers, All Other	1	1	0	0	0	-100 %
41-3011	Advertising sales agents	8	6	5	5	7	-12 %
43-4121	Library assistants, clerical	3	3	3	5	5	67 %
47-2044	Tile and Stone Setters	3	2	2	2	2	-33 %
47-2161	Plasterers and stucco masons	1	0	1	0	1	0 %
49-9063	Musical instrument repairers and tuners	2	1	2	1	2	0 %
51-6041	Shoe and leather workers and repairers	1	2	2	1	1	0 %
51-6051	Sewers, hand	1	1	1	1	1	0 %
51-6052	Tailors, dressmakers, and custom sewers	9	6	7	7	7	-22 %
51-7011	Cabinetmakers and bench carpenters	1	1	1	0	0	-100 %
51-7021	Furniture finishers	2	1	1	1	1	-50 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	1	0	1	1	0 %
51-9071	Jewelers and precious stone and metal workers	3	3	2	2	2	-33 %
51-9151	Photographic process workers and processing machine operators	1	0	0	1	0	-100 %
51-9195	Molders, shapers, and casters (except metal and plastic)	1	1	0	0	0	-100 %

Occupation data for Laramie County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	10	9	12	14	13	30 %
11-2021	Marketing managers	94	90	75	88	101	7 %
11-2032	Public Relations Managers	4	5	10	10	10	150 %
11-2033	Fundraising Managers	1	1	1	1	1	0 %
12-1011	Agents and business managers of artists, performers, and athletes	22	28	28	34	53	141 %
17-1011	Architects, except landscape and naval	42	44	49	37	39	-7 %
17-1012	Landscape architects	4	5	10	8	9	125 %
17-1021	Cartographers and photogrammetrists	31	40	46	63	63	103 %
17-3011	Architectural and civil drafters	77	68	70	75	75	-3 %
19-3091	Anthropologists and archeologists	1	4	2	2	2	100 %
19-3093	Historians	3	4	5	4	5	67 %
25-4011	Archivists	8	17	36	37	4	-50 %
25-4012	Curators	22	26	21	18	34	55 %
25-4013	Museum technicians and conservators	1	2	8	7	16	1500 %
25-4022	Librarians and Media Collections Specialists	90	93	93	106	87	-3 %
25-4031	Library technicians	78	84	88	46	37	-53 %
27-1011	Art directors	73	84	89	109	131	79 %
27-1012	Craft artists	45	61	63	62	58	29 %
27-1013	Fine artists, including painters, sculptors, and illustrators	70	86	96	111	115	64 %
27-1014	Special Effects Artists and Animators	39	31	32	40	40	3 %
27-1019	Artists and related workers, all other	18	23	22	18	22	22 %
27-1021	Commercial and industrial designers	31	13	2	2	2	-94 %
27-1022	Fashion designers	5	7	11	10	13	160 %
27-1023	Floral designers	32	34	26	20	41	28 %
27-1024	Graphic designers	86	100	108	110	109	27 %
27-1025	Interior designers	15	22	30	27	33	120 %
27-1026	Merchandise displayers and window trimmers	60	75	75	66	55	-8 %
27-1027	Set and exhibit designers	18	16	15	15	15	-17 %
27-1029	Designers, all other	42	37	44	52	58	38 %
27-2011	Actors	31	33	24	25	32	3 %
27-2012	Producers and directors	36	39	48	51	50	39 %
27-2031	Dancers	8	9	6	4	6	-25 %
27-2032	Choreographers	3	12	2	3	3	0 %
27-2041	Music directors and composers	26	25	20	21	21	-19 %
27-2042	Musicians and singers	154	149	141	138	147	-5 %
27-2091	Disc Jockeys, Except Radio	12	14	13	13	14	17 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	36	37	37	34	34	-6 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	35	36	32	29	30	-14 %
27-3023	News Analysts, Reporters, and Journalists	42	43	17	19	22	-48 %
27-3031	Public relations specialists	159	161	164	145	145	-9 %
27-3041	Editors	59	55	49	56	59	0 %
27-3042	Technical writers	8	33	29	30	7	-12 %
27-3043	Writers and authors	219	168	166	184	206	-6 %
27-3099	Media and Communication Workers, All Other	14	6	4	5	4	-71 %
27-4011	Audio and Video Technicians	12	12	14	12	12	0 %
27-4012	Broadcast technicians	58	40	25	4	9	-84 %
27-4014	Sound engineering technicians	4	3	5	4	4	0 %
27-4015	Lighting Technicians	1	1	1	1	1	0 %
27-4021	Photographers	349	356	363	433	455	30 %
27-4031	Camera Operators, Television, Video, and Film	9	15	16	15	17	89 %
27-4032	Film and video editors	10	15	14	17	17	70 %
27-4099	Media and Communications Equipment Workers, All Other	7	5	8	4	8	14 %
39-3031	Ushers, lobby attendants, and ticket takers	30	33	17	3	17	-43 %
39-3099	Entertainment attendants and related workers, all other	0	0	0	0	1	--
39-5091	Makeup artists, theatrical and performance	2	3	3	3	4	100 %
41-3011	Advertising sales agents	90	73	53	43	24	-73 %
43-2099	Communications Equipment Operators, All Other	22	18	16	12	14	-36 %
43-4121	Library assistants, clerical	38	43	47	47	51	34 %
47-2044	Tile and Stone Setters	58	57	53	42	16	-72 %
47-2161	Plasterers and stucco masons	3	2	3	3	3	0 %
49-9063	Musical instrument repairers and tuners	26	8	8	6	10	-62 %
51-6041	Shoe and leather workers and repairers	14	17	16	10	10	-29 %
51-6051	Sewers, hand	5	4	4	4	6	20 %
51-6052	Tailors, dressmakers, and custom sewers	29	27	26	47	49	69 %
51-7011	Cabinetmakers and bench carpenters	67	66	50	42	7	-90 %
51-7021	Furniture finishers	6	5	5	5	5	-17 %
51-7031	Model makers, wood	1	0	0	0	0	-100 %
51-9071	Jewelers and precious stone and metal workers	22	25	25	30	30	36 %
51-9151	Photographic process workers and processing machine operators	7	6	5	7	6	-14 %
51-9194	Etchers and engravers	2	2	1	1	1	-50 %
51-9195	Molders, shapers, and casters (except metal and plastic)	36	44	25	7	6	-83 %

Occupation data for Lincoln County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	1	0	1	1	1	0 %
11-2021	Marketing managers	8	11	13	14	17	112 %
11-2032	Public Relations Managers	1	1	1	1	1	0 %
13-1011	Agents and business managers of artists, performers, and athletes	2	2	1	1	2	0 %
17-1011	Architects, except landscape and naval	9	11	12	12	13	44 %
17-1012	Landscape architects	2	2	2	1	2	0 %
17-1021	Cartographers and photogrammetrists	1	1	1	1	1	0 %
17-3011	Architectural and civil drafters	4	4	6	7	7	75 %
19-3091	Anthropologists and archeologists	1	2	2	2	2	100 %
19-3093	Historians	1	1	1	1	1	0 %
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	0	1	1	1	1	--
25-4013	Museum technicians and conservators	1	1	1	1	1	0 %
25-4022	Librarians and Media Collections Specialists	11	10	10	4	5	-55 %
25-4031	Library technicians	12	13	13	6	5	-58 %
27-1011	Art directors	9	9	10	13	12	33 %
27-1012	Craft artists	9	9	9	9	11	22 %
27-1013	Fine artists, including painters, sculptors, and illustrators	14	14	15	16	17	21 %
27-1014	Special Effects Artists and Animators	5	5	5	6	6	20 %
27-1019	Artists and related workers, all other	4	4	4	3	4	0 %
27-1021	Commercial and industrial designers	1	1	0	1	0	-100 %
27-1022	Fashion designers	1	1	2	1	1	0 %
27-1023	Floral designers	2	8	19	18	20	900 %
27-1024	Graphic designers	12	10	9	9	9	-25 %
27-1025	Interior designers	6	5	5	5	5	-17 %
27-1026	Merchandise displays and window trimmers	1	2	3	6	7	600 %
27-1027	Set and exhibit designers	3	3	3	3	3	0 %
27-1029	Designers, all other	8	8	9	9	11	38 %
27-2011	Actors	4	4	3	3	4	0 %
27-2012	Producers and directors	5	3	4	5	5	0 %
27-2031	Dancers	2	2	1	1	1	-50 %
27-2032	Choreographers	2	1	0	0	1	-50 %
27-2041	Music directors and composers	3	2	1	1	2	-33 %
27-2042	Musicians and singers	17	16	14	13	14	-18 %
27-2091	Disc Jockeys, Except Radio	2	2	2	2	2	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	6	6	6	6	6	0 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	2	1	1	1	1	-50 %
27-3023	News Analysts, Reporters, and Journalists	4	5	5	6	5	25 %
27-3031	Public relations specialists	8	8	8	7	7	-12 %
27-3041	Editors	10	7	7	7	7	-30 %
27-3042	Technical writers	1	1	1	1	1	0 %
27-3043	Writers and authors	24	18	19	21	22	-8 %
27-3099	Media and Communication Workers, All Other	2	1	1	1	1	-50 %
27-4011	Audio and Video Technicians	2	2	2	2	2	0 %
27-4012	Broadcast technicians	1	0	0	1	1	0 %
27-4021	Photographers	52	63	58	61	64	23 %
27-4031	Camera Operators, Television, Video, and Film	1	2	2	3	3	200 %
27-4032	Film and video editors	2	2	2	3	3	50 %
39-3031	Ushers, lobby attendants, and ticket takers	3	3	1	3	5	67 %
39-5091	Makeup artists, theatrical and performance	0	0	1	1	1	--
41-3011	Advertising sales agents	5	4	3	4	4	-20 %
43-2099	Communications Equipment Operators, All Other	1	1	0	0	0	-100 %
43-4121	Library assistants, clerical	8	7	7	5	5	-38 %
47-2044	Tile and Stone Setters	10	11	12	14	15	50 %
47-2161	Plasterers and stucco masons	4	5	4	6	7	75 %
49-9063	Musical instrument repairers and tuners	2	2	3	2	3	50 %
51-6041	Shoe and leather workers and repairers	2	2	2	2	2	0 %
51-6051	Sewers, hand	1	1	1	1	1	0 %
51-6052	Tailors, dressmakers, and custom sewers	10	10	11	11	11	10 %
51-7011	Cabinetmakers and bench carpenters	10	12	12	11	19	90 %
51-7021	Furniture finishers	2	2	3	7	11	450 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	0	0	0	0	-100 %
51-9071	Jewelers and precious stone and metal workers	5	5	6	8	8	60 %
51-9151	Photographic process workers and processing machine operators	1	1	1	1	1	0 %
51-9194	Etchers and engravers	1	0	0	1	2	100 %
51-9195	Molders, shapers, and casters (except metal and plastic)	5	4	3	3	3	-40 %

Occupation data for Natrona County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	3	3	4	4	4	33 %
11-2021	Marketing managers	28	27	30	43	54	93 %
11-2032	Public Relations Managers	2	2	4	4	4	100 %
11-2033	Fundraising Managers	1	1	1	1	2	100 %
13-1011	Agents and business managers of artists, performers, and athletes	8	7	7	10	31	288 %
17-1011	Architects, except landscape and naval	39	39	45	44	45	15 %
17-1012	Landscape architects	4	3	6	4	5	25 %
17-3011	Architectural and civil drafters	33	52	2	2	2	-94 %
19-3091	Anthropologists and archeologists	1	1	1	1	1	0 %
19-3093	Historians	2	2	3	2	2	0 %
25-4011	Archivists	1	1	1	1	1	0 %
25-4012	Curators	1	1	2	2	2	100 %
25-4013	Museum technicians and conservators	0	0	1	1	1	—
25-4022	Librarians and Media Collections Specialists	26	32	34	51	45	73 %
25-4031	Library technicians	16	16	15	5	17	6 %
27-1011	Art directors	28	29	28	45	60	114 %
27-1012	Craft artists	21	22	22	26	28	33 %
27-1013	Fine artists, including painters, sculptors, and illustrators	41	46	49	54	55	34 %
27-1014	Special Effects Artists and Animators	24	18	18	21	19	-21 %
27-1019	Artists and related workers, all other	8	11	12	8	10	25 %
27-1021	Commercial and industrial designers	2	1	1	1	1	-50 %
27-1022	Fashion designers	3	4	6	5	6	100 %
27-1023	Floral designers	4	4	3	3	4	0 %
27-1024	Graphic designers	86	78	72	61	59	-31 %
27-1025	Interior designers	11	10	12	12	13	18 %
27-1026	Merchandise displayers and window trimmers	38	37	40	34	29	-24 %
27-1027	Set and exhibit designers	11	10	9	9	8	-27 %
27-1029	Designers, all other	28	23	26	28	31	11 %
27-2011	Actors	17	17	12	11	16	-6 %
27-2012	Producers and directors	24	26	26	26	29	21 %
27-2031	Dancers	5	6	5	3	3	-40 %
27-2032	Choreographers	25	30	3	1	2	-92 %
27-2041	Music directors and composers	17	18	14	13	13	-24 %
27-2042	Musicians and singers	107	102	80	72	60	-44 %
27-2091	Disc Jockeys, Except Radio	7	7	7	6	7	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	21	21	20	17	17	-19 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	9	6	3	3	4	-56 %
27-3023	News Analysts, Reporters, and Journalists	36	40	41	31	28	-22 %
27-3031	Public relations specialists	64	68	60	56	58	-9 %
27-3041	Editors	32	27	25	24	27	-16 %
27-3042	Technical writers	31	3	3	3	3	-90 %
27-3043	Writers and authors	110	121	112	126	137	25 %
27-3099	Media and Communication Workers, All Other	10	3	2	2	2	-80 %
27-4011	Audio and Video Technicians	8	7	7	6	6	-25 %
27-4012	Broadcast technicians	29	31	25	16	9	-69 %
27-4014	Sound engineering technicians	2	2	2	2	2	0 %
27-4015	Lighting Technicians	0	0	0	0	1	—
27-4021	Photographers	196	179	185	198	209	7 %
27-4031	Camera Operators, Television, Video, and Film	7	8	8	6	7	0 %
27-4032	Film and video editors	5	7	6	7	7	40 %
27-4099	Media and Communications Equipment Workers, All Other	1	2	2	1	1	0 %
39-3031	Ushers, lobby attendants, and ticket takers	40	49	29	31	57	42 %
39-5091	Makeup artists, theatrical and performance	1	2	2	2	2	100 %
41-3011	Advertising sales agents	23	24	24	25	43	87 %
43-2099	Communications Equipment Operators, All Other	3	2	2	1	2	-33 %
43-4121	Library assistants, clerical	45	53	55	54	64	42 %
47-2044	Tile and Stone Setters	11	10	10	31	35	218 %
47-2161	Plasterers and stucco masons	2	2	2	2	2	0 %
49-9063	Musical instrument repairers and tuners	7	7	7	5	8	14 %
51-6041	Shoe and leather workers and repairers	11	13	10	7	6	-45 %
51-6051	Sewers, hand	5	4	4	3	4	-20 %
51-6052	Tailors, dressmakers, and custom sewers	35	30	28	24	24	-31 %
51-7011	Cabinetmakers and bench carpenters	30	28	23	38	42	40 %
51-7021	Furniture finishers	6	5	4	4	4	-33 %
51-7031	Model makers, wood	1	0	0	0	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	2	0	0	0	0	-100 %
51-9071	Jewelers and precious stone and metal workers	42	35	31	22	22	-48 %
51-9151	Photographic process workers and processing machine operators	3	3	2	3	2	-33 %
51-9194	Etchers and engravers	2	2	0	1	0	-100 %
51-9195	Molders, shapers, and casters (except metal and plastic)	42	43	46	43	7	-83 %

Occupation data for Niobrara County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	2	1	1	1	1	-50 %
17-1011	Architects, except landscape and naval	0	2	0	0	0	--
17-1021	Cartographers and photogrammetrists	1	1	1	1	1	0 %
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	1	1	1	1	0	-100 %
25-4022	Librarians and Media Collections Specialists	3	3	3	3	2	-33 %
25-4031	Library technicians	3	3	3	3	3	0 %
27-1011	Art directors	2	2	2	2	1	-50 %
27-1012	Craft artists	0	1	1	1	1	--
27-1013	Fine artists, including painters, sculptors, and illustrators	1	1	2	2	2	100 %
27-1014	Special Effects Artists and Animators	2	1	1	1	1	-50 %
27-1023	Floral designers	0	2	1	1	1	--
27-1024	Graphic designers	1	1	1	1	1	0 %
27-1029	Designers, all other	1	1	1	1	1	0 %
27-2011	Actors	1	1	0	0	0	-100 %
27-2031	Dancers	1	1	0	0	0	-100 %
27-2041	Music directors and composers	1	0	0	0	0	-100 %
27-2042	Musicians and singers	3	2	2	2	2	-33 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	1	1	1	1	1	0 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	1	0	0	0	0	-100 %
27-3023	News Analysts, Reporters, and Journalists	1	1	1	0	1	0 %
27-3031	Public relations specialists	1	1	1	1	1	0 %
27-3041	Editors	1	1	0	0	1	0 %
27-3043	Writers and authors	4	2	2	2	2	-50 %
27-4011	Audio and Video Technicians	1	0	1	1	1	0 %
27-4021	Photographers	11	6	7	6	7	-36 %
41-3011	Advertising sales agents	1	1	0	0	0	-100 %
43-4121	Library assistants, clerical	2	2	2	2	3	50 %
47-2044	Tile and Stone Setters	1	1	1	0	0	-100 %
49-9063	Musical instrument repairers and tuners	0	0	1	1	1	--
51-6052	Tailors, dressmakers, and custom sewers	1	1	3	2	2	100 %
51-7011	Cabinetmakers and bench carpenters	1	1	1	1	0	-100 %
51-7021	Furniture finishers	0	0	1	1	1	--
51-9071	Jewelers and precious stone and metal workers	1	1	1	1	1	0 %
51-9195	Molders, shapers, and casters (except metal and plastic)	1	1	1	1	1	0 %

Occupation data for Park County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	2	2	2	2	2	0 %
11-2021	Marketing managers	15	19	22	26	30	100 %
11-2032	Public Relations Managers	3	3	2	2	2	-33 %
11-2033	Fundraising Managers	2	1	1	1	1	-50 %
13-1011	Agents and business managers of artists, performers, and athletes	6	7	7	9	6	0 %
17-1011	Architects, except landscape and naval	14	14	16	15	16	14 %
17-1012	Landscape architects	3	2	3	2	3	0 %
17-1021	Cartographers and photogrammetrists	1	1	1	1	1	0 %
17-3011	Architectural and civil drafters	7	5	9	8	11	57 %
19-3091	Anthropologists and archeologists	7	7	6	5	6	-14 %
19-3093	Historians	1	2	2	1	2	100 %
25-4011	Archivists	5	2	2	1	1	-80 %
25-4012	Curators	13	12	12	17	8	-38 %
25-4013	Museum technicians and conservators	19	18	13	12	10	-47 %
25-4022	Librarians and Media Collections Specialists	11	10	9	4	5	-55 %
25-4031	Library technicians	17	17	16	8	6	-65 %
27-1011	Art directors	22	23	21	23	24	9 %
27-1012	Craft artists	29	33	26	29	23	-21 %
27-1013	Fine artists, including painters, sculptors, and illustrators	43	47	46	46	48	12 %
27-1014	Special Effects Artists and Animators	17	14	15	15	15	-12 %
27-1019	Artists and related workers, all other	7	9	8	6	8	14 %
27-1021	Commercial and industrial designers	3	2	1	1	1	-67 %
27-1022	Fashion designers	2	3	4	3	4	100 %
27-1023	Floral designers	9	12	14	15	13	44 %
27-1024	Graphic designers	33	30	32	31	32	-3 %
27-1025	Interior designers	11	8	11	11	11	0 %
27-1026	Merchandise displayers and window trimmers	6	7	8	10	11	83 %
27-1027	Set and exhibit designers	9	8	8	7	6	-33 %
27-1029	Designers, all other	17	14	17	17	19	12 %
27-2011	Actors	19	24	14	12	13	-32 %
27-2012	Producers and directors	14	17	18	16	15	7 %
27-2031	Dancers	4	5	3	2	3	-25 %
27-2032	Choreographers	6	2	1	1	2	-67 %
27-2041	Music directors and composers	11	11	7	7	8	-27 %
27-2042	Musicians and singers	66	65	57	50	52	-21 %
27-2091	Disc Jockeys, Except Radio	7	8	8	5	6	-14 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	18	18	16	13	13	-28 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	12	11	7	4	5	-58 %
27-3023	News Analysts, Reporters, and Journalists	16	19	21	22	19	19 %
27-3031	Public relations specialists	20	20	20	20	20	0 %
27-3041	Editors	25	26	27	24	25	0 %
27-3042	Technical writers	3	2	2	2	2	-33 %
27-3043	Writers and authors	84	68	61	63	67	-20 %
27-3099	Media and Communication Workers, All Other	6	2	1	1	1	-83 %
27-4011	Audio and Video Technicians	8	9	6	4	7	-12 %
27-4012	Broadcast technicians	7	7	6	7	5	-29 %
27-4014	Sound engineering technicians	1	1	0	1	1	0 %
27-4015	Lighting Technicians	0	0	0	0	1	--
27-4021	Photographers	148	146	138	141	149	1 %
27-4031	Camera Operators, Television, Video, and Film	3	5	5	4	4	33 %
27-4032	Film and video editors	5	5	5	5	5	0 %
27-4099	Media and Communications Equipment Workers, All Other	3	2	2	1	2	-33 %
39-3031	Ushers, lobby attendants, and ticket takers	11	12	9	10	16	45 %
39-5091	Makeup artists, theatrical and performance	1	1	1	1	1	0 %
41-3011	Advertising sales agents	21	21	19	20	20	-5 %
43-2099	Communications Equipment Operators, All Other	1	1	1	1	1	0 %
43-4121	Library assistants, clerical	11	10	9	7	7	-36 %
47-2044	Tile and Stone Setters	9	9	9	10	12	33 %
47-2161	Plasterers and stucco masons	5	6	5	6	7	40 %
49-9063	Musical instrument repairers and tuners	4	3	4	3	4	0 %
51-6041	Shoe and leather workers and repairers	15	18	14	8	10	-33 %
51-6051	Sewers, hand	3	3	2	2	2	-33 %
51-6052	Tailors, dressmakers, and custom sewers	18	17	16	14	16	-11 %
51-7011	Cabinetmakers and bench carpenters	18	18	16	12	13	-28 %
51-7021	Furniture finishers	3	3	3	5	6	100 %
51-7031	Model makers, wood	1	0	0	0	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	3	4	5	5	2	-33 %
51-9071	Jewelers and precious stone and metal workers	14	15	16	19	19	36 %
51-9151	Photographic process workers and processing machine operators	3	2	2	2	2	-33 %
51-9194	Etchers and engravers	1	1	1	5	4	300 %
51-9195	Molders, shapers, and casters (except metal and plastic)	6	5	4	4	5	-17 %

Occupation data for Platte County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	4	3	4	4	5	25 %
11-2032	Public Relations Managers	1	1	0	1	1	0 %
13-1011	Agents and business managers of artists, performers, and athletes	3	1	0	0	1	-67 %
17-1011	Architects, except landscape and naval	4	3	5	6	6	50 %
17-1012	Landscape architects	1	1	1	1	1	0 %
17-1021	Cartographers and photogrammetrists	1	1	2	2	3	200 %
17-3011	Architectural and civil drafters	1	1	1	1	1	0 %
19-3091	Anthropologists and archeologists	3	2	2	3	4	33 %
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	1	1	1	1	1	0 %
25-4022	Librarians and Media Collections Specialists	6	5	6	5	5	-17 %
25-4031	Library technicians	5	5	5	5	6	20 %
27-1011	Art directors	4	4	4	4	4	0 %
27-1012	Craft artists	4	4	4	5	5	25 %
27-1013	Fine artists, including painters, sculptors, and illustrators	8	9	11	10	10	25 %
27-1014	Special Effects Artists and Animators	3	2	2	2	2	-33 %
27-1019	Artists and related workers, all other	1	1	1	1	2	100 %
27-1023	Floral designers	1	1	0	1	1	0 %
27-1024	Graphic designers	3	3	3	3	2	-33 %
27-1025	Interior designers	1	1	1	2	1	0 %
27-1026	Merchandise displayers and window trimmers	1	1	2	3	4	300 %
27-1027	Set and exhibit designers	1	1	1	1	1	0 %
27-1029	Designers, all other	3	2	3	3	3	0 %
27-2011	Actors	3	3	2	2	2	-33 %
27-2012	Producers and directors	1	1	1	1	1	0 %
27-2031	Dancers	1	1	1	0	1	0 %
27-2041	Music directors and composers	2	2	2	2	2	0 %
27-2042	Musicians and singers	11	10	11	9	10	-9 %
27-2091	Disc Jockeys, Except Radio	1	1	2	1	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	3	3	3	2	2	-33 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	1	1	0	0	0	-100 %
27-3023	News Analysts, Reporters, and Journalists	3	2	3	3	3	0 %
27-3031	Public relations specialists	4	3	3	4	4	0 %
27-3041	Editors	3	4	4	4	4	33 %
27-3042	Technical writers	1	0	0	0	0	-100 %
27-3043	Writers and authors	13	10	12	12	11	-15 %
27-3099	Media and Communication Workers, All Other	1	1	0	0	0	-100 %
27-4011	Audio and Video Technicians	6	6	4	3	1	-83 %
27-4012	Broadcast technicians	0	0	0	0	1	--
27-4021	Photographers	24	22	23	23	24	0 %
27-4031	Camera Operators, Television, Video, and Film	0	1	1	1	1	--
27-4032	Film and video editors	0	0	0	1	1	--
27-4099	Media and Communications Equipment Workers, All Other	1	1	0	0	0	-100 %
41-3011	Advertising sales agents	2	1	1	1	1	-50 %
43-2099	Communications Equipment Operators, All Other	1	1	0	0	0	-100 %
43-4121	Library assistants, clerical	4	3	4	5	6	50 %
47-2044	Tile and Stone Setters	2	2	2	2	2	0 %
49-9063	Musical instrument repairers and tuners	1	0	1	1	1	0 %
51-6041	Shoe and leather workers and repairers	0	1	0	0	1	--
51-6052	Tailors, dressmakers, and custom sewers	3	2	2	2	3	0 %
51-7011	Cabinetmakers and bench carpenters	1	1	1	1	1	0 %
51-7021	Furniture finishers	1	0	1	0	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	0	1	0	1	2	--
51-9071	Jewelers and precious stone and metal workers	2	3	3	4	4	100 %
51-9195	Molders, shapers, and casters (except metal and plastic)	1	1	1	1	1	0 %

Occupation data for Sheridan County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	3	3	6	6	6	100 %
11-2021	Marketing managers	21	23	33	42	49	133 %
11-2032	Public Relations Managers	1	1	2	2	2	100 %
11-2033	Fundraising Managers	3	3	1	1	2	-33 %
13-1011	Agents and business managers of artists, performers, and athletes	7	8	11	14	15	114 %
17-1011	Architects, except landscape and naval	9	10	12	17	13	44 %
17-1012	Landscape architects	2	2	4	3	4	100 %
17-1021	Cartographers and photogrammetrists	5	4	6	5	6	20 %
17-3011	Architectural and civil drafters	15	11	10	9	8	-47 %
19-3091	Anthropologists and archeologists	16	18	20	17	15	-6 %
19-3093	Historians	1	2	3	3	3	200 %
25-4011	Archivists	6	4	2	1	1	-83 %
25-4012	Curators	16	13	13	11	13	-19 %
25-4013	Museum technicians and conservators	0	0	1	2	2	--
25-4022	Librarians and Media Collections Specialists	20	18	18	14	14	-30 %
25-4031	Library technicians	16	14	13	14	16	0 %
27-1011	Art directors	21	25	28	39	39	86 %
27-1012	Craft artists	22	25	29	33	35	59 %
27-1013	Fine artists, including painters, sculptors, and illustrators	35	42	50	65	66	89 %
27-1014	Special Effects Artists and Animators	15	13	17	22	22	47 %
27-1019	Artists and related workers, all other	7	9	12	10	12	71 %
27-1021	Commercial and industrial designers	3	1	1	2	2	-33 %
27-1022	Fashion designers	2	3	5	4	6	200 %
27-1023	Floral designers	11	11	13	14	13	18 %
27-1024	Graphic designers	26	29	37	36	35	35 %
27-1025	Interior designers	6	10	15	17	18	200 %
27-1026	Merchandise displayers and window trimmers	7	10	13	18	18	157 %
27-1027	Set and exhibit designers	8	8	10	10	11	38 %
27-1029	Designers, all other	18	18	25	30	33	83 %
27-2011	Actors	18	16	13	14	17	-6 %
27-2012	Producers and directors	6	9	15	17	17	183 %
27-2031	Dancers	3	5	4	3	4	33 %
27-2032	Choreographers	1	1	1	2	2	100 %
27-2041	Music directors and composers	10	12	10	10	11	10 %
27-2042	Musicians and singers	58	62	60	65	69	19 %
27-2091	Disc Jockeys, Except Radio	6	8	8	8	8	33 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	17	20	23	24	24	41 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	5	9	10	8	10	100 %
27-3023	News Analysts, Reporters, and Journalists	18	18	22	23	24	33 %
27-3031	Public relations specialists	21	22	27	29	31	48 %
27-3041	Editors	33	36	48	60	65	97 %
27-3042	Technical writers	3	3	4	4	4	33 %
27-3043	Writers and authors	83	76	89	108	114	37 %
27-3099	Media and Communication Workers, All Other	6	4	3	3	3	-50 %
27-4011	Audio and Video Technicians	12	12	18	18	9	-25 %
27-4012	Broadcast technicians	1	1	1	2	6	500 %
27-4014	Sound engineering technicians	0	2	2	3	2	--
27-4015	Lighting Technicians	0	0	0	0	1	--
27-4021	Photographers	124	138	178	192	204	65 %
27-4031	Camera Operators, Television, Video, and Film	3	6	9	9	11	267 %
27-4032	Film and video editors	3	5	7	9	9	200 %
27-4099	Media and Communications Equipment Workers, All Other	6	9	2	1	2	-67 %
39-3031	Ushers, lobby attendants, and ticket takers	1	0	1	0	0	-100 %
39-5091	Makeup artists, theatrical and performance	1	1	2	2	2	100 %
41-3011	Advertising sales agents	28	29	30	27	27	-4 %
43-2099	Communications Equipment Operators, All Other	1	1	1	1	1	0 %
43-4121	Library assistants, clerical	11	9	9	12	14	27 %
47-2044	Tile and Stone Setters	8	8	10	12	13	62 %
47-2161	Plasterers and stucco masons	2	2	2	2	3	50 %
49-9063	Musical instrument repairers and tuners	4	3	5	6	7	75 %
51-6041	Shoe and leather workers and repairers	8	10	10	7	7	-12 %
51-6051	Sewers, hand	3	3	3	3	5	67 %
51-6052	Tailors, dressmakers, and custom sewers	14	14	18	20	23	64 %
51-7011	Cabinetmakers and bench carpenters	8	10	10	10	8	0 %
51-7021	Furniture finishers	2	2	3	4	3	50 %
51-7031	Model makers, wood	1	0	0	0	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	1	1	2	4	300 %
51-9071	Jewelers and precious stone and metal workers	19	20	24	33	33	74 %
51-9151	Photographic process workers and processing machine operators	2	2	2	3	3	50 %
51-9194	Etchers and engravers	2	2	1	1	6	200 %
51-9195	Molders, shapers, and casters (except metal and plastic)	8	8	10	12	12	50 %

Occupation data for Sublette County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	5	6	6	7	8	60 %
11-2032	Public Relations Managers	1	1	1	1	1	0 %
13-1011	Agents and business managers of artists, performers, and athletes	1	1	2	2	3	200 %
17-1011	Architects, except landscape and naval	1	2	2	2	2	100 %
17-1012	Landscape architects	0	0	0	0	1	--
17-1021	Cartographers and photogrammetrists	2	1	1	1	1	-50 %
17-3011	Architectural and civil drafters	1	1	2	1	1	0 %
19-3091	Anthropologists and archeologists	2	2	2	1	1	-50 %
19-3093	Historians	0	0	1	0	1	--
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	2	1	1	1	1	-50 %
25-4013	Museum technicians and conservators	3	2	1	1	1	-67 %
25-4022	Librarians and Media Collections Specialists	5	5	4	1	2	-60 %
25-4031	Library technicians	11	10	11	5	4	-64 %
27-1011	Art directors	6	6	5	6	6	0 %
27-1012	Craft artists	4	5	4	5	5	25 %
27-1013	Fine artists, including painters, sculptors, and illustrators	8	9	10	11	11	38 %
27-1014	Special Effects Artists and Animators	4	3	3	3	3	-25 %
27-1019	Artists and related workers, all other	2	3	2	2	2	0 %
27-1021	Commercial and industrial designers	1	1	0	0	0	-100 %
27-1022	Fashion designers	1	1	1	1	1	0 %
27-1023	Floral designers	1	0	1	1	1	0 %
27-1024	Graphic designers	7	6	7	7	7	0 %
27-1025	Interior designers	2	2	3	3	3	50 %
27-1026	Merchandise displayers and window trimmers	0	1	1	1	2	--
27-1027	Set and exhibit designers	2	2	2	2	2	0 %
27-1029	Designers, all other	5	4	4	5	5	0 %
27-2011	Actors	3	3	2	2	3	0 %
27-2012	Producers and directors	1	1	2	2	2	100 %
27-2031	Dancers	1	1	1	0	1	0 %
27-2041	Music directors and composers	2	2	2	2	2	0 %
27-2042	Musicians and singers	14	14	12	11	11	-21 %
27-2091	Disc Jockeys, Except Radio	1	2	2	1	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	5	4	5	4	4	-20 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	1	1	0	0	1	0 %
27-3023	News Analysts, Reporters, and Journalists	2	2	2	3	3	50 %
27-3031	Public relations specialists	5	5	5	5	5	0 %
27-3041	Editors	5	3	5	5	5	0 %
27-3042	Technical writers	1	0	1	1	1	0 %
27-3043	Writers and authors	16	12	12	13	13	-19 %
27-3099	Media and Communication Workers, All Other	1	0	0	0	0	-100 %
27-4011	Audio and Video Technicians	2	3	1	1	2	0 %
27-4021	Photographers	32	27	28	30	31	-3 %
27-4031	Camera Operators, Television, Video, and Film	1	1	1	1	1	0 %
27-4032	Film and video editors	1	1	1	1	1	0 %
39-3031	Ushers, lobby attendants, and ticket takers	1	1	0	0	0	-100 %
41-3011	Advertising sales agents	2	2	1	2	2	0 %
43-4121	Library assistants, clerical	7	6	7	5	5	-29 %
47-2044	Tile and Stone Setters	3	3	3	4	4	33 %
47-2161	Plasterers and stucco masons	2	2	2	2	2	0 %
49-9063	Musical instrument repairers and tuners	1	1	1	1	1	0 %
51-6041	Shoe and leather workers and repairers	1	1	1	1	1	0 %
51-6051	Sewers, hand	1	0	1	1	2	100 %
51-6052	Tailors, dressmakers, and custom sewers	6	3	7	7	7	17 %
51-7011	Cabinetmakers and bench carpenters	4	5	5	5	9	125 %
51-7021	Furniture finishers	1	1	1	2	4	300 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	1	1	1	0	-100 %
51-9071	Jewelers and precious stone and metal workers	5	4	3	3	4	-20 %
51-9194	Etchers and engravers	0	0	0	0	1	--
51-9195	Molders, shapers, and casters (except metal and plastic)	2	2	1	2	2	0 %

Occupation data for Sweetwater County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2911	Advertising and promotions managers	1	1	1	1	1	0 %
11-2921	Marketing managers	16	21	20	22	26	62 %
11-2932	Public Relations Managers	4	3	2	2	2	-50 %
11-2933	Fundraising Managers	1	0	0	0	0	-100 %
13-1011	Agents and business managers of artists, performers, and athletes	2	3	2	2	3	50 %
17-1011	Architects, except landscape and naval	23	23	23	20	21	-9 %
17-1012	Landscape architects	4	3	3	1	2	-50 %
17-1021	Cartographers and photogrammetrists	3	2	3	2	2	-33 %
17-3011	Architectural and civil drafters	11	10	13	11	11	0 %
19-3091	Anthropologists and archeologists	7	14	17	16	14	100 %
19-3093	Historians	1	1	1	1	1	0 %
25-4011	Archivists	2	2	1	1	0	-100 %
25-4012	Curators	1	1	1	1	1	0 %
25-4013	Museum technicians and conservators	2	2	4	3	1	-50 %
25-4022	Librarians and Media Collections Specialists	24	23	20	7	10	-58 %
25-4031	Library technicians	41	41	41	19	14	-66 %
27-1011	Art directors	10	11	12	14	14	40 %
27-1012	Craft artists	10	10	10	11	13	30 %
27-1013	Fine artists, including painters, sculptors, and illustrators	16	19	19	21	21	31 %
27-1014	Special Effects Artists and Animators	7	5	6	7	7	0 %
27-1019	Artists and related workers, all other	4	6	6	3	5	25 %
27-1021	Commercial and industrial designers	2	3	0	1	0	-100 %
27-1022	Fashion designers	1	1	2	2	3	200 %
27-1023	Floral designers	17	16	17	13	12	-29 %
27-1024	Graphic designers	21	21	20	18	19	-10 %
27-1025	Interior designers	10	8	9	8	7	-30 %
27-1026	Merchandise displayers and window trimmers	7	9	11	15	16	129 %
27-1027	Set and exhibit designers	4	3	3	3	3	-25 %
27-1029	Designers, all other	9	8	9	11	12	33 %
27-2011	Actors	7	7	5	5	6	-14 %
27-2012	Producers and directors	8	8	10	9	12	50 %
27-2031	Dancers	2	2	2	1	2	0 %
27-2032	Choreographers	5	1	0	1	1	-80 %
27-2041	Music directors and composers	5	5	4	4	4	-20 %
27-2042	Musicians and singers	27	25	23	22	25	-7 %
27-2091	Disc Jockeys, Except Radio	3	4	3	3	3	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	7	8	7	7	7	0 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	15	12	10	7	8	-47 %
27-3023	News Analysts, Reporters, and Journalists	10	11	10	11	11	10 %
27-3031	Public relations specialists	22	23	19	18	16	-27 %
27-3041	Editors	19	16	15	16	17	-11 %
27-3042	Technical writers	1	1	1	1	1	0 %
27-3043	Writers and authors	44	35	31	36	38	-14 %
27-3099	Media and Communication Workers, All Other	3	2	1	1	1	-67 %
27-4011	Audio and Video Technicians	8	10	4	3	6	-25 %
27-4012	Broadcast technicians	11	11	11	9	6	-45 %
27-4014	Sound engineering technicians	1	1	1	1	1	0 %
27-4021	Photographers	66	65	64	71	75	14 %
27-4031	Camera Operators, Television, Video, and Film	2	3	3	3	3	50 %
27-4032	Film and video editors	2	3	3	3	4	100 %
27-4099	Media and Communications Equipment Workers, All Other	1	1	1	1	1	0 %
39-3031	Ushers, lobby attendants, and ticket takers	12	12	7	7	13	8 %
39-5091	Makeup artists, theatrical and performance	1	1	1	1	1	0 %
41-3011	Advertising sales agents	14	13	11	12	12	-14 %
43-2099	Communications Equipment Operators, All Other	1	1	1	1	1	0 %
43-4121	Library assistants, clerical	26	23	24	15	15	-42 %
47-2044	Tile and Stone Setters	6	8	8	10	11	83 %
47-2161	Plasterers and stucco masons	4	4	4	3	4	0 %
49-9063	Musical instrument repairers and tuners	2	2	2	2	3	50 %
51-6041	Shoe and leather workers and repairers	1	1	1	1	1	0 %
51-6051	Sewers, hand	1	1	1	1	1	0 %
51-6052	Tailors, dressmakers, and custom sewers	11	8	8	6	9	-18 %
51-7011	Cabinetmakers and bench carpenters	4	3	6	3	3	-25 %
51-7021	Furniture finishers	2	1	2	3	3	50 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	13	13	10	11	17	31 %
51-9071	Jewelers and precious stone and metal workers	9	10	10	15	19	111 %
51-9151	Photographic process workers and processing machine operators	1	1	1	1	1	0 %
51-9194	Etchers and engravers	1	1	0	5	5	400 %
51-9195	Molders, shapers, and casters (except metal and plastic)	2	3	2	3	6	300 %

Occupation data for Teton County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	4	4	5	5	5	25 %
11-2021	Marketing managers	34	41	50	63	75	121 %
11-2032	Public Relations Managers	5	5	4	5	6	20 %
11-2033	Fundraising Managers	5	2	2	2	2	-60 %
13-1011	Agents and business managers of artists, performers, and athletes	14	16	16	19	19	36 %
17-1011	Architects, except landscape and naval	55	57	69	76	79	44 %
17-1012	Landscape architects	12	9	10	4	9	-25 %
17-1021	Cartographers and photogrammetrists	1	1	2	2	1	0 %
17-3011	Architectural and civil drafters	24	23	36	45	45	88 %
19-3091	Anthropologists and archeologists	7	8	8	6	7	0 %
19-3093	Historians	2	4	3	3	3	50 %
25-4011	Archivists	3	2	2	1	1	-67 %
25-4012	Curators	5	6	6	7	5	0 %
25-4013	Museum technicians and conservators	8	8	6	5	4	-50 %
25-4022	Librarians and Media Collections Specialists	18	18	18	7	10	-44 %
25-4031	Library technicians	22	22	22	10	9	-59 %
27-1011	Art directors	36	39	33	37	47	31 %
27-1012	Craft artists	46	41	43	54	44	-4 %
27-1013	Fine artists, including painters, sculptors, and illustrators	84	89	98	109	105	25 %
27-1014	Special Effects Artists and Animators	28	27	27	31	33	18 %
27-1019	Artists and related workers, all other	10	13	13	11	14	40 %
27-1021	Commercial and industrial designers	12	10	3	4	3	-75 %
27-1022	Fashion designers	5	7	10	8	12	140 %
27-1023	Floral designers	19	23	20	21	20	5 %
27-1024	Graphic designers	77	75	74	76	82	6 %
27-1025	Interior designers	42	42	48	51	50	19 %
27-1026	Merchandise displayers and window trimmers	7	9	10	13	12	71 %
27-1027	Set and exhibit designers	18	17	15	15	13	-28 %
27-1029	Designers, all other	32	26	29	33	39	22 %
27-2011	Actors	44	55	37	33	37	-16 %
27-2012	Producers and directors	33	44	46	53	56	70 %
27-2031	Dancers	7	11	7	4	7	0 %
27-2032	Choreographers	24	5	2	4	5	-79 %
27-2041	Music directors and composers	20	19	14	14	14	-30 %
27-2042	Musicians and singers	128	123	116	109	118	-8 %
27-2091	Disc Jockeys, Except Radio	16	17	16	14	15	-6 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	39	40	40	37	38	-3 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	14	12	10	10	12	-14 %
27-3023	News Analysts, Reporters, and Journalists	22	25	27	32	32	45 %
27-3031	Public relations specialists	39	38	36	43	41	5 %
27-3041	Editors	45	41	41	42	46	2 %
27-3042	Technical writers	6	5	5	6	6	0 %
27-3043	Writers and authors	188	149	151	172	178	-5 %
27-3099	Media and Communication Workers, All Other	12	7	6	8	10	-17 %
27-4011	Audio and Video Technicians	22	25	19	13	20	-9 %
27-4012	Broadcast technicians	6	6	7	11	13	117 %
27-4014	Sound engineering technicians	3	3	3	3	3	0 %
27-4015	Lighting Technicians	0	0	1	1	1	--
27-4021	Photographers	278	258	269	294	306	11 %
27-4031	Camera Operators, Television, Video, and Film	10	13	15	16	19	90 %
27-4032	Film and video editors	16	20	19	22	22	38 %
27-4099	Media and Communications Equipment Workers, All Other	4	3	3	3	2	-50 %
39-3031	Ushers, lobby attendants, and ticket takers	23	22	11	11	19	-17 %
39-3092	Costume attendants	2	2	2	1	1	-50 %
39-5091	Makeup artists, theatrical and performance	2	3	3	3	3	50 %
41-3011	Advertising sales agents	33	30	25	27	28	-15 %
43-2099	Communications Equipment Operators, All Other	1	1	1	0	0	-100 %
43-4121	Library assistants, clerical	14	12	12	9	10	-29 %
47-2044	Tile and Stone Setters	18	20	21	27	32	78 %
47-2161	Plasterers and stucco masons	15	16	18	18	23	53 %
49-9063	Musical instrument repairers and tuners	5	4	5	4	6	20 %
51-6041	Shoe and leather workers and repairers	3	7	5	4	3	0 %
51-6051	Sewers, hand	8	8	6	6	9	12 %
51-6052	Tailors, dressmakers, and custom sewers	27	28	27	25	36	33 %
51-7011	Cabinetmakers and bench carpenters	12	12	13	8	9	-25 %
51-7021	Furniture finishers	3	3	4	6	7	133 %
51-7031	Model makers, wood	1	0	0	0	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	0	0	0	1	0	--
51-9071	Jewelers and precious stone and metal workers	19	20	20	31	34	79 %
51-9151	Photographic process workers and processing machine operators	5	4	3	5	4	-20 %
51-9194	Etchers and engravers	2	2	1	8	7	250 %
51-9195	Molders, shapers, and casters (except metal and plastic)	6	4	4	4	6	0 %

Occupation data for Uinta County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2011	Advertising and promotions managers	0	1	1	1	1	--
11-2021	Marketing managers	6	8	11	12	15	150 %
11-2032	Public Relations Managers	1	1	1	1	1	0 %
13-1011	Agents and business managers of artists, performers, and athletes	1	1	1	1	1	0 %
17-1011	Architects, except landscape and naval	7	9	11	12	13	86 %
17-1012	Landscape architects	2	1	2	2	2	0 %
17-1021	Cartographers and photogrammetrists	1	1	1	1	1	0 %
17-3011	Architectural and civil drafters	2	3	4	4	5	150 %
19-3091	Anthropologists and archeologists	1	1	1	1	1	0 %
19-3093	Historians	1	1	1	1	1	0 %
25-4011	Archivists	1	1	0	0	0	-100 %
25-4013	Museum technicians and conservators	1	1	1	1	0	-100 %
25-4022	Librarians and Media Collections Specialists	10	10	9	3	4	-60 %
25-4031	Library technicians	16	16	15	7	6	-62 %
27-1011	Art directors	7	8	8	9	9	29 %
27-1012	Craft artists	4	5	4	5	6	50 %
27-1013	Fine artists, including painters, sculptors, and illustrators	9	10	9	10	10	11 %
27-1014	Special Effects Artists and Animators	5	4	4	4	4	-20 %
27-1019	Artists and related workers, all other	2	3	3	2	2	0 %
27-1021	Commercial and industrial designers	1	2	0	0	0	-100 %
27-1022	Fashion designers	1	1	2	1	2	100 %
27-1023	Floral designers	3	3	2	2	3	0 %
27-1024	Graphic designers	10	10	9	9	10	0 %
27-1025	Interior designers	4	3	3	3	3	-25 %
27-1026	Merchandise displayers and window trimmers	2	3	3	4	4	100 %
27-1027	Set and exhibit designers	3	3	2	2	2	-33 %
27-1029	Designers, all other	7	7	7	7	9	29 %
27-2011	Actors	4	3	2	2	3	-25 %
27-2012	Producers and directors	4	5	6	5	7	75 %
27-2031	Dancers	1	1	1	0	1	0 %
27-2032	Choreographers	1	0	0	0	0	-100 %
27-2041	Music directors and composers	2	2	2	2	2	0 %
27-2042	Musicians and singers	13	12	11	10	10	-23 %
27-2091	Disc Jockeys, Except Radio	2	1	1	1	1	-50 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	5	5	4	4	4	-20 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	8	6	5	4	5	-38 %
27-3023	News Analysts, Reporters, and Journalists	5	5	6	7	9	80 %
27-3031	Public relations specialists	6	7	6	6	6	0 %
27-3041	Editors	7	7	8	7	9	29 %
27-3042	Technical writers	1	1	1	1	1	0 %
27-3043	Writers and authors	16	14	11	12	13	-28 %
27-3099	Media and Communication Workers, All Other	2	1	0	1	1	-50 %
27-4011	Audio and Video Technicians	3	4	2	2	3	0 %
27-4012	Broadcast technicians	6	4	4	7	4	-33 %
27-4014	Sound engineering technicians	0	0	0	1	1	--
27-4021	Photographers	53	41	43	47	50	-6 %
27-4031	Camera Operators, Television, Video, and Film	1	2	2	2	2	100 %
27-4032	Film and video editors	1	2	2	2	2	100 %
27-4099	Media and Communications Equipment Workers, All Other	0	0	1	0	0	--
39-3031	Ushers, lobby attendants, and ticket takers	7	6	4	7	14	100 %
41-3011	Advertising sales agents	5	6	6	9	9	80 %
43-2099	Communications Equipment Operators, All Other	1	1	0	0	0	-100 %
43-4121	Library assistants, clerical	10	9	9	6	7	-30 %
47-2044	Tile and Stone Setters	3	4	4	4	5	67 %
47-2161	Plasterers and stucco masons	1	1	2	2	2	100 %
49-9063	Musical instrument repairers and tuners	2	2	2	2	3	50 %
51-6041	Shoe and leather workers and repairers	1	1	4	2	3	200 %
51-6051	Sewers, hand	2	2	2	2	3	50 %
51-6052	Tailors, dressmakers, and custom sewers	10	10	11	11	13	30 %
51-7011	Cabinetmakers and bench carpenters	4	4	3	2	2	-50 %
51-7021	Furniture finishers	1	1	1	2	2	100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	1	2	2	0	-100 %
51-9071	Jewelers and precious stone and metal workers	7	6	2	3	4	-43 %
51-9151	Photographic process workers and processing machine operators	1	1	1	1	1	0 %
51-9194	Etchers and engravers	1	1	0	1	4	300 %
51-9195	Molders, shapers, and casters (except metal and plastic)	2	2	1	1	2	0 %

Occupation data for Washakie County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	3	4	5	6	6	100 %
11-2032	Public Relations Managers	1	1	0	0	0	-100 %
13-1011	Agents and business managers of artists, performers, and athletes	1	1	0	0	1	0 %
17-1011	Architects, except landscape and naval	3	2	1	1	1	-67 %
17-1012	Landscape architects	1	0	0	0	0	-100 %
17-3011	Architectural and civil drafters	1	0	1	1	1	0 %
19-3091	Anthropologists and archeologists	1	1	1	1	1	0 %
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	1	1	0	1	0	-100 %
25-4013	Museum technicians and conservators	2	2	1	1	0	-100 %
25-4022	Librarians and Media Collections Specialists	4	4	3	1	2	-50 %
25-4031	Library technicians	6	6	6	3	3	-50 %
27-1011	Art directors	3	3	3	4	3	0 %
27-1012	Craft artists	2	2	2	2	3	50 %
27-1013	Fine artists, including painters, sculptors, and illustrators	4	4	4	4	4	0 %
27-1014	Special Effects Artists and Animators	3	2	2	2	2	-33 %
27-1019	Artists and related workers, all other	1	2	2	1	1	0 %
27-1022	Fashion designers	0	0	1	0	1	--
27-1023	Floral designers	1	1	1	1	1	0 %
27-1024	Graphic designers	4	3	2	2	2	-50 %
27-1025	Interior designers	1	1	1	1	1	0 %
27-1026	Merchandise displayers and window trimmers	5	4	4	5	4	-20 %
27-1027	Set and exhibit designers	1	1	1	1	1	0 %
27-1029	Designers, all other	2	2	2	2	2	0 %
27-2011	Actors	2	2	1	1	2	0 %
27-2012	Producers and directors	4	3	4	4	4	0 %
27-2041	Music directors and composers	2	2	1	1	1	-50 %
27-2042	Musicians and singers	7	6	4	3	4	-43 %
27-2091	Disc Jockeys, Except Radio	1	1	1	1	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	2	2	2	2	2	0 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	6	3	2	2	2	-67 %
27-3023	News Analysts, Reporters, and Journalists	3	1	1	1	1	-67 %
27-3031	Public relations specialists	3	4	3	3	3	0 %
27-3041	Editors	5	3	3	3	3	-40 %
27-3043	Writers and authors	9	8	6	7	7	-22 %
27-3099	Media and Communication Workers, All Other	1	0	0	0	0	-100 %
27-4011	Audio and Video Technicians	2	2	1	1	1	-50 %
27-4012	Broadcast technicians	4	2	2	2	2	-50 %
27-4014	Sound engineering technicians	0	0	0	1	0	--
27-4021	Photographers	24	23	26	27	28	17 %
27-4031	Camera Operators, Television, Video, and Film	1	1	2	1	2	100 %
27-4032	Film and video editors	1	1	1	2	2	100 %
27-4099	Media and Communications Equipment Workers, All Other	0	0	1	0	0	--
39-3031	Ushers, lobby attendants, and ticket takers	3	2	0	1	0	-100 %
41-3011	Advertising sales agents	3	2	1	1	1	-67 %
43-4121	Library assistants, clerical	4	3	3	2	3	-25 %
47-2044	Tile and Stone Setters	2	2	2	2	2	0 %
47-2161	Plasterers and stucco masons	1	1	1	0	0	-100 %
49-9063	Musical instrument repairers and tuners	0	0	1	0	1	--
51-6051	Sewers, hand	1	1	0	0	1	0 %
51-6052	Tailors, dressmakers, and custom sewers	3	3	2	2	3	0 %
51-7011	Cabinetmakers and bench carpenters	1	1	1	1	1	0 %
51-7021	Furniture finishers	0	0	0	1	2	--
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	1	1	1	0	-100 %
51-9071	Jewelers and precious stone and metal workers	2	2	2	2	2	0 %
51-9194	Etchers and engravers	0	0	0	1	1	--
51-9195	Molders, shapers, and casters (except metal and plastic)	1	1	1	1	2	100 %

Occupation data for Weston County from 2018 to 2022

SOC Code	Occupation	2018	2019	2020	2021	2022	Percentage Change 2018-2022
11-2021	Marketing managers	2	2	3	3	4	100 %
17-1011	Architects, except landscape and naval	1	2	1	1	1	0 %
17-1021	Cartographers and photogrammetrists	1	1	1	1	1	0 %
17-3011	Architectural and civil drafters	1	1	1	0	0	-100 %
19-3091	Anthropologists and archeologists	2	1	1	1	1	-50 %
25-4011	Archivists	1	1	0	0	0	-100 %
25-4012	Curators	1	1	1	1	1	0 %
25-4022	Librarians and Media Collections Specialists	6	6	7	6	6	0 %
25-4031	Library technicians	5	5	5	5	6	20 %
27-1011	Art directors	2	3	3	3	3	50 %
27-1012	Craft artists	2	2	2	3	3	50 %
27-1013	Fine artists, including painters, sculptors, and illustrators	4	4	5	5	5	25 %
27-1014	Special Effects Artists and Animators	1	1	1	1	1	0 %
27-1019	Artists and related workers, all other	1	1	1	1	1	0 %
27-1022	Fashion designers	0	1	1	0	1	--
27-1023	Floral designers	1	1	1	1	1	0 %
27-1024	Graphic designers	3	4	2	2	2	-33 %
27-1025	Interior designers	1	1	1	1	0	-100 %
27-1026	Merchandise displayers and window trimmers	0	1	1	2	2	--
27-1027	Set and exhibit designers	1	1	1	1	1	0 %
27-1029	Designers, all other	2	2	2	2	2	0 %
27-2011	Actors	1	1	1	1	1	0 %
27-2012	Producers and directors	2	2	3	3	3	50 %
27-2041	Music directors and composers	1	1	1	1	1	0 %
27-2042	Musicians and singers	5	5	5	4	4	-20 %
27-2091	Disc Jockeys, Except Radio	1	1	1	1	1	0 %
27-2099	Entertainers and Performers, Sports and Related Workers, All Other	2	2	2	2	1	-50 %
27-3011	Broadcast Announcers and Radio Disc Jockeys	1	1	1	1	1	0 %
27-3023	News Analysts, Reporters, and Journalists	4	3	4	3	5	25 %
27-3031	Public relations specialists	2	2	3	3	3	50 %
27-3041	Editors	5	3	4	5	6	20 %
27-3043	Writers and authors	8	6	7	7	7	-12 %
27-3099	Media and Communication Workers, All Other	1	0	0	0	0	-100 %
27-4011	Audio and Video Technicians	2	1	2	2	1	-50 %
27-4012	Broadcast technicians	1	0	1	1	1	0 %
27-4021	Photographers	16	10	15	15	16	0 %
27-4031	Camera Operators, Television, Video, and Film	1	1	1	1	1	0 %
27-4032	Film and video editors	1	1	1	1	1	0 %
27-4099	Media and Communications Equipment Workers, All Other	0	1	0	0	0	--
41-3011	Advertising sales agents	3	2	2	2	4	33 %
43-4121	Library assistants, clerical	3	3	3	4	4	33 %
47-2044	Tile and Stone Setters	1	1	1	1	1	0 %
49-9063	Musical instrument repairers and tuners	1	0	1	1	1	0 %
51-6041	Shoe and leather workers and repairers	1	0	1	0	0	-100 %
51-6051	Sewers, hand	1	1	1	1	1	0 %
51-6052	Tailors, dressmakers, and custom sewers	5	3	4	3	4	-20 %
51-7011	Cabinetmakers and bench carpenters	1	0	0	0	0	-100 %
51-7021	Furniture finishers	1	0	1	1	0	-100 %
51-9051	Furnace, kiln, oven, drier, and kettle operators and tenders	1	1	2	3	2	100 %
51-9071	Jewelers and precious stone and metal workers	2	2	1	2	1	-50 %
51-9194	Etchers and engravers	0	0	0	0	1	--
51-9195	Molders, shapers, and casters (except metal and plastic)	1	1	1	1	1	0 %

APPENDIX B SURVEY

The survey questions sent to filmmakers is reproduced here. Because the survey was administered through SurveyMonkey, the appearance of the survey differs from the questions presented here, though the questions themselves are the same.

Wyoming Domestic and Outside Film Production & Post-Production Activity Survey

Wyoming Arts Alliance has partnered with the UWyo Center for Business and Economic Analysis (CBEA) to assess the impact of the state's creative economy. As part of this effort, we are collecting economic data on film production and post-production activity.

Your survey responses will be shared with CBEA. To ensure confidentiality, identifying information will be removed and figures will be aggregated prior to publication.

Instructions: Please submit a separate survey form for each production or post-production. Pages 1 and 2 are required. Page 3 is optional but strongly encouraged. Page 4 is entirely optional. If exact figures are not known for any question, please provide an estimate.

1- IDENTIFYING INFORMATION

1. Provide your name and contact information.
2. Provide the name of the production company or post-production company.
3. What is your role or relationship to the production or post-production company?
4. What is the title of the project?
5. What activities took place in Wyoming?
 - a. Pre-production
 - b. Production
 - c. Post-production
6. On what dates did the activities occur?

2- ACTIVITY OVERVIEW

7. Select a type of production or post-production.
 - a. Feature Film – Theatrical
 - b. Feature Film – Streaming
 - c. Feature Film – Television
 - d. Television Series – Scripted
 - e. Television Segment/Episode – Scripted
 - f. Television Pilot – Scripted
 - g. Television Special
 - h. Series for Streaming Platforms
 - i. Commercial Advertisement – Television
 - j. Miniseries
 - k. Music Video
 - l. Corporate Video
 - m. Short Film

- n. Industrial Film
 - o. Interactive Entertainment
 - p. Pre-Released Interactive Games
 - q. Video Game Production
 - r. Sports Events
 - s. Production for Website Creation
 - t. Sound Recording Projects
8. How many days of production and post-production took place in Wyoming?
 9. How much total expenditures were spent in Wyoming, including cast and crew salaries, wages, benefits, and labor taxes, goods, and services?

3- CREW & CAST ACTIVITY

10. What was the total labor expense, including taxes and benefits, paid to the crew working in Wyoming?
11. What was the total labor expense, including taxes and benefits, paid to the crew living in Wyoming?
12. What was the total number of crew members employed in Wyoming?
13. What was the total number of crew members living in Wyoming?
14. What was the total labor expense, including taxes and benefits, paid to the cast working in Wyoming?
15. What was the total labor expense, including taxes and benefits, paid to the cast living in Wyoming?
16. What was the total number of cast members employed in Wyoming?
 - a. Full-time
 - b. Part-time
17. What was the total number of crew members living in Wyoming?
 - a. Full-time
 - b. Part-time

4- EXPENDITURES IN WYOMING (Optional)

Lodging

18. How many nights of overnight lodging were purchased for the cast and crew?
19. How much was spent on overnight lodging?
20. What lodging vendors were used?

Meals

21. How many meals were provided to the cast and crew?
22. How much was spent on meals?
23. What catering/meals vendors were used?

Vehicle Rentals

24. How many vehicles were rented?
25. How much was spent on rented vehicles?
26. What vehicle rental vendors were used?

Fuel

27. How many gallons of fuel were purchased?

28. How much was spent on fuel?

29. What fuel vendors were used?

Building Rentals

30. How many buildings were rented (include days and square footage)?

31. How much was spent on building rentals?

32. What building rental vendors were used?

Utilities

33. How many buildings were rented (include days and square footage)?

34. How much was spent on building rentals?

35. What building rental vendors were used?

Lumber and Hardware

36. How many buildings were rented (include days and square footage)?

37. How much was spent on building rentals?

38. What building rental vendors were used?

Other Purchases in Wyoming

39. How much was spent on other purchases in Wyoming?

40. What vendors were used?