



Arts, design, entertainment, sports, and media occupations

This occupational group includes art directors, artists, fashion designers, actors, producers, directors, coaches, dancers, choreographers, musicians, singers, radio announcers, writers, editors, interpreters, sound engineering technicians, photographers, and film editors.

Cognitive and mental requirements

The qualifications that workers need to use judgment, make decisions, interact with others, and adapt to changes in jobs.

In 2022, more than basic people skills were required for 84.9 percent of arts, design, entertainment, sports, and media workers, and basic people skills were required for 15.1 percent.

Table 1. Percentage of arts, design, entertainment, sports, and media workers with cognitive and mental requirements, 2022

Requirement	Yes	No
Pace: Pause control	75.7	24.3
Interaction with general public	80.3	19.7
Working around crowds	8.9	91.1
Telework	25.2	74.8
Work review: Supervising others	13.5	86.5
Work review: Presence of supervisor	58.9	41.1

Source: U.S. Bureau of Labor Statistics, Occupational Requirements Survey

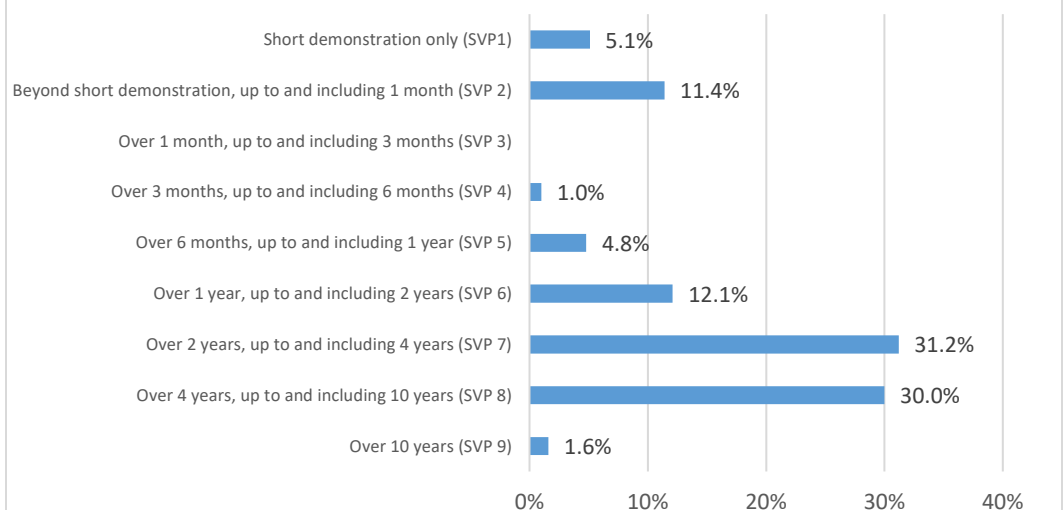
Education, training, and experience requirements

The minimum level of formal education required, credentials necessary, on-the-job training, and prior work experience necessary for average performance in jobs.

In 2022, credentials were required for 36.5 percent of arts, design, entertainment, sports, and media workers. Prior work experience was required for 65.1 percent and on-the-job training was required for 67.3 percent.

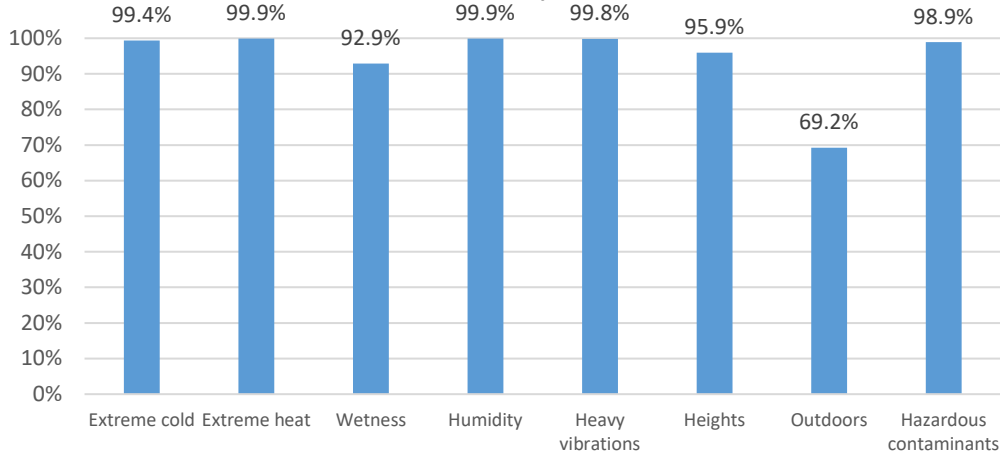
A bachelor's degree was required for 45.2 percent of arts, design, entertainment, sports, and media workers.

Chart 1. Percentage of arts, design, entertainment, sports, and media workers by specific preparation time (SVP) level, 2022



Source: U.S. Bureau of Labor Statistics, Occupational Requirements Survey

Chart 2. Percentage of arts, design, entertainment, sports, and media workers without exposure to environmental conditions, 2022



Source: U.S. Bureau of Labor Statistics, Occupational Requirements Survey

Environmental conditions

The various tangible or concrete hazards or difficulties that are in the vicinity of where jobs' critical tasks are performed.

In 2022, 99.4 percent of arts, design, entertainment, sports, and media workers were not exposed to extreme cold, and 99.9 percent were not exposed to extreme heat. Wetness was not present for 92.9 percent, 99.8 percent were not exposed to heavy vibrations, and 69.2 percent were not exposed to the outdoors.

Physical demands

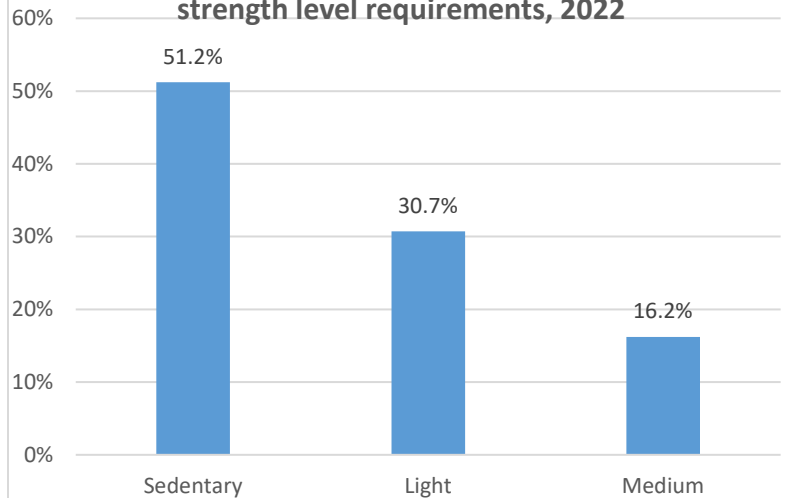
Refer to the physical activities required to perform tasks in jobs. The presence and, in some cases, duration of these activities are published.

In 2022, keyboarding was required for 87.6 percent of arts, design, entertainment, sports, and media workers and was not required for 12.4 percent. For 4.8 percent of workers, keyboarding was seldom performed, for 35.6 percent keyboarding occurred occasionally, 43.0 percent frequently, and 4.3 percent keyboarding occurred constantly.

Performing work in low postures was required for 37.4 percent of arts, design, entertainment, sports, and media workers and was not required for 62.6 percent.

The choice to sit or stand when performing critical tasks was available to 70.9 percent of arts, design, entertainment, sports, and media workers. On average, workers spent 69.6 percent of the workday sitting and 30.4 percent of the workday standing.

Chart 3. Percentage of arts, design, entertainment, sports, and media workers by strength level requirements, 2022



Source: U.S. Bureau of Labor Statistics, Occupational Requirements Survey

Table 2. Percentage of arts, design, entertainment, sports, and media workers with physical demands, 2022

Requirement	Yes	No
Choice of sitting or standing	70.9	29.1
Driving	27.4	72.6
Climbing structure-related ramps or stairs	21.6	78.4

Source: U.S. Bureau of Labor Statistics, Occupational Requirements Survey