



## Arts, design, entertainment, sports, and media workers

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 judgement, make decisions, interact with others, and adapt to changes in jobs.

In 2024, more than basic people skills were required for 88.5 percent of arts, design, entertainment, sports, and media

workers, and basic people skills were required for 11.5 percent.

**Table 1. Percentage of arts, design, entertainment, sports, and media workers with cognitive and mental requirements, 2024**

Requirement	Yes	No
<b>Adaptability: Work schedule variability</b>	37.1	62.9
<b>Pace: Pause control</b>	73.4	26.6
<b>Telework</b>	31.8	68.2
<b>Work review: Presence of supervisor</b>	42.8	57.2
<b>Work review: Supervising others</b>	10.7	89.3
<b>Working around crowds</b>	7.5	92.5

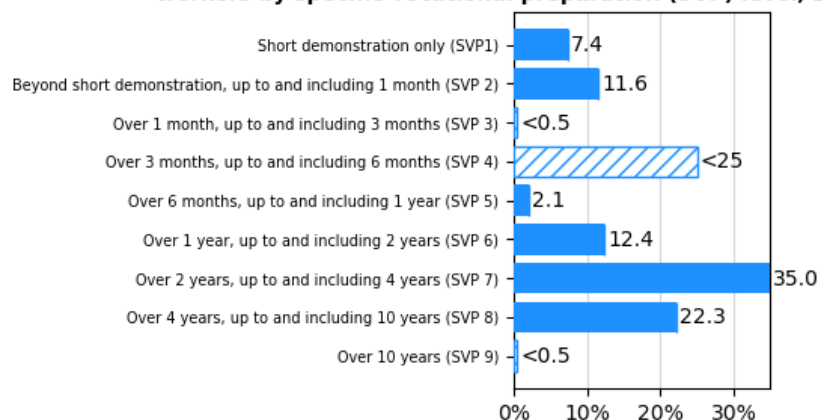
Source: U.S. Bureau of Labor Statistics, Occupational Requirements Survey

## 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 2024, credentials were required for 25.4 percent of arts, design, entertainment, sports, and media workers. Prior work experience was required for 62.9 percent and on-the-job training was required for 65.1 percent.

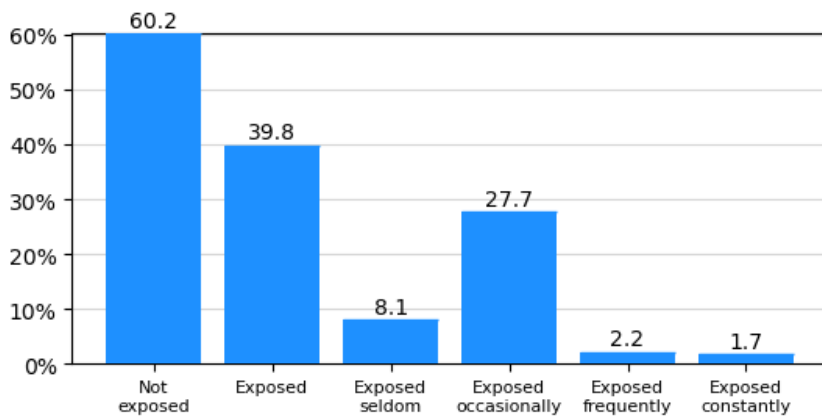
**Chart 1. Percentage of arts, design, entertainment, sports, and media workers by specific vocational preparation (SVP) level, 2024**



Note: Striped bars represent range estimates where precise value is unpublished.  
Source: U.S. Bureau of Labor Statistics, Occupational Requirements Survey

A bachelor's degree was required for 39.1 percent of arts, design, entertainment, sports, and media workers.

**Chart 2. Percentage of arts, design, entertainment, sports, and media workers with outdoor exposure and duration, 2024**



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 2024, a quiet noise exposure was present for 24.2 percent of arts, design, entertainment, sports, and media workers. Another 72.0 percent were exposed to moderate noise, less than 10 percent were exposed to loud noise, and less than 0.5 percent to very loud noise. Personal protective equipment (PPE) was used by less than 5 percent of workers to mitigate noise exposure, and was not used by greater than 95 percent.

## Physical demands

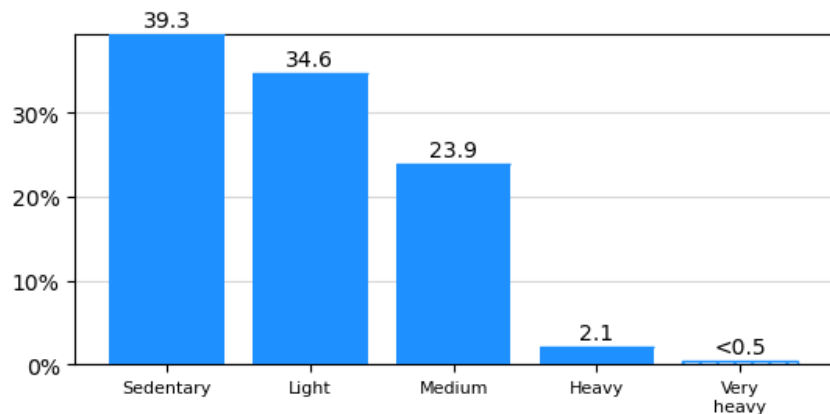
Refer to the physical activities required to perform tasks in jobs. The presence and, in some cases, duration of these activities are published.

In 2024, reaching at or below the shoulder was required for 61.9 percent of arts, design, entertainment, sports, and media workers and was not required for 38.1 percent. For 13.9 percent of workers, reaching at or below the shoulder was seldom performed, for 37.3 percent reaching at or below the shoulder occurred occasionally, 10.8 percent frequently, and for less than 0.5 percent reaching at or below the shoulder occurred constantly.

Performing work in low postures was required for 43.2 percent of arts, design, entertainment, sports, and media workers and was not required for 56.8 percent.

The choice to sit or stand when performing critical tasks was available to 63.8 percent of arts, design, entertainment, sports, and media workers. On average, workers spent 58.1 percent of the workday sitting and 41.9 percent of the workday standing.

**Chart 3. Percentage of arts, design, entertainment, sports, and media workers by strength level requirements, 2024**



Note: Striped bars represent range estimates where precise value is unpublished.  
Source: U.S. Bureau of Labor Statistics, Occupational Requirements Survey

**Table 2. Percentage of arts, design, entertainment, sports, and media workers with physical demands, 2024**

Requirement	Yes	No
Choice of sitting or standing	63.8	36.2
Climbing structure-related ramps or stairs	19.1	80.9
Driving	30.0	70.0

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