



Entertainment Design & Technology Workforce Demographics

2025 Study Results | Part One: Employment & Roles

SMU DataArts

USITT



Response Overview

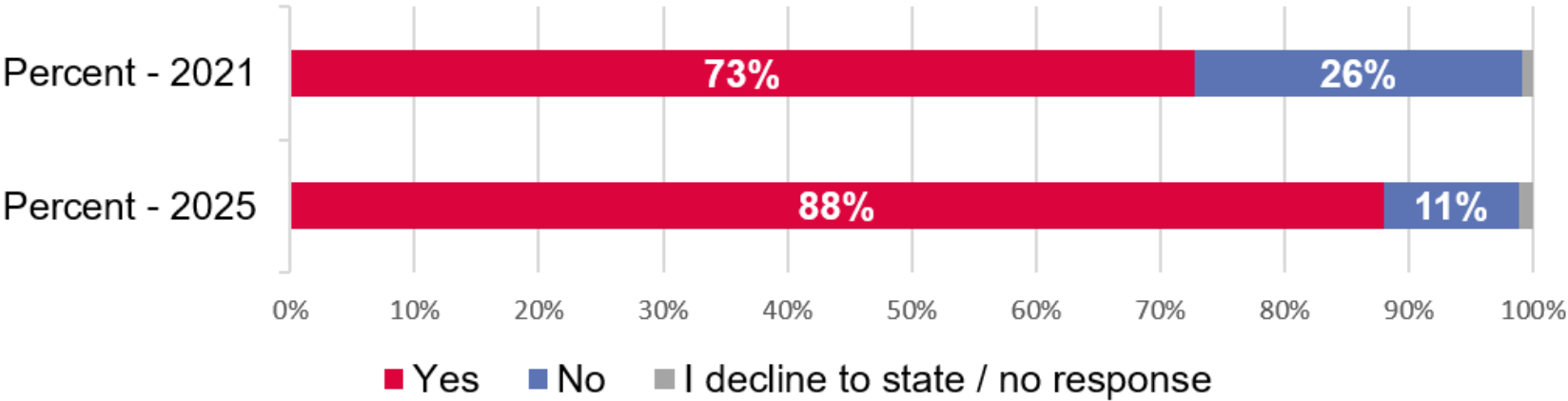
- The 2025 study was conducted from Oct. 14, 2025 - Jan. 30, 2026
- The study received responses from 1,235 individuals in the live entertainment workforce. After cleaning the data, there were 1,199 responses (*compared to 4,001 in 2021 study*)
- Approximately one-quarter of responses were received in the first 6 weeks (25.7%), another one-quarter in weeks 7–8 (26.9%), and nearly half (47.5%) during the extension beyond 8 weeks
- Compared to 2021 study, the 2025 study is largely consistent in terms of composition of the live entertainment workforce
 - *Membership representation is identical (59%)*
 - *Role distribution remains very similar across major categories, but fewer respondents work in roles related to costume/wig/makeup (10% vs. 14%) and slightly more in sound (6% vs. 5%)*
 - *Regional representation is more balanced in the 2025 study, and country of origin is similar (78% U.S.-born vs. 75% in 2021)*



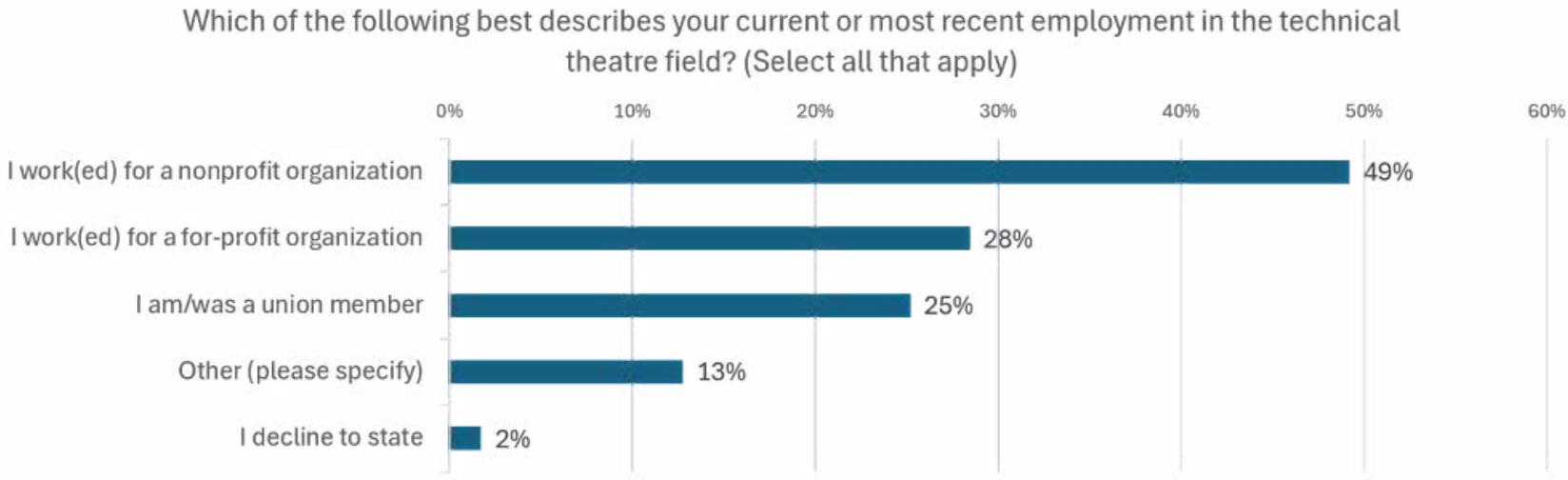


Most live entertainment workers are employed or had work lined up for 2025

Are you currently employed in the Technical Theatre Industry, or have employment lined up for this year?

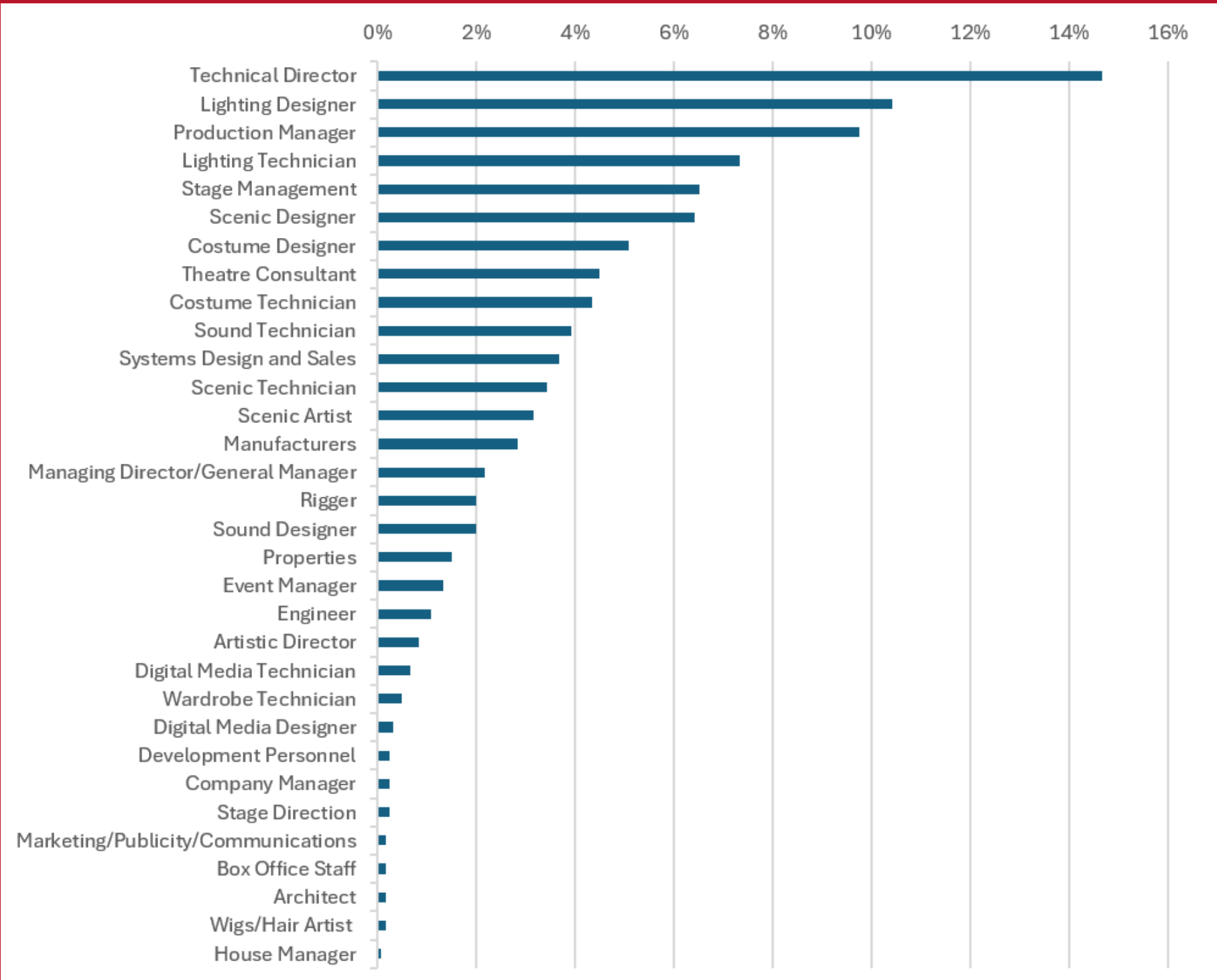


Nonprofit organizations are the most common employers among respondents





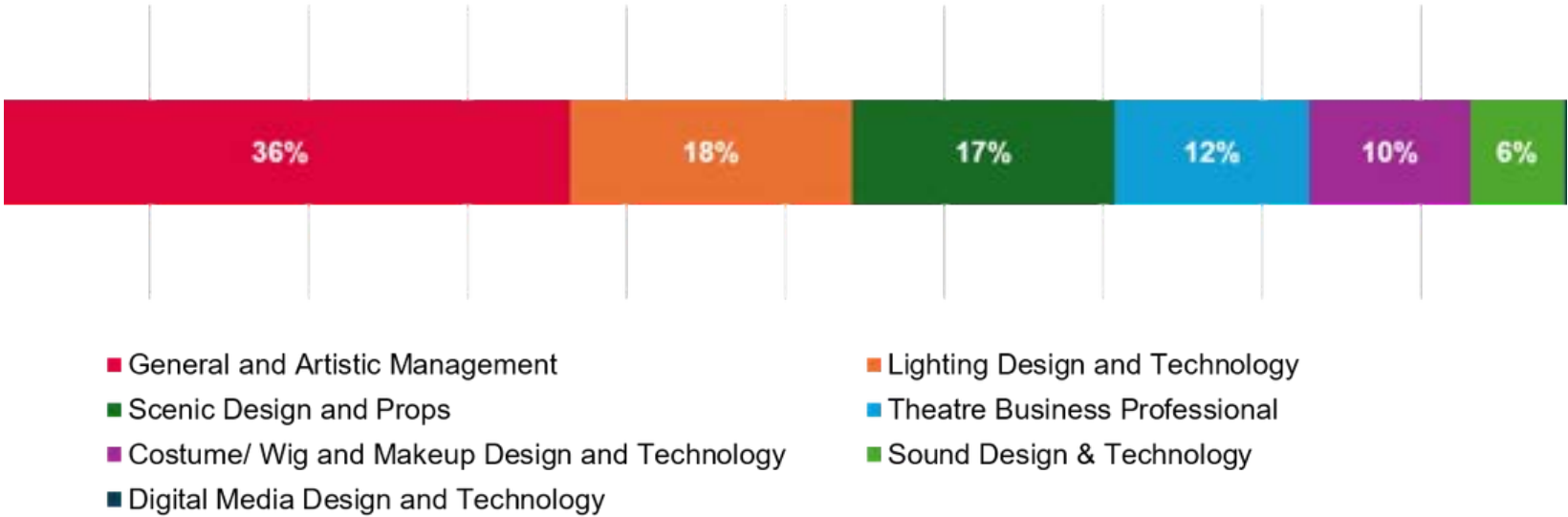
Technical Directors, Lighting Designers, and Production Managers are the most commonly reported roles among respondents



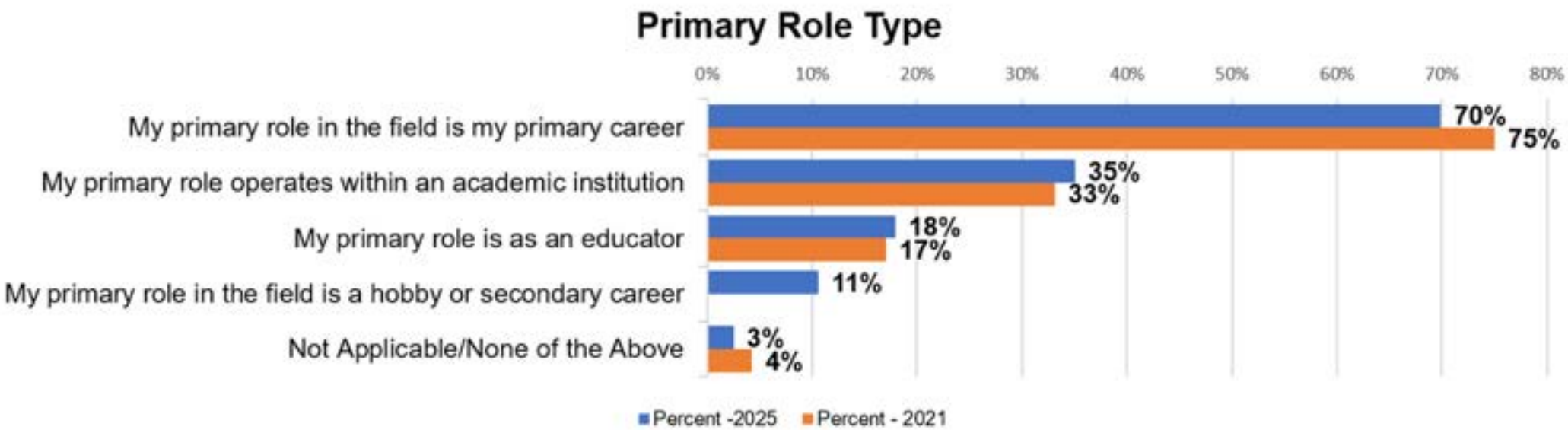


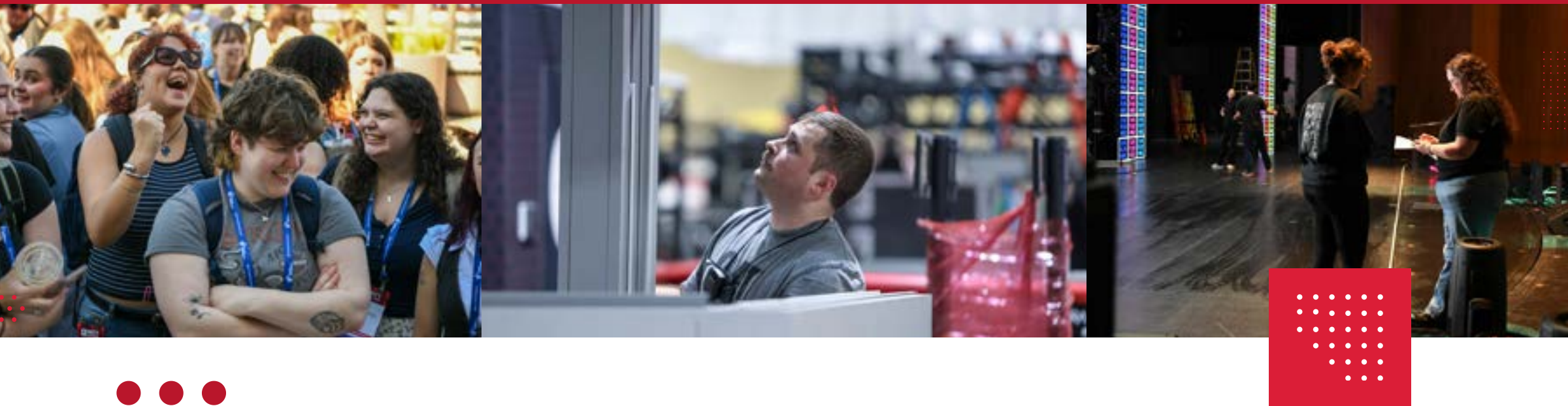
Over one-third of respondents work in General and Artistic Management roles, the largest category in the field

How would you describe your primary role within the performing arts design and technology community?



For most respondents, their primary role in the live entertainment field is their primary career





Full-time permanent roles are the most common employment type among respondents, followed by independent contracting

