



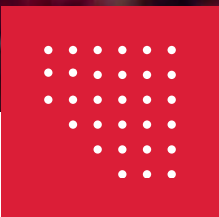
Entertainment Design & Technology Workforce Demographics

2025 Study Results | Part Three: Demographics

SMU DataArts

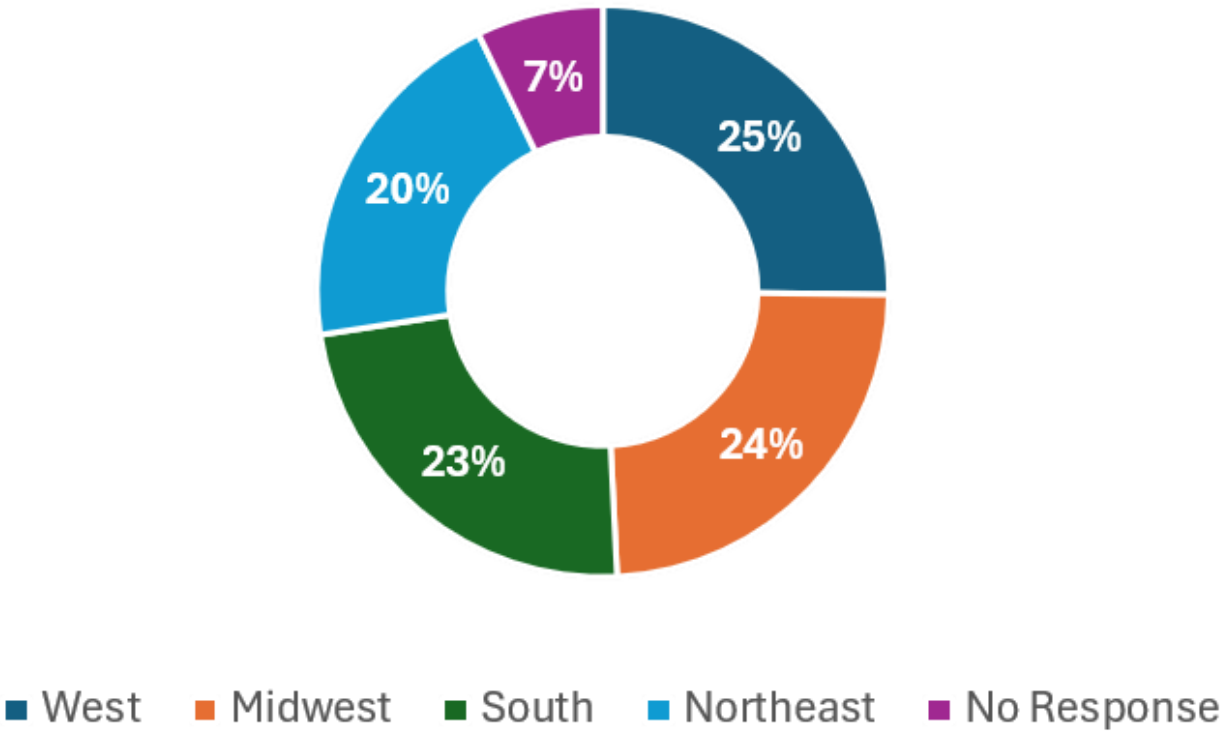
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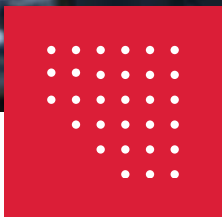




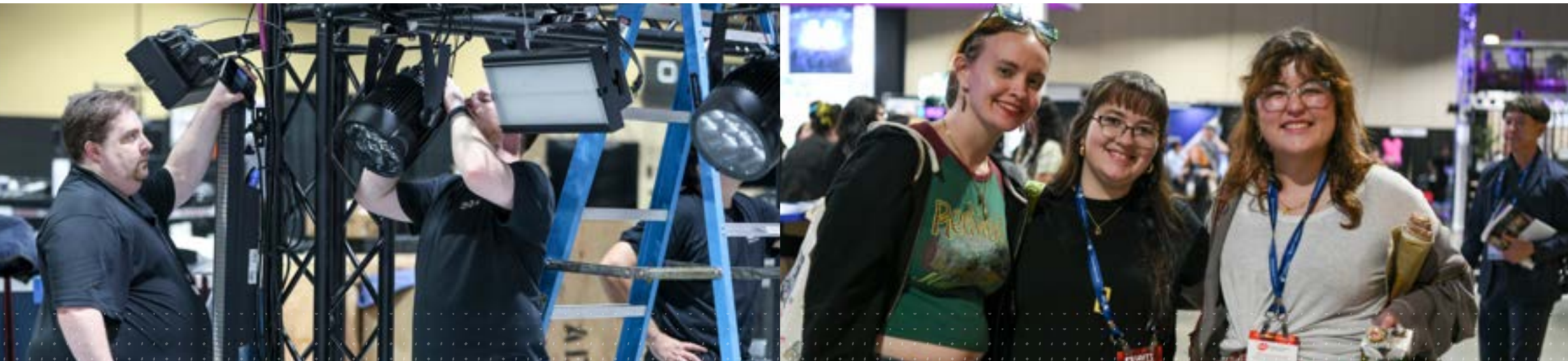
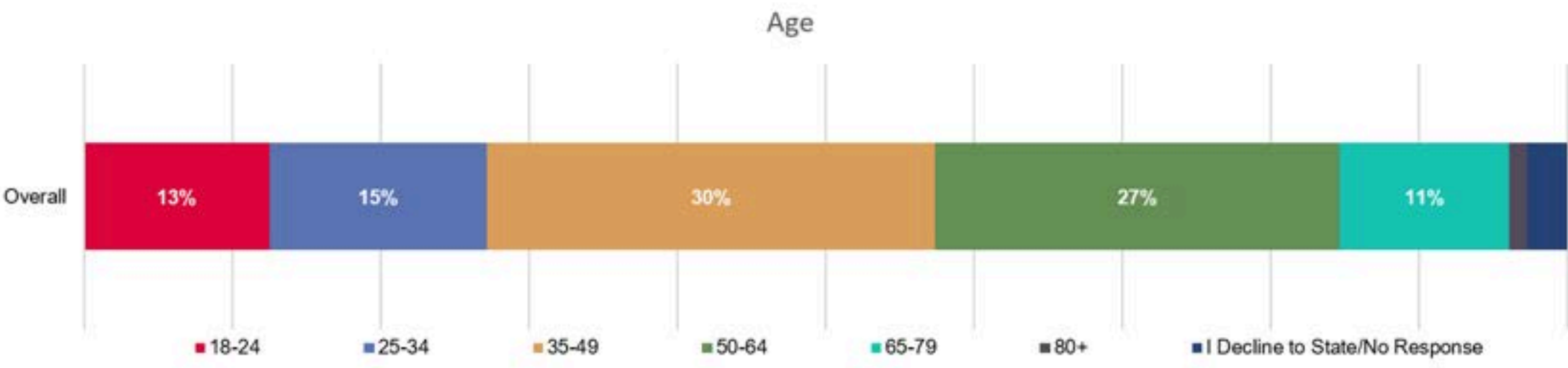
Respondents are distributed fairly evenly across U.S. regions

Responses by Region



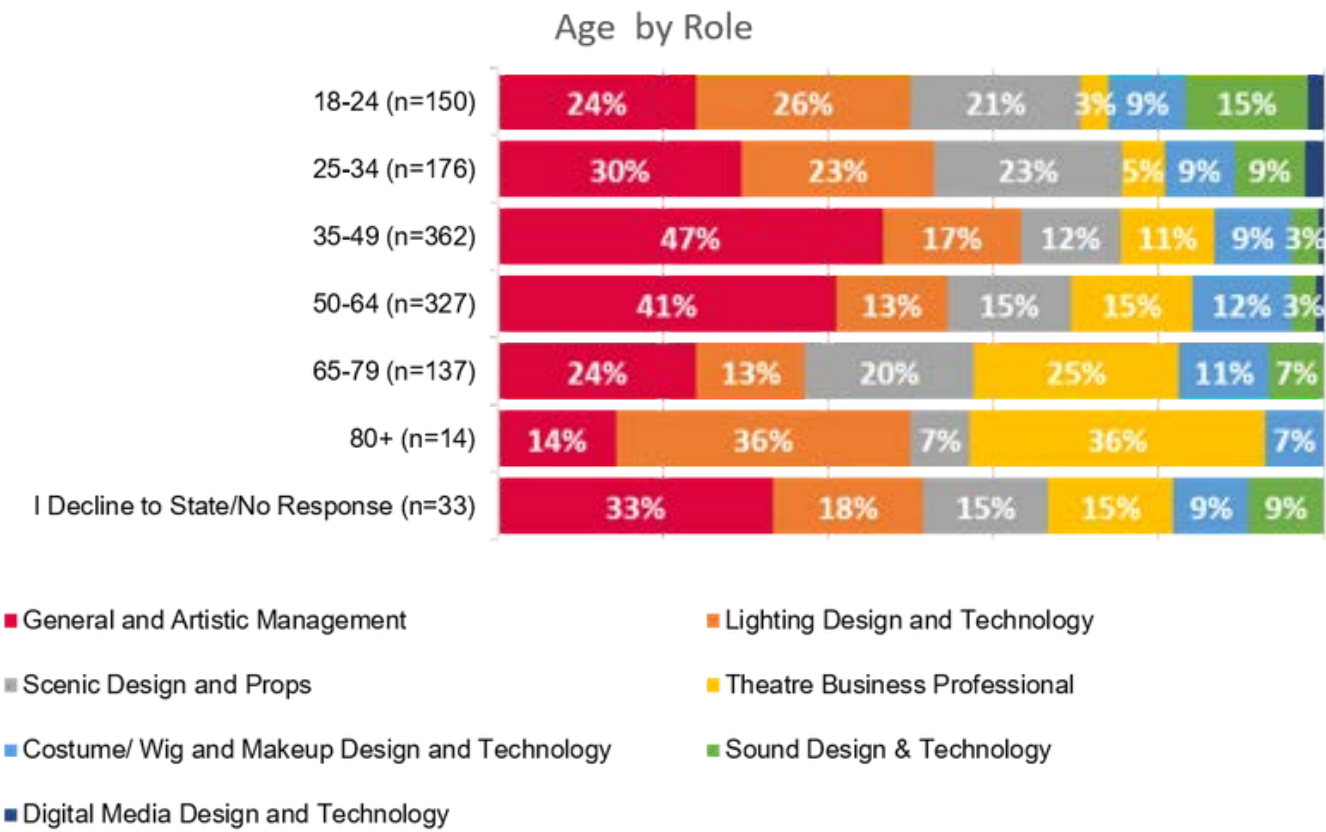


Most respondents are in mid-career age ranges (35–64), with balanced representation from younger and older professionals





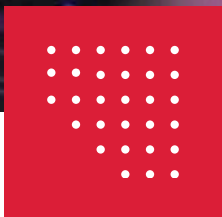
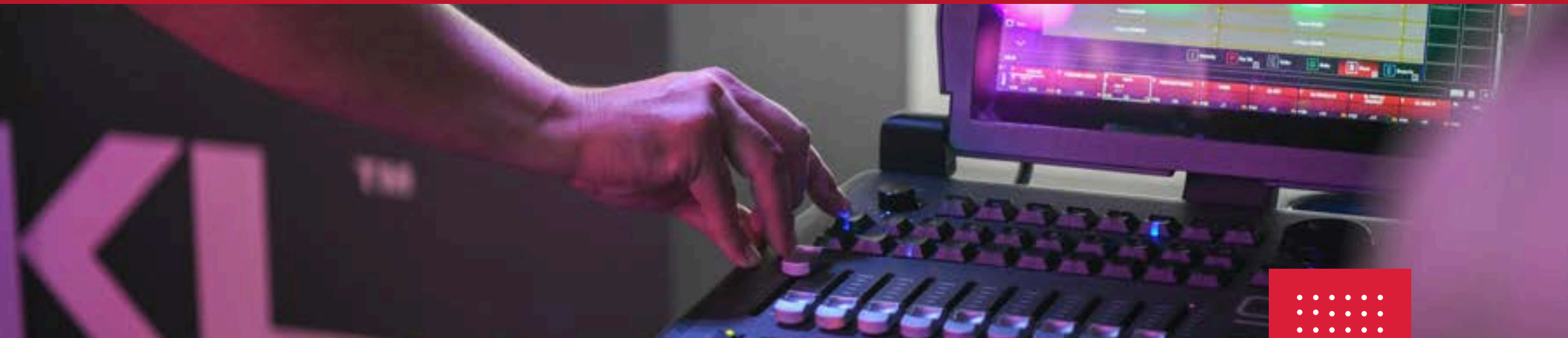
Older respondents are more likely to hold management roles



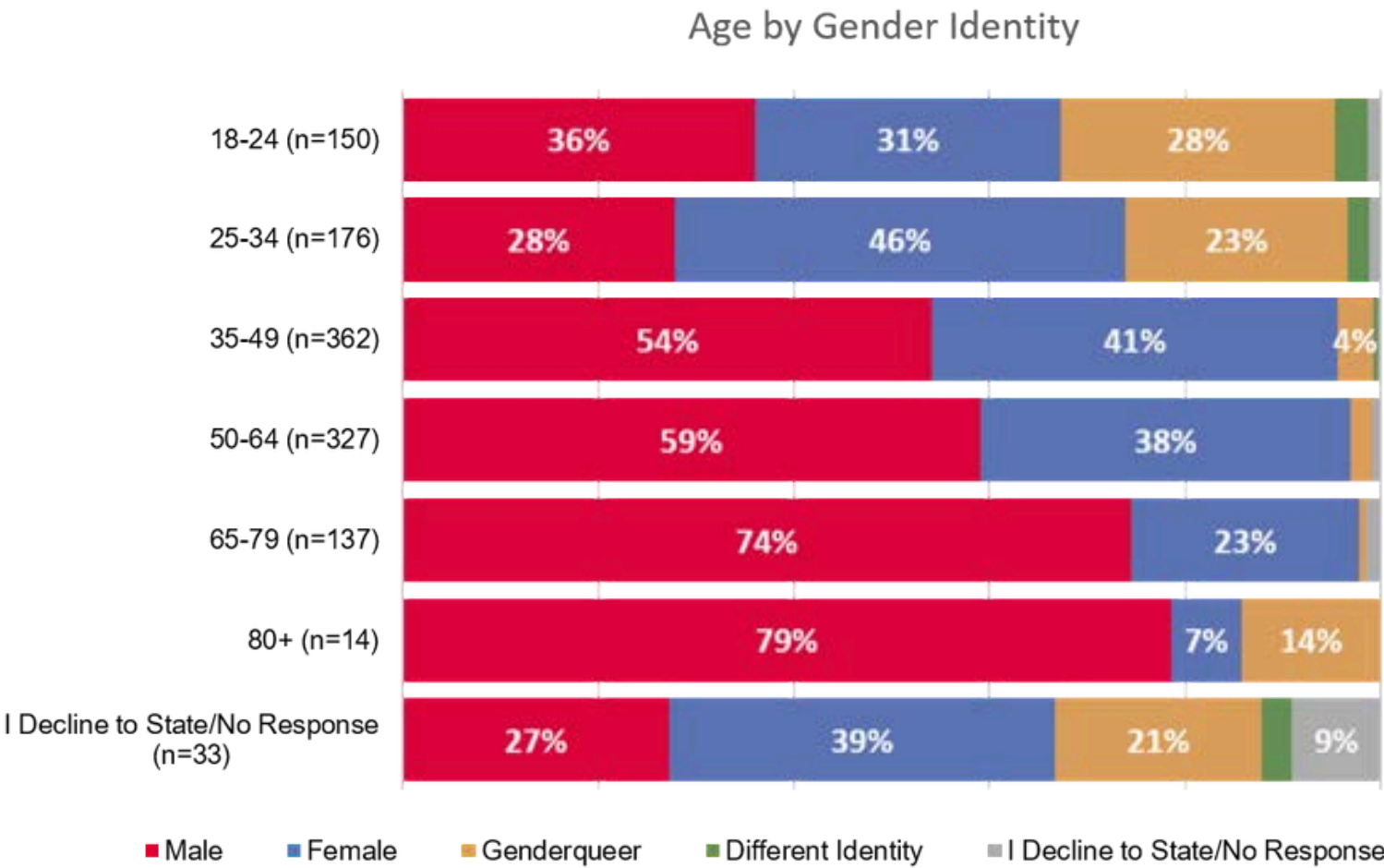
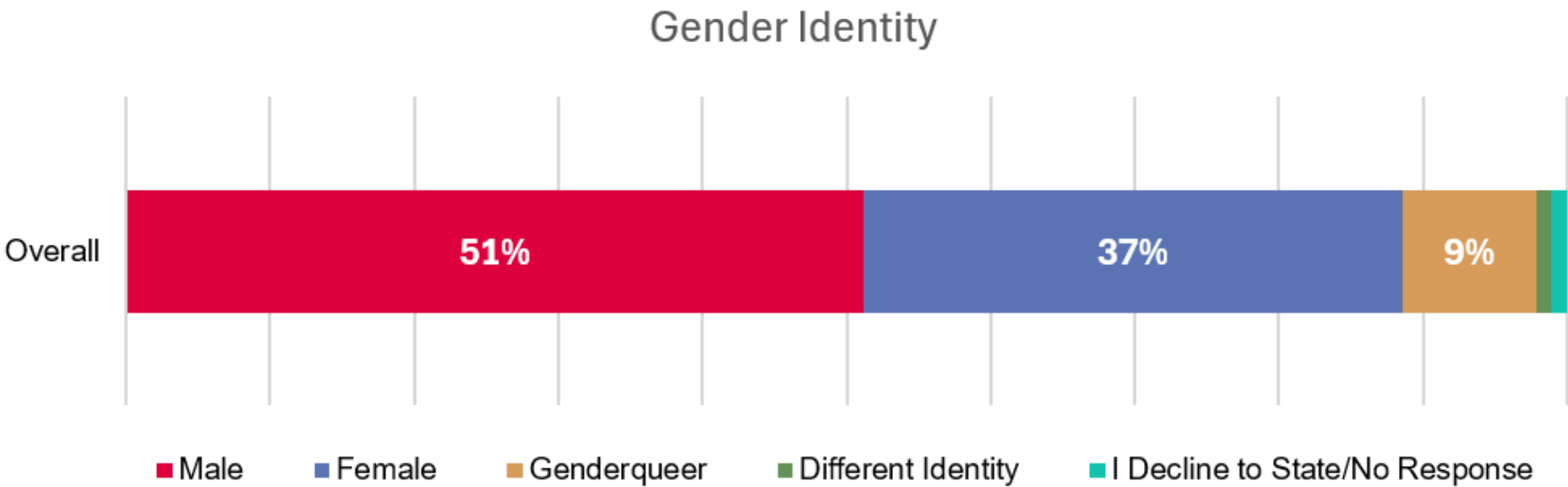
Technical roles such as Lighting/Sound Design and Technology are concentrated among younger respondents

Roles related to scenic design/props and costume/wig/makeup design are represented across all career stages rather than concentrated in one age group





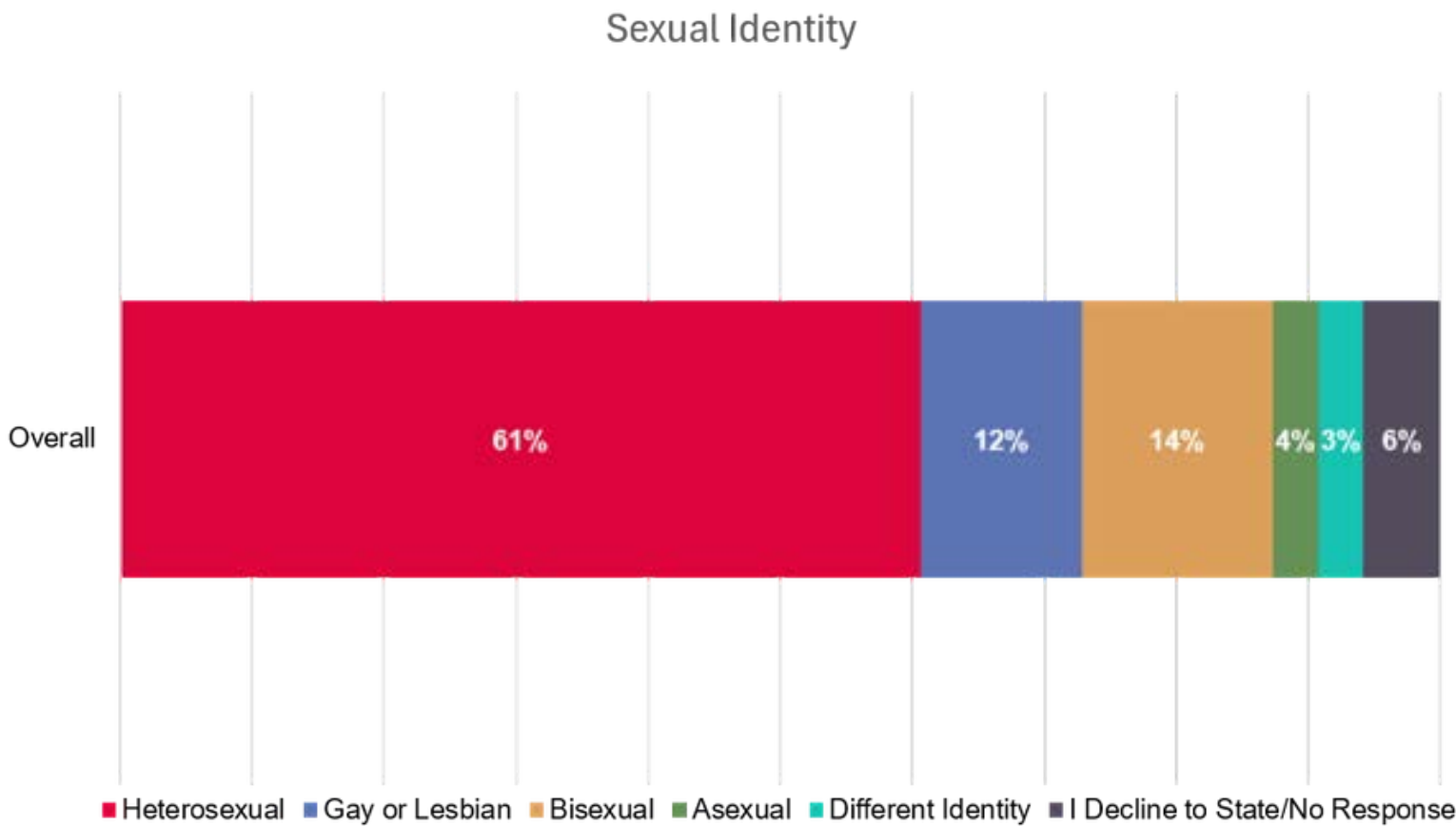
About half of respondents identify as male



Younger respondents report more diverse gender identities, while older age groups are increasingly male

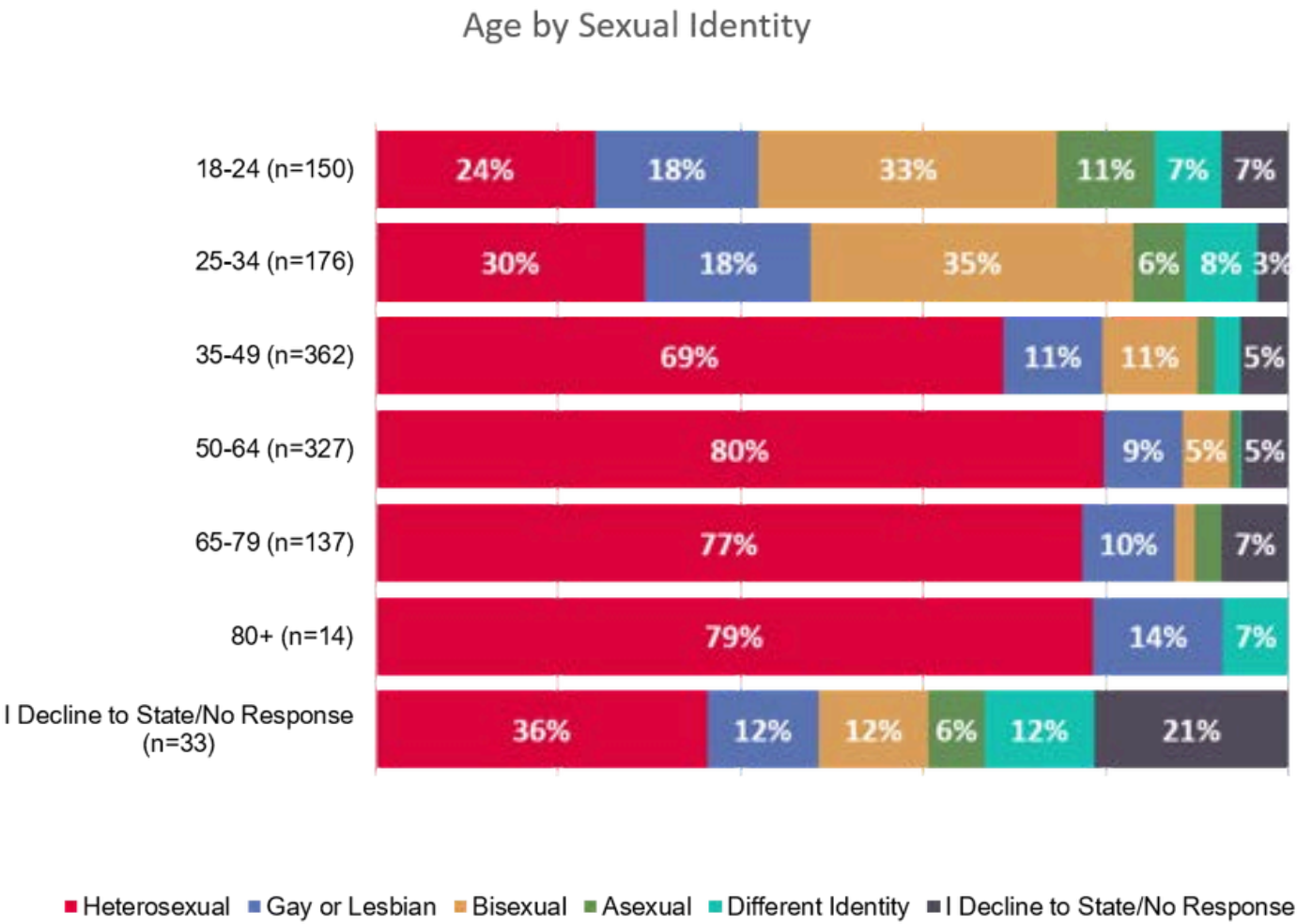


One-third of respondents identify as gay, lesbian, bisexual, asexual, or another sexual orientation



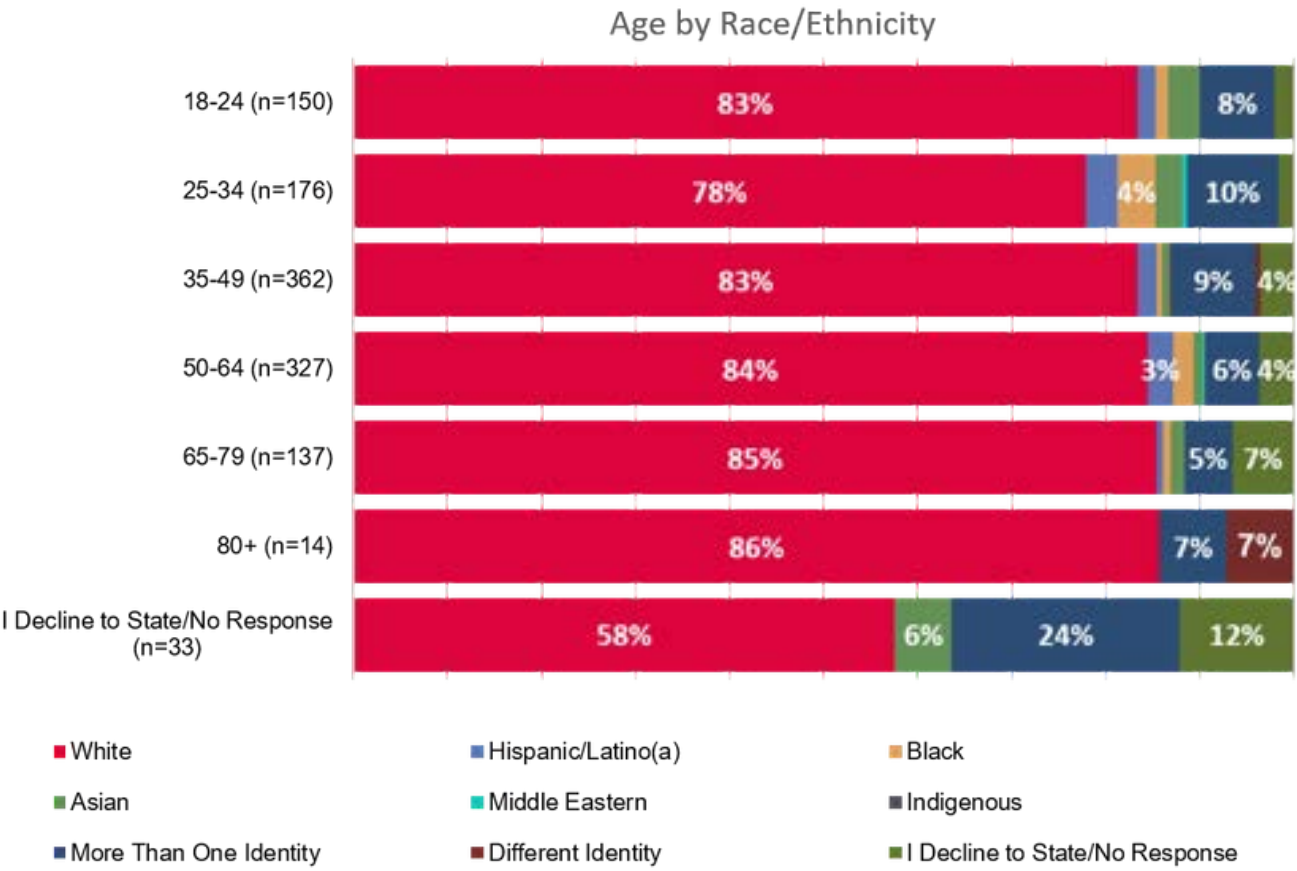
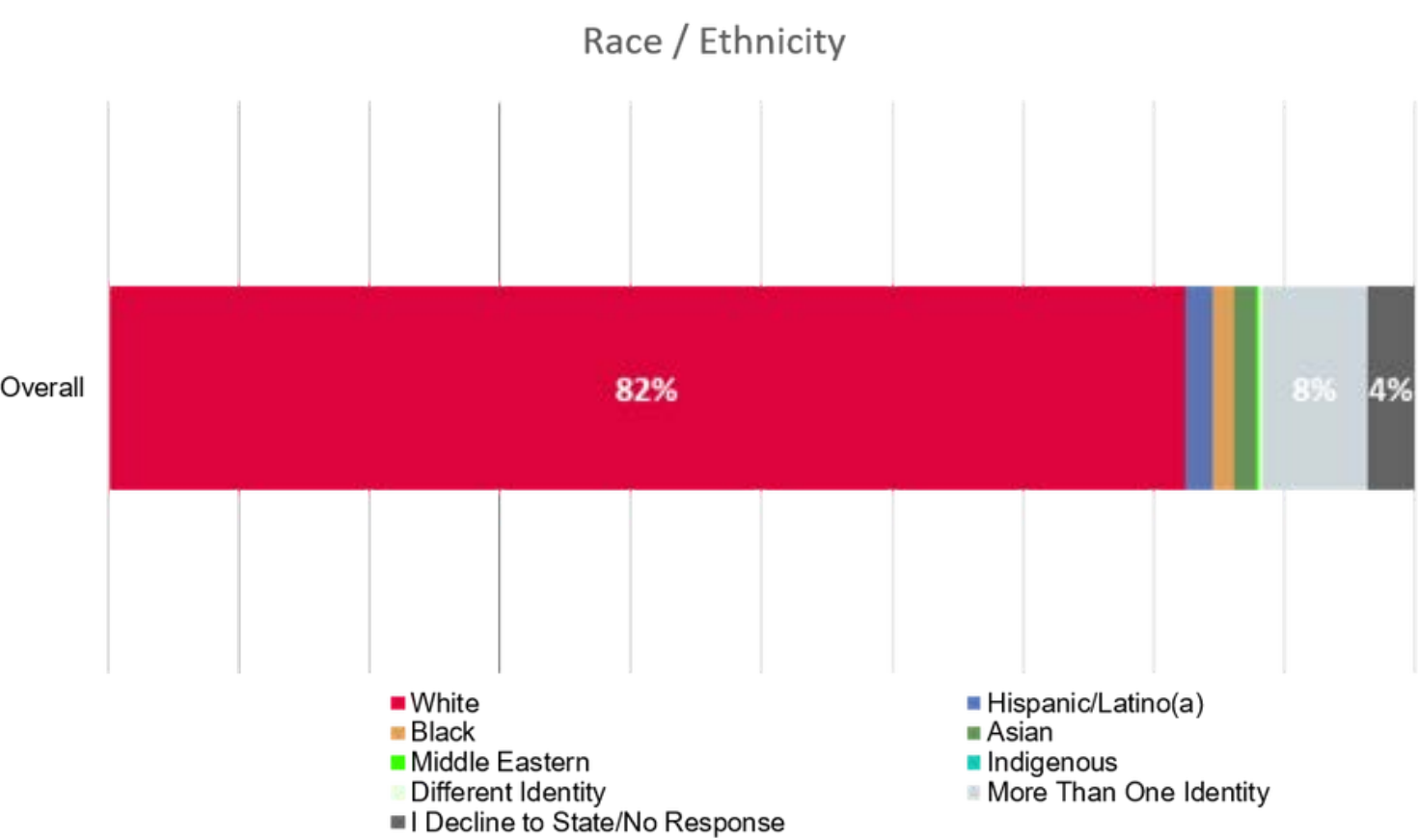


Younger age groups include a greater diversity of sexual orientations than older groups





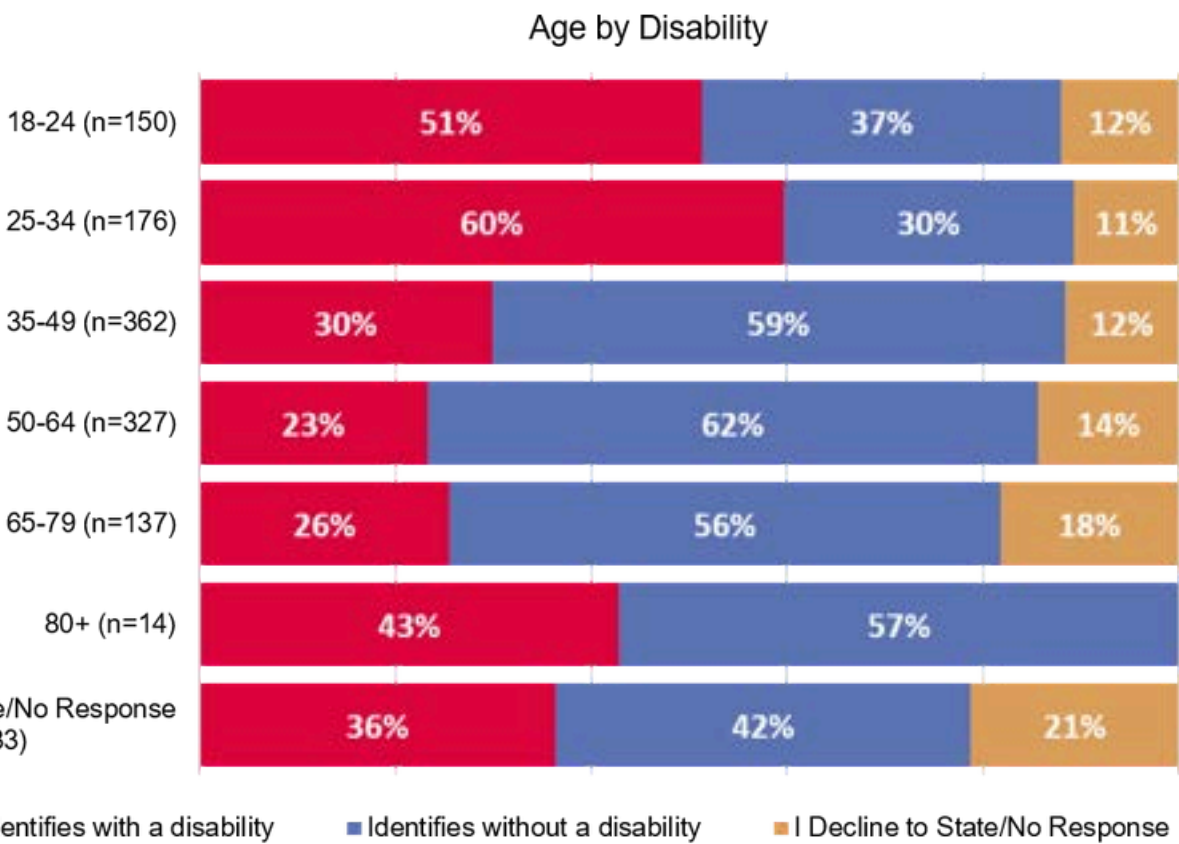
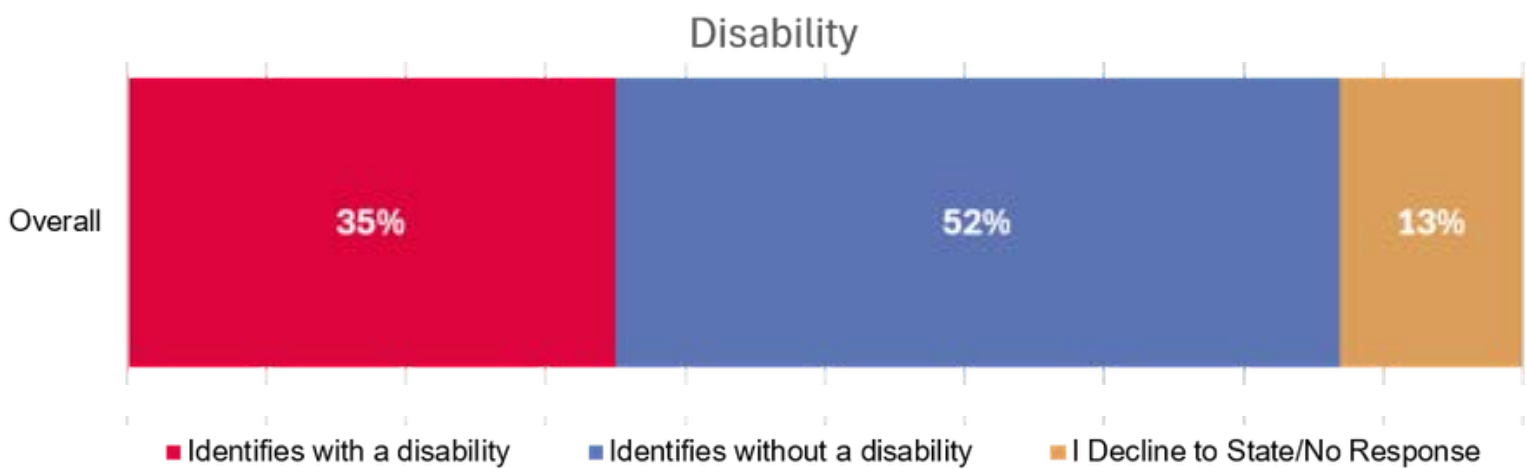
Most respondents identify as White, while nearly one in ten identify with more than one race or ethnicity



Race/Ethnicity Composition is Similar Across Age Groups



One-third of respondents identify as a person with a disability



Disability representation is higher among younger groups

Respondents under 35 are more likely to identify with a disability than not, whereas among respondents 35 and older, the opposite is true