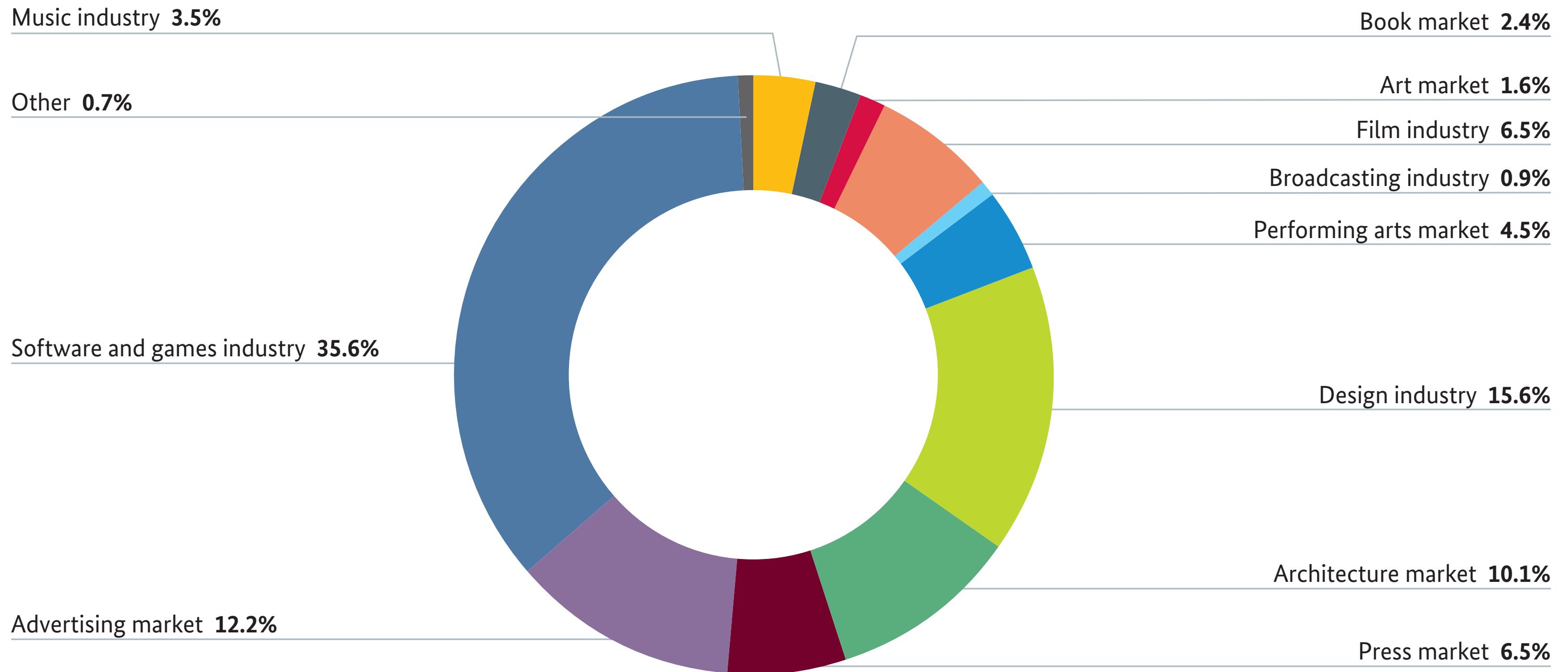


Breakdown by submarket of start-ups in the cultural and creative industries in Germany in 2018



Aid to interpretation: In 2018, 35.6% of all start-ups in the cultural and creative industries took place in the software and games industry.

Note: These calculations based on number of start-ups including double counts. Altogether, these figures add up to produce a total of 100%.

Minimal discrepancies possible due to rounding.