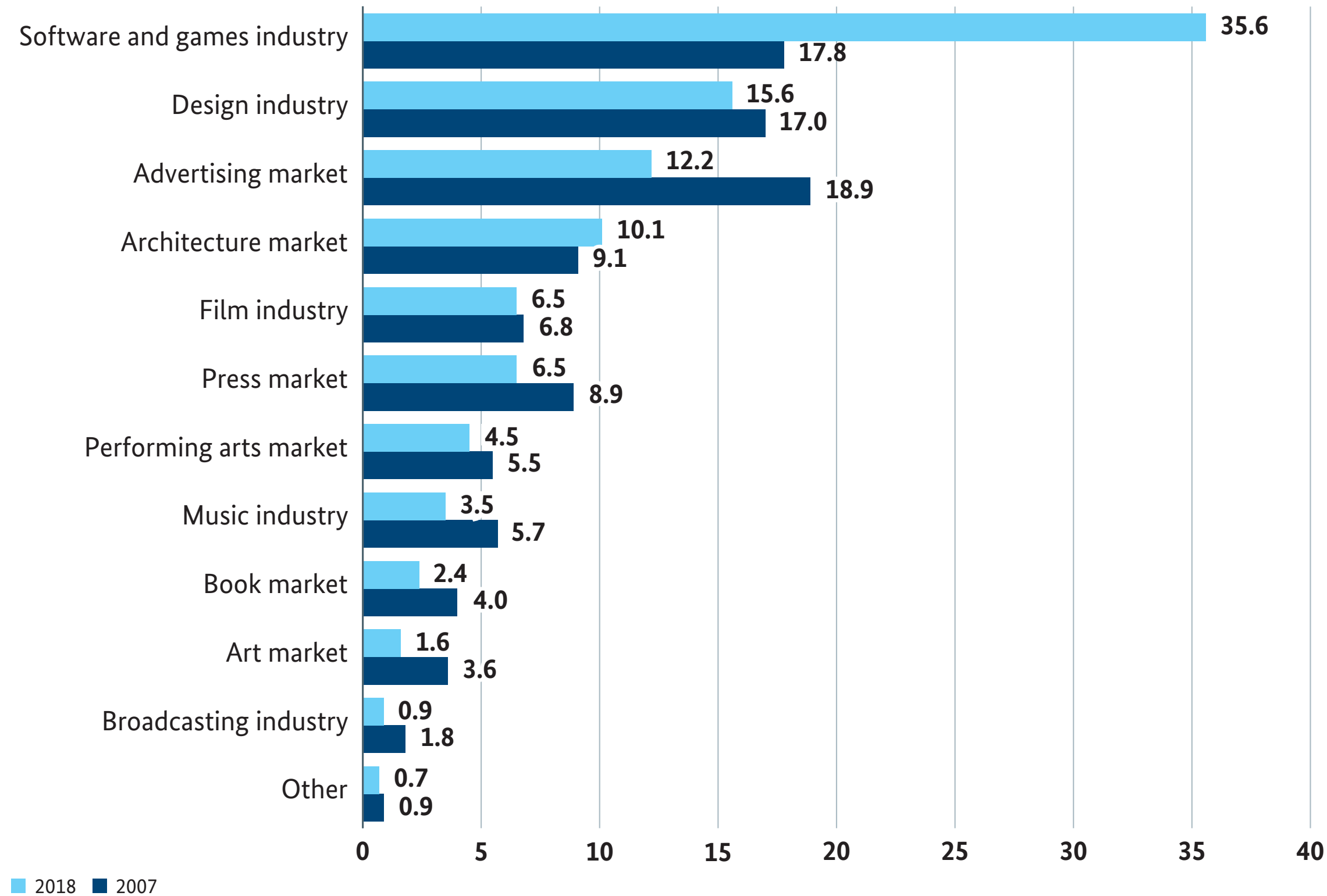


Start-ups in the cultural and creative industries in Germany broken down by submarket 2007 and 2018 (in %)



Aid to interpretation: The share of start-ups from the software and games industry within the cultural and creative industries rose from 17.8% in 2007 to 35.6% in 2018.

Note: Figures are percentages of the cultural and creative industries as a whole, including double counts.

Source: Mannheim Enterprise Panel, ZEW, 2019.