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23 May 2014

Ms YUE Tin-Po  
Clerk, Panel on  
Information Technology and Broadcasting  
Legislative Council  
Legislative Council Complex  
1 Legislative Council Road  
Central, Hong Kong

Dear Ms Yue,

### **Update on the work of Create Hong Kong**

We write in response to Members' requests raised at the meeting of the Legislative Council Panel on Information Technology and Broadcasting held on 10 February 2014 for the Administration to provide information on –

- (a) the actual benefits brought to the local creative industry in terms of income as a percentage of the gross domestic product (“GDP”) of Hong Kong, and the number of jobs and companies created in the industry over the past five years; and
- (b) the patronage and utilisation rate of the Comix Home Base (“CHB”), and actual benefits brought to the local comics industry in terms of increase in total sales figure, number of jobs created and the average salaries thereof.

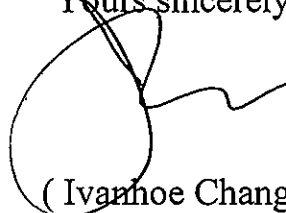
The figures requested by Members on the economic contribution of the local creative industries are tabulated in Annex.

As for the CHB, it was revitalised from pre-war buildings into a cluster for promoting animation and comics (“ani-com”) in Hong Kong. The Urban Renewal Authority, the landlord of the CHB, awarded a five-year contract to the Hong Kong Arts Centre (“HKAC”) for operating the CHB. The HKAC is responsible for operating the CHB and curating and organising ani-com related programmes. The CHB was officially opened in July 2013.

As of now, the CHB has leased out all its studios, office space and retail space to tenants, which include five ani-com practitioners, three restaurants, a convenience store, and the Hong Kong Comics and Animation Federation. The utilisation rate of the multi-functional and exhibition venues of the CHB is around 80%. Promotional programmes such as exhibitions, conferences, workshops, etc. have been held at the CHB. The number of visitors has exceeded 257 000 since opening.

Since the CHB mainly provides venues for promotional and exchange programmes and is not business-oriented by nature, the benefits brought by the CHB to the local ani-com industry are mainly manifested through raising the profile of the ani-com sectors of Hong Kong and fostering interest in the ani-com cultures of Hong Kong in general. Given the intangible nature of such benefits, we consider it not practicable to make use of quantifiable indicators such as revenue generated, number of jobs created, average salaries of practitioners of the industry, etc. to evaluate the economic impact of the CHB.

Yours sincerely,

A handwritten signature in black ink, appearing to read 'Ivanhoe Chang', written over a circular stamp or mark.

( Ivanhoe Chang )

for Secretary for Commerce and Economic Development

**Latest statistics of creative industries in Hong Kong**

	<u>2008</u>	<u>2009</u>	<u>2010</u>	<u>2011</u>	<u>2012</u>
(a) Value-added as a percentage of the Gross Domestic Product of Hong Kong	3.4%	3.5%	3.9%	4.0%	4.1%
(b) Number of persons engaged	155 380	152 990	153 300	155 570	161 480
(c) Number of establishments	24 260	24 790	26 490	28 000	28 840

Notes: The figures above are based on the information provided by the Census and Statistics Department on the latest statistics of cultural and creative industries in Hong Kong in the March 2014 edition of the Hong Kong Monthly Digest of Statistics. The figures above cover the following creative sectors –

- (a) advertising;
- (b) architecture;
- (c) design;
- (d) film, video and music;
- (e) television and radio;
- (f) publishing; and
- (g) software, computer games and interactive media.