

Table 1: Growing Industries Report for Second Quarter 2017 in NAICS

NAICS (1)	Sector	Subsector	AWW(2)	Emp. 2017Q2	Emp. 2016Q2	Emp. Chg	Pct. Chg	Emp. 2017Q1	Emp. 2016Q1	Emp. Chg	Pct. Chg	Avg. Chg (3)
711	Arts, entertainment, and recreation	Performing arts and spectator sports	\$434.11	555	371	184	49.6%	685	340	345	101.5%	75.5%
336	Manufacturing	Transportation equipment manufacturing	\$1,153.15	249	186	63	33.9%	224	190	34	17.9%	25.9%
312	Manufacturing	Beverage and tobacco product manufacturing	\$792.20	444	405	39	9.6%	422	366	56	15.3%	12.5%
311	Manufacturing	Food manufacturing	\$594.24	639	581	58	10.0%	851	751	100	13.3%	11.6%
713	Arts, entertainment, and recreation	Amusements, gambling, and recreation	\$344.61	2,901	2,667	234	8.8%	2,431	2,220	211	9.5%	9.1%
Total			\$471.80	4,786	4,209	577	13.7%	4,612	3,866	746	19.3%	16.5%

1. Includes both public and privately owned firms.

2. The Average Weekly Wage (AWW) is calculated by dividing the total wage for the industry group by the total number of jobs for the industry group and the number of weeks in the observed quarter. The reader should also be aware that AWW's at the industry Group Level are susceptible to wage bias due to sample size, occupational distributions, seasonal pay and bonuses, and keying error. The AWW for all growing industries in 2017Q2 was \$471.80.

3. The percentage for Average Change is the employment-weighted average percentage change of the current and prior quarters (employment change current quarter + employment change prior quarter)/(employment current quarter + employment prior quarter).